

HeroScape Rules Summary

Abridged for Tournament Play

Version 1.1

Before Each Game

Each tournament round, a new map and opponent will be assigned to you. Fill in the relevant portion of your tournament card, and review the assigned map, glyphs, and any special terrain rules.

Share the details on your Army Cards with your opponent, so that you can each gain a basic familiarity with the opposing army.

When ready to begin, each player chooses a starting zone and places their entire army. (If there is a dispute over who gets which starting zone, each player rolls a d20. The highest roll gets to choose first.)

Structure of Play

The game is played in **rounds** which consist of **3 turns** for each player. Each turn, players move and attack with the figures on one Army Card.

Each round consists of the following steps:

1. Place **Order Markers**.
2. Roll for **Initiative**.
3. Players alternate **turns** until each player has taken 3 turns.
4. Check for any end-of-round effects.
5. Begin a new round, continuing until one side is victorious (or until time runs out).

Order Markers

Players simultaneously place **Order Markers** on their cards to indicate which card(s) will be activated on each turn. Multiple markers can be placed on a card. The X marker is placed as well, typically as a decoy.



Initiative

After all Order Markers have been placed, all players roll a d20 for **Initiative**. Ties are re-rolled. The highest roller takes the first turn (beginning with their Order Marker 1), then play passes to the left.

Turns

A player **turn** consists of 3 actions, **in this order**:

- 1) Reveal the next numbered **Order Marker** on an Army Card. (If all figure(s) on that card have been destroyed, the turn is lost.)
- 2) **Move** figure(s) shown on that Army Card.
- 3) **Attack** with figure(s) shown on that Army Card.

Each turn, you typically act with every figure shown on the chosen card. For Common Army Cards, you may act with any figures you control with that name, up to the number shown on the card.

Key Definition: Engagement

A figure is **engaged** whenever it occupies a space that is adjacent to an **opponent's figure**. Friendly figures are never engaged to each other.

If a figure's base is on a level equal to or higher than the Height of a figure below it, they are not adjacent/engaged. A ruin or wall between two figures blocks adjacency, unless lower than **both** figures' Heights.

A figure may move around a figure with which it is engaged, but as soon as you move away from it, the opponent may make a **leaving engagement attack** of 1 die (no defense is rolled). If engaged with multiple figures, each may roll as you move away from it.

Flying figures disengage as soon as they begin to fly, even if they land next to the same figure. (They can choose to walk if desired.)

Movement

Each activated figure may move a number of hexes up to their **Move** value. Figures must be moved one at a time, in any order.

Figures may move through spaces occupied by **friendly** figures, unless the friendly figure is **engaged**. Figures cannot move through an enemy figure's space, move through an obstacle such as a tree space, or end their movement on an occupied space.

Moving Double-Spaced Figures

To move a double-spaced figure, decide which end to lead with, then move so that the other end follows the same spaces the leading end just left. You may "flip" the two ends as needed during your movement for no cost. You must end on 2 spaces of the same height.

Moving Up

When moving to higher ground, the side of each higher level counts as one space, as well as the space landed on. A figure may climb multiple levels all at once, up to a limit of **one less than its own Height value**. **Glyphs**, water and the other "thin" terrain types do not add any height.

Falling

Moving down does not cost extra movement, but you may **fall** if moving to any space **other than a normal water space**. If a drop is equal to or more than a figure's Height, roll one Attack die and take any Wounds after moving (no defense is rolled).

Roads

If you begin on a road space (for double-spaced figures, both ends must be on the road) and travel entirely on road spaces, you may move up to 3 extra spaces, which must also be on road spaces. You don't get the road bonus while flying.



Water

Zero height. A figure must end its movement when moving onto a water space from any other space. Double-spaced figures only need to stop if both ends are on a water space at the same time. When moving to a higher location from any zero-height space, the moving up rule applies.



Swamp Water

Zero height. Movement **does not stop** when entering swamp water. Counts as normal water for any abilities.



Shadows

Zero height. No movement effects but can matter for certain powers. Grants +1 defense die to **small, medium, or large** figures standing on at least one shadow space.



Molten Lava

Zero height. When any part of a figure moves onto a molten lava space, roll a d20. On a 1-19, the figure is destroyed. On a 20, it amazingly survives, but must stop.



Lava Field

No movement effects, but at the end of **each full round**, all figures still on lava field spaces must roll for damage. (In turn order, roll 1 undefended attack die per figure.)



Dungeon

No movement effects but can matter for certain powers.



Snow and Ice

Normal Snow and Ice have no effect on movement. Some maps can be defined as having Heavy Snow and/or Slippery Ice. Such spaces require 2 movement each, including the final "landing" space for flying figures.



Stone Walls and Ruins

When moving over a stone wall, count the height of the wall as spaces (2 for inside, or 3 for outside). Be sure to also count the adjacent hex. Measure falls from the top of the wall. Standard ruins are height 6.

Overhangs and Tight Quarters

Only figures small enough to do so may move under overhangs. If moving up onto a low overhang, count nearby support tiles. A figure may not move through or onto a space that it can't fit completely onto. (If an opposing Grimnak's tail blocks you from occupying a space, too bad. You don't need extra room to "slide" into each space, however.)

Glyphs

Power Glyphs usually grant an effect to the army whose figure occupies the space with the glyph. They can be permanent or temporary. A figure moving onto a Power Glyph must stop, and if the glyph is unrevealed (symbol side up), reveal it. For specific glyph effects, see scenario instructions or a reference list.



Treasure Glyphs can only be used or picked up by **Unique Heroes**. They do not stop movement like normal glyphs. Figures can run right over them, and figures that can't use them can stand on them to attempt to stop Unique Heroes from getting to them. Sometimes, Treasure Glyphs can be trapped. For specific trap rules and glyph effects, see scenario instructions or a reference list.



Attacking

After all movement is completed, any figure(s) on the active Army Card having a target in **Range** and clear **Line of Sight** may attack. Figures attack one at a time in any order; each figure can attack once.

A figure engaged with one or more figures can only attack those figures. Special powers (not Special Attacks) can still target figures you are not engaged with.

Attacking with Common Figures

With common figures, the same figures must be used to move and attack. (In a squad of 3, you can't move 3 and attack with 3 others. It's okay to move 2, then attack with those 2 and a third that didn't move.)

Range

A targeted figure must be within the attacking figure's **Range** (do not count extra spaces for height). A figure with Range 1 can only attack adjacent spaces. A double-spaced figure can attack from either space.

Line of Sight (LOS)

Attacking an **adjacent** figure does not require Line of Sight.

For **ranged** attacks, you be able to draw a clear Line of Sight between the attacking figure's **Target Point** (green dot, typically the head) and the defender's **Hit Zone** (red area). Gray areas block LOS, and typically include weapons, shields, and Kyrie wings. (Other wings can be part of the Hit Zone, so check the card.) Zombies can only be hit in the head!



The best way to tell if a figure has a clear LOS is to get behind its head and look at the targeted figure. If you can see any part of the targeted figure's red Hit Zone from the attacker's head, you have LOS. With single-spaced figures, the facing of the attacker's head does not matter.

With double-spaced figures, facing matters because certain areas of the body may block LOS. Remember that you can flip a double-spaced figure anytime during its move, so keep LOS in mind while moving.

Figures behind **stone walls** can use the red mark on the top as a Target Point when determining LOS (as if they were leaning over the edge).

When evaluating LOS, **you may only touch or move your own figures, and only on your turn.** (You can adjust any figure you control on your turn, even after attacking, as well as figures you did not activate.)

Height Advantage

A figure with their **base on a higher level than the opposing figure's base** rolls one extra attack or defense die. (How **tall** the figures are is irrelevant.) If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure rolls 2 extra dice.

Jungles

A **small, medium or large** figure adjacent to at least one Jungle tree or bush receives 1 additional defense die when defending against a **non-adjacent** attack.



Shadows

A **small, medium, or large** figure standing on at least one shadow space rolls 1 extra defense die when defending.



Special Powers, Special Attacks, and Glyphs

Check for any other modifiers to the combat. Note that some abilities refer to **Clear Sight** instead of Line of Sight. Clear Sight includes all parts of a figure, not just the red Hit Zones.

Special Attacks always roll exactly what's on the card. They are never modified in any way. A special ability is not a Special Attack unless it has the words "special attack" on the card.

Figures **defending** against Special Attacks always receive any relevant bonuses. However, there are many special powers that only work against **normal attacks**. This is the main thing that makes Special Attacks special, and makes many other powers so powerful.

Attack Procedure

- 1) Announce which figure is the **Attacker** and which is the **Defender**.
- 2) **The attacker rolls attack dice** equal to their figure's Attack score with any modifiers.
- 3) **The defender rolls defense dice** equal to their figure's Defense score with any modifiers.

If the Attacker rolls the same number of **skulls** or less than the Defender rolls **shields**, the attack is unsuccessful.

If the Attacker rolls more skulls than the Defender rolls shields, the attack is successful. For each unblocked skull, the defending figure takes one Wound.

Multiple Defenders

When an attack targets more than one figure, the attacker decides the order in which the opposing figures defend. (Mimring's Fire Line Special Attack is an exception, affecting the nearest figure first.)

Life

When a figure's Wounds equal its **Life** score, it is destroyed and placed on its Army Card. When all figures on a card are destroyed, it is out of play. (Order Markers on the card remain there until the round is over.)

Victory

Unless a scenario states otherwise, victory is achieved by destroying your opponent's entire army.

If a game has not concluded when time expires, all players must finish the current Order Marker number. Then, if opposing units still remain on the field, victory goes to the player with the highest point total of surviving Army Cards. By default, full points are earned for squads even if only part of the squad survives, and for heroes even if damaged.