

# HeroScape One-Page Rules Sheet

## I. Game Setup

- Build Battlefield: (SotM-6)
  - Teammates should sit next to each other
  - Teammates place their figures in the same starting zone, unless noted otherwise
- Determine Points value (SotM-7)

## II. Army Selection & Placement

- Pre-Made Armies: (SotM-7)
  - Roll D20, highest result places their entire army in their own starting zone
  - Cannot use figures that do not fit in starting zone. Excess figures are lost for this battle. Including figures that do not start on the board (FAQ-2)
  - Placement passes to the left
- Drafting Armies: (SotM-7)
  - When selecting an Army Card, place figure(s) in own starting zone
  - Roll D20, highest drafts first
  - Draft selection passes to left
  - Last player makes 2 selections
  - Reverse draft order

## III. Round/Turn Sequence

- Start of the Round:
  - Roll for The Drop (if necessary) (Card)
- Place Order Markers: (SotM-9)
  - Both players place simultaneously
  - (Optionally) Roll D20, then alternate placement
  - Any number of Order Markers may be placed on the same Army Card
- Roll D20 for Initiative: (SotM-9)
  - Highest result takes the first turn (re-roll ties)
  - Play passes to the left
- Players take turns, one at a time, in initiative order, until each player has taken three turns: (SotM-9)
  - Reveal Order Marker on Army Card.
    - If all figure(s) on Army Card are destroyed, lose this turn
  - Move with figure(s)
  - Attack with figure(s)
  - Play passes to the left
- End of the Round:
  - Lava Field (VW-2)
    - Each figure that is on a Lava Field at the end of the round must roll for Lava Field Damage
    - Double-spaced figures only roll once
    - Lava Field Damage = 1 Combat Die
  - Move Round Marker (SotM-9,13)

## IV. Movement

- Move up to Move value on Card (SotM-9,10)
- Must end move fully on space(s) (SotM-10)
- Move squad figures one at a time (SotM-9)
- May move through unengaged friendly figures (SotM-9)
- Double-spaced figures: (SotM-10)
  - Lead with one side, other end follows
  - End move on 2 same-level spaces
  - May flip figure at any time for free during move. Flips do not cause leaving engagement attacks
- Flying: May choose to walk or fly. May change how they move during a turn. (FAQ-3)
- Moving up: (SotM-9)
  - Each vertical tile counts as a space
  - If cannot reach top, no move
  - May not move up total >= to a figure's Height
- Moving down/Falling: (SotM-9)
  - If drop is less than Height: no effect
  - If drop is >= Height: 1 Combat Die
  - If drop is >= Height +10: 3 Combat Dice
  - If drop is >= Height + 20: Roll D20, 1-18 destroy figure, 19-20 figure is safe
  - No damage from any height if landing in a water space
- Tight spaces: Move through if will fit (SotM-11)
- Overhangs: (SotM-10)
  - May move under if will fit
  - May move onto if can follow support tile
- Leaving Engagement: (SotM-11)
  - Roll 1 Combat Die for each engaged enemy figure
  - Rolled as figure moves away
- Glyphs:
  - Figures that move onto a Glyph must stop their movement (SotM-13)
  - Figures may leap or fly over glyphs (FAQ-2)

## V. Terrain Movement

- Moving on Roads: If entire move is on contiguous Roads and/or Wall Walks = +3 Move (RttFF-2, FotAK-3)
- Trees, Glaciers, Jungle: Figures may not move through or occupy (RttFF-5, TT-2, TJ-2)
- Water, Swamp Water, Lava, Ice, and Shadow tiles do not add elevation (SotM-9, VW, TT, BftU)
- Moving onto Water: (SotM-9)
  - Single-based figures must stop their movement when moving onto a water tile
  - Double-based figures may move over one single water tile without stopping
- Moving onto Swamp Water:
  - Counts as water for special abilities (SotM-14)
  - Falling rules apply to swamp water as normal (not as water tiles) (SotM-9)
  - Figures do not have to stop when moving onto swamp water (SotM-10)
- Moving onto Molten Lava: (VW-2)
  - Roll D20: 1-19 destroy figure
  - Single-based figures stop their move
  - Double-based figures:
    - Only roll D20 once for each lava tile
    - May move over 1 lava tile w/o stopping
- Moving onto Ice: (TT-2)
  - Normal Ice: 1 space
  - Slippery Ice: 2 spaces (landing=2 spaces)
- Moving onto Snow: (TT-2)
  - Light Snow: 1 space
  - Heavy Snow: 2 spaces (landing=2 spaces)
  - Sides of Heavy Snow are 1 space (FAQ-11)
- Walls, Battlements: (RttFF-3, FotAK-3)
  - Inside = Height 2
  - Outside = Height 3
  - Measure falls from top of wall
- Ladders: (FotAK-5-8)
  - May only be used by small or medium figures
  - Treat each figure on a ladder rung as if it were on a hex-shaped tile
  - Count each rung instead of levels for moving
  - Count rungs as levels for falling

## VI. Engagement/Range/Line Of Sight

- Engagement Rules (SotM-11)
    - A figure becomes Engaged when adjacent to an opponent's figure
      - Usually when next to an opponent's figure
      - Except: When figure's base is on a tile equal to or higher than the other figure's Height
      - If figures are separated by a ruin, stone wall or battlement, the height of both figures must be higher than the obstruction (SotM-11, RttFF-3, FotAK-3)
    - Two figures on the same ladder are engaged if neither can move closer to the other (FotAK-8)
    - A figure on a landing space is engaged with a figure on a ladder if the figure on the ladder cannot move closer (FotAK-8)
    - Figures completely separated by a ladder are neither adjacent nor engaged (FotAK-9)
  - Engaged figures can only attack the figure(s) they are engaged with, including special attacks but not special abilities (SotM-11)
  - Figure(s) may attack when:
    - Army Card is "active" now (SotM-11)
    - Target figure must be within Range (SotM-11)
      - Do not count elevation differences
      - May not count "empty space"
    - Figure must have LOS to target figure (SotM-11,12)
      - From figure's Target Point
      - To target figure's Hit Zone
      - Engaged figures do not need LOS (FAQ-8)
      - Facing doesn't matter for single-spaced figs but does for double-spaced figures (SotM-12)
      - May adjust any and all of your figures on your turn
      - Trees, Glaciers, Jungle, and Figures Block LOS (RttFF-5, TT-2, TJ-2)
      - Use Line of Sight Mark or Battlement Point for LOS from inside wall or battlement (FotAK-3)
      - Use D20 if players disagree about LOS
  - On ladders
    - Bases of figures are valid Hit Zones (FotAK-8)
    - Edges of bases are Target Points (FotAK-8)
- Double-spaced figs attack from either space (SotM-11)
- Squad figures attack in any order (SotM-12)

## VII. Attack & Defense Modification

- Height Advantage: (SotM-12)
  - Bonus to defense and normal attacks (FAQ-9)
  - Base is higher: +1 Combat Die
  - Base is 10+ higher: +2 Combat Dice
- Jungle: Small, medium & large figures adjacent to Jungle receive +1 defense die vs. a non-adjacent attack (TJ-2)
- Shadow: Small, medium & large figures on at least one Shadow tile receive +1 defense die (BftU-13)
- Must roll maximum attack dice (SotM-12, FAQ-8)
- "You-Snooze-You-Lose" rule: if you forget to include a bonus die prior to rolling, tough luck. (SotM-12)

## VIII. Special Powers

- Timing/Targets
  - Simultaneous: Roll D20 to determine order of Special Abilities (SotM-14)
  - Active player decides the order for multiple targets
- Special Attacks:
  - Used instead of a normal attack (SotM-12,14)
  - Are never modified (SotM-14)
  - Multiple Targets/"Explosion" Special Attacks:
    - "Hit" figure rolls defense first (FAQ-13)
    - Attacker determines order (SotM-13)
    - Exception: Mimring's Fire Line (RotV-15, FAQ)
- "Clear Sight Spaces" (SotM-14)
  - Need Line of Sight from figure's Target Point to any point on target figure (not just Hit Zone of target figure)
  - May use Line of Sight Mark or Battlement Point in addition to Target Point (RttFF-4, FotAK-4)

## IX. Ending/Scoring

- Per Game Scenario (SotM-13)
- Victory Conditions are checked at the end of each Turn (FAQ-2)
- Score points for each Army Card with figure(s) on the table. Score the full points listed even if only one squad figure remains (SotM-13)

## X. Miscellaneous

- D20 Rolls: for any D20 roll (except Initiative), any number above 20 counts as 20 (FAQ-12)
- Marro Hive: (SotM-13)
  - Figures may not move through or occupy
  - Block LOS as normal
  - Is not removed as a casualty if destroyed unless placed as a scenario objective or part of a player's army (FAQ-15)
- Fortress Door: (FotAK-4)
  - Figures may not move through closed door or occupy space that the door is on
  - A figure on Door Space #4 controls the door
  - Opened door occupies Door Space #3
  - Closed door occupies Door Space #1
  - To open/close no figures may be on Door Spaces #1, #2 or #3
  - May open/close door only on own turn during your teammate's turn (FAQ-15)
- Destructible Objects (FotAK-5, FAQ-10)
  - May be attacked by normal attacks, special attacks and special powers that cause wounds.
  - Do not have a size
  - Cannot be "destroyed" (except by wounds)
  - Are not a "figure" (SotM-13)
- Glyphs: (SotM-13)
  - Activated immediately when a figure lands on it
  - Affect the entire figure's army unless otherwise stated
  - Permanent Glyphs are active as long as a figure is standing on it
  - Temporary Glyphs used once, then discarded
- Multiple Sets:
  - Unique Army Cards: Only one of each per player (not per team). (SotM-14, FAQ-2)
  - Common Army Cards:
    - Figures are not associated with a card (SotM-8)
    - When "activating", choose figures equal to the unit size on that card (SotM-8)
    - Must fill up an Army Card with destroyed figures before placing on another card (SotM-12)
- Friendly Figures: (SotM-8, FAQ-2)
  - All figures you control
  - All figures your teammate(s) control
- Leaving Engagement: (SotM-11)
  - Are optional
  - Are not considered attacks