

# BETA RULES 10/14/22

## HEROSCAPE Age of Annihilation

### MASTER SET RULEBOOK

## Basic Game Guide

**Object:** Create a battlefield, choose your army, then wage war against your opponent. To win, be first to achieve your victory objective.

### Get Ready to Play a Basic Game

#### 1. SET UP YOUR BATTLEFIELD AND YOUR ARMY

To do this, turn to the **Battlefields and Game Scenarios** section starting on page **x** and choose a battlefield. The section features four battlefields, each with its own story and step-by-step instructions for building it. The instructions start with the bottom layer and then build up from there. You will also find three Basic Game scenarios in this section.

After you've chosen a Basic Game scenario and built the battlefield, choose an army (Player 1 is the Good army, Player 2 is the Evil army). Place your army cards in front of you, then place your figures on the battlefield.

With experience, you may want to build your own battlefields and create your own game scenarios, armies, and victory conditions. Go for it!

#### About Your Army Cards

The **army cards** feature all the characters who can fight in your battles. The cards include an image of the character and show various attributes. There are two types of army cards : **hero cards**, which show one (usually very powerful) warrior, and **squad cards**, which show two or more (usually less powerful) warriors. The army cards are two-sided, with one side used for the Basic Game and the other side used for the Master Game. In this game you'll use the Basic Game side of the army cards.

Let's say you built the Player Creation 1 battlefield and chose the Basic Quick Play 1 game scenario. Example 1 shows which army cards you chose; Example 2 explains the boxed numbers on them.

**EXAMPLE 1: Your Army Cards (Basic Game Side)** *[show 3 cards for these characters - basic side]*

You've chosen a good army with two heroes, Xenithrax the Soulweaver and Halushia, Scion of the Wild, and one squad, four Vorid Glide Strikers. You've taken your three army cards and placed them in front of you, and you've placed your army (all six figures) on their starting positions on the battlefield.

**EXAMPLE 2: Army Card Numbers** *[show Vorid Glide Strikers army card- basic side]*

**MOVE 4** - The Vorid Glide Strikers each has a maximum move of five spaces.

**RANGE 6** - The Vorid Glide Strikers each have a clockwork rifle. This rifle is a range weapon that can attack from up to six spaces away.

**WORLD**

**SET**

**COLLECTOR NUMBER**

**ATTACK 3** - For each attacking Vorid Glide Striker, you roll three attack dice.

**DEFENSE 3** - Each time a Vorid Glide Striker is attacked, you get to roll three defense dice.

## 2. PLACE THE COMBAT DICE

Position the 12 combat dice near the battlefield. The combat dice are used as attack dice, rolling for skulls, and also as defense dice, when you roll for shields.

Unless you are otherwise directed by your chosen game scenario, you don't need any other game parts for the Basic Game. Just place the other game components aside, out of play.

## The Battle Begins!

Each player rolls six combat dice. The player who rolls the most skulls takes the first turn. (Re-roll if there's a tie.) Players then alternate turns until the game is over.

## ON YOUR TURN

Usually, you'll do three actions on your turn, in this order:

**Action 1. Choose an army card**

**Action 2. Move figures on your army card**

**Action 3. Attack with figures on your army card**

All three of these actions are explained in detail in the following sections.

### Action 1. Choose an army card

First, choose any one of your army cards to use on your turn.

### Action 2. Move figures on your army card

Now you may move any or all figures that are shown on the army card you chose, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction *up to* the Move number on its army card. For example, with a Move number of 4, Vorid Glide Strikers can each move 1, 2, 3, or 4 spaces. (Uneven terrain and water may limit their movement, as you'll soon see.) Example 3 shows basic movement.

**EXAMPLE 3: Basic Movement** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

On this turn, you choose to move each Vorid Glide Striker its full four spaces toward the enemy figures on the other end of the battlefield.

- **Order of movement:** Move squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a figure you control on it; but you can't move through a space with an opponent's figure on it. Never end a move on a space with any other figure.
- **Moving up and down:** When you move to a higher level, count the side of each higher level as one space (as well as the space you land on). When you move to any lower level, you don't need to count sides on the way down. Examples 4 and 5 show how to move up and down.

**EXAMPLE 4: Moving Up** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Count four spaces for your Vorid Glide Striker to move up onto this ledge.

**EXAMPLE 5: Moving Down** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

To get down from this ledge, the Vorid Glide Striker counts only one space on this move.

- **Moving into water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 6A.

**EXAMPLE 6A: Moving onto Water** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When he moves onto the water space, your Vorid Glide Striker must stop after moving only two spaces.

- **Moving from water or to land:** For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water to land, count the side of each land space as you move. See Example 6B.

**EXAMPLE 6B: Moving Out of Water** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When moving from the water space to the adjacent land space, the Vorid Glide Striker must count two spaces.

- **Moving a double-space figure:** Some figures, like Xenithrax the Soulweaver and Halushia, Scion of the Wild, take up two spaces. When moving a double-space figure, decide which end to lead with (for example, the front end or the back end). Then move the figure so that the other end follows the same spaces that the leading end just left. Always end a double-spaced figure's move on two same-level spaces. Example 7 shows how to move a double-space figure. A double-space figure does not have to stop when it moves over one water space between two land spaces; but it does have to stop when it moves down onto two adjacent water spaces.

**EXAMPLE 7: Moving Double-space Figures** [see *Swarm of the Marro* rules. Example will be very similar with new figures]

Halushia moves seven spaces front end first, with back end following along the same spaces (middle picture). Notice that Halushia counts the side of the land space when moving up from the water space. His move ends across the water on two land spaces of the same level (bottom picture).

### Action 3: Attack with figures on your army card

Now it's time for your hero or squad to attack any figures in your opponent's army that they can.

**Who can attack?** Any figures on your chosen army card within range of an opponent's figure, and with a clear line of sight, can attack. If no figure on your army card meets these two conditions, you can't attack and your turn is over.

To see if a figure can attack, check the figure's range and line of sight as explained below.

- **Range:** A targeted figure must be within the attacking figure's range: for example, with a range of 6, a Vordid Glide Striker can attack any enemy within six spaces from it.

A figure with a range of 1 can attack a figure only from an adjacent space.

A double-space figure like Halushia can attack from either space it occupies.

When checking a figure's range, don't count extra spaces for higher levels. (However, being on a higher level is an advantage during an attack.) If the distance between your figure and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you must count the spaces along the edge of the battlefield to check the range.

- **Line of Sight:** To attack a targeted figure, your figure must be able to "see" it from its location. If the targeted figure is behind a stack of tiles, for example, so that the attacker can't see any part of it, then no attack is possible.

Unlike range, line of sight is an imaginary straight line that has nothing to do with the spaces on the battlefield. The best way to tell if your attacker has a clear line of sight is to get behind its head and look at the targeted figure. If you can see any part of it from its head, you have a clear line of sight. *Note:* It doesn't matter if the line of sight goes off the edge of the battlefield, with no spaces below it.

Example 8 shows how to determine if a targeted figure is within an attacker's range and line of sight.

**EXAMPLE 8: Range and Line of Sight** [*see Swarm of the Marro rules. Example will be very similar with new figures*]

You want your Vorid Glide Striker to attack Raakchott, Desecrator of Death.

1. First, you count the spaces from the Vorid Glide Striker to Raakchott: Raakchott is 6 spaces away, so she is just within the Vorid Glide Striker's range.
2. Then, you check for a clear line of sight. Your Vorid Glide Striker can "see" Raakchott, so your Vorid Glide Striker can attack.

### ATTACKING

If you're attacking with a squad, each figure on your chosen army card can attack one at a time, in any order. Each figure can attack only once per turn. Different figures may attack the same opposing figures or different opposing figures.

For each attacker, follow the rules below.

1. Announce which one of your figures is the **attacker**, and which figure it's attacking. The attacked figure becomes the **defender**.
2. Check the Attack number on your attacker's army card, then roll that number of attack dice. After you roll, your opponent rolls the number of defense dice on his defender's army card.

**Height Advantage:** If the base of one figure is higher than the base of the other figure (no matter what their actual size), the higher figure rolls one extra die.

3. For every skull you roll for your attacker, your opponent must roll at least one shield for their defender, to block the skulls. **IMPORTANT:** For attack rolls, the attacker counts only skulls. For defense rolls, the defender counts only shields.
- If you roll more skulls than the defender rolls shields, your attack is successful and the defender is destroyed. The player who controls it places it out of the game.
  - If you roll the same number of skulls or fewer than the defender rolls shields, your attack is unsuccessful. The attacking and defending figures stay where they are, and that attack is over.

After you attack with every figure that can attack, your turn is over.

Example 9 shows an attack and its outcome.

### **EXAMPLE 9: The Vorid Glide Strickers Attack!**

*[Note: this example shows the figures VGS and Raakchott]*

Two of your Vorid Glide Strickers are within Range of Raakchott. They both have a clear line of sight. You choose one Vorid Glide Striker to launch the first attack.

#### **THE FIRST VORID GLIDE STRIKER ATTACKS**

Vorid Glide Strickers have an Attack number of 2, which means you roll two attack dice. But this Vorid Glide Striker has a height advantage over the defender, so you roll an extra attack die (a total of three dice):

**= 2 skulls for attacker** *[see Swarm of the Marro rules. Example will be very similar with new figures, show 2 skulls and 1 blank]*

The defender has a defense number of 5. Your opponent rolls five defense dice:

**= 2 shields for defender** *[see Swarm of the Marro rules. Example will be very similar with new figures, show 2 shields, 2 skulls and 1 blank]*

The defender blocks the attack. Both figures stay where they are. Now your second Vorid Glide Striker can attack.

#### **THE SECOND VORID GLIDE STRIKER ATTACKS**

You decide to attack the same defender. This attacking Vorid Glide Striker also has a height advantage, so again you roll three attack dice:

**= 2 skulls for attacker** *[see Swarm of the Marro rules. Example will be very similar with new figures, show 2 skulls and 1 shield]*

For the defender, your opponent rolls five defense dice:

**= 1 shield for defender** *[see Swarm of the Marro rules. Example will be very similar with new figures, show 1 shield, 3 skulls, and 1 blank]*

You win the attack! Your opponent takes his destroyed Raakchott figure out of the game.

#### **THE THIRD VORID GLIDE STRIKER CANNOT ATTACK**

No opposing figure is within Range of your third and fourth Vorid Glide Strickers, so you cannot attack with your third and fourth Vorid Glide Strickers. You have no more attacks to make, so your turn is over.

**Ending the Battle** *[note this head is the same as The Battle Begins above]*

Keep playing until one player achieves the victory objective of the chosen game scenario. That player wins the battle!

## Master Game Guide

In the **Master Game**, your army figures get serious with special powers and special rules for moving and battling. Because of their extra strength and powers, these warriors can't be defeated so easily. As a Valkyrie general, your mission is to gather a well-balanced army, lead them boldly into battle, and wage war strategically to conquer the enemy. Good luck. And may the best general win!

**Game components:** See page x for a list of components.

**Object:** Create a battlefield and choose your army, then fight the battle of all time! To win, be first to achieve your victory condition.

**For first-time players:** If this is your first time playing the Master Game, we recommend that you set up *Player Creation 1* battlefield on page x and play the *Master Quick Play 1 game scenario* on page x.

## Get Ready to Play a Master Game

### 1. SET UP YOUR BATTLEFIELD

To do this, choose a battlefield and a Master Game Scenario from the Battlefields & Game Scenarios section starting on page x. After you've played a few games, you may want to create your own battlefields and game scenarios.

**Playing as a team:** Players can choose to play as a team. While teammates play the game separately, they can discuss strategy and offer advice. Victory conditions for teams vary with the game scenario, but in most games they work together toward a common goal. If you're playing a team game, teammates should sit next to each other on one side of the table, facing their opponents.

**Playing with Multiple Master Sets and/or Expansion Sets:** There are a few special rules for doing this. They're explained on page x.

### About Your Army Cards

In this game, you'll use the Master Game side of the army cards (shown below).

As in the Basic Game, each army card features either a hero or a squad, with Move, Range, Attack, and Defense numbers. But you'll notice that the Master Game side of each card has much more information about the figure. As you play, you'll become more familiar with how all of this information is used in the gameplay. Example 1 explains the army card information.

**EXAMPLE 1: Your Army Cards (Master Game Side)** *[show Raakchott army card- master set side]*

**Unique/Common** -- When selecting cards to put in your army, you cannot select two of the same unique army card. When selecting cards to put in your army, you can include two or more of the same **common army card**. (Note: There are no common army cards in this master set. Common army cards will be available in future sets.)

**Hero/Squad:** Hero cards feature a single (usually powerful) figure. Squad cards feature two or more (usually less powerful) figures. Your army can include all heroes, all squads, or any combination.

**Valkyrie:** The Valkyrie general who leads the army (Revna, Volarak, Jandar, Utgar, Ullar, Vydar, Aquilla, Valkrill or Einar).

**Species:** Biological classification of the figure(s).

**Class:** The type of figure.

**Personality:** Dominant characteristic.

**Size/Height:** The size of the hero or squad, and the number of levels high.

**Special Power(s):** Most figures have special powers that allow them to "break the rules" when moving, attacking and defending.

**Points:** The value of an army card, based on the power of its figures.

**Target Point:** The green dot shows the area from where you determine line of sight.

**Hit Zone:** The red area shows what part of the figures can be attacked. Used when checking line of sight.

**Life:** The number of wounds it takes to destroy the figures.

**Move:** The maximum number of spaces the figures may move.

**Range:** The number of spaces away that the figures can attack.

**Attack:** The number of dice you roll for a normal attack.

**Defense:** The number of dice you roll to defend.

## 2. GATHER AND PLACE YOUR ARMY

For the Master Game scenarios, you can use a **premade army** or a **preset army**, or you can **draft an army**. These three ways of gathering an army are explained below.



As you gather your army, make sure that the total point value doesn't exceed the point value listed in the game scenario you chose. It can be lower, but not higher. Players don't need to have the same number of army cards; for example, you may have three army cards while an opponent has four or five army cards. This is okay.

**Army card colors:** In the Master Game, the loyalties of good and evil warriors may become neutral or even shift to the other side. Therefore, your army can include army cards of mixed colors.

### **Using a Premade Army**

Experienced players may know exactly which armies they want, based on the game scenario, the point values, their favorite figures, or other factors. If you've already chosen (or brought along) your army, place your cards in front of you. Then players roll to see who places their army on the battlefield first. Reroll ties. The highest roller will place their entire army first; placement then passes to the left. You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the game scenario, teammates start in the same starting zone. If there are more army figures than spaces in the starting zone, you can't use the extra figures.

### **Using a Preset Army**

Some game scenarios specify the armies to be used. As in the Basic Game, you choose the preset army that you want to control. After choosing your Army, place your army cards in front of you, then place your figures on the battlefield.

### **Drafting an Army**

Drafting is a fair and fun way for players to choose their army cards for a well-balanced game. When you select an army card, take the figure or figures shown on the card and place them in a starting zone immediately, before the next player selects an army card. You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the game scenario, teammates start in the same starting zone. If there are more army figures than spaces in the starting zone, you can't use the extra figures.

### **For a two-player game, players draft as follows:**

1. Both players roll the 20-sided die, rerolling any ties. The higher roller drafts first, by choosing one army card.
2. The other player then chooses two army cards.
3. Each player, in turn, then chooses one army card, until both players' armies have been completely chosen and placed.

Let's say you're playing the two-player *Quick Play 1* game scenario on the *Plains of Menlinnia* battlefield. This game calls for each player to gather a 500-point army. Example 2 shows the armies that you and your opponent chose, and where you placed them.

**For a game with three or more players, players draft as follows:**

1. All players roll the 20-sided die, rerolling any ties. The highest roller drafts first, by choosing one army card.
2. The player to the left then chooses one army card, and so on. The last player to draft chooses two army cards.
3. Drafting goes back around the table in reverse direction. The last player -- the player who drafted first -- chooses two army cards. The draft reverses direction again.
4. If at any time a player cannot pick another army card because choosing it would exceed the total Army point limit, that player must pass. If you pass, you have completed your Army.
5. Continue going back and forth around the table with the last player in each direction choosing two army cards and reversing the draft direction until all players have completed their Armies.

**EXAMPLE 2: You Gather and Place Your Armies** *[see Swarm of the Marro rules. Example will be very similar with new figures, point totals are not final, once they are final I will be able to select the figures shown in this example]*

**Your Army:** You chose this army for a 500-point total, and placed the figures as shown.

**Your Opponent's Army:** They chose this army for a 500-point total, and placed the figures as shown. *[see Swarm of the Marro rules. Example will be very similar with new figures, point totals are not final, once they are final I will be able to select the figures shown in this example]*

**ORDER MARKERS** *[show the 4 order markers]*

Each player takes four order markers: 1, 2, 3, and X. On each round, you'll place these markers on your army cards to mark the order in which your figures will move and attack.

**WOUND MARKERS AND DICE** *[show the wound markers and dice. Show tiny wound markers too.]*

Place all of the wound markers and the 12 combat dice near the battlefield. The combat dice are used as attack dice, when you roll for skulls, and also as defense dice, when you roll for shields.

**GLYPHS** *[show glyph]*

Glyphs are “magical” enchantments that can grant special powers when a figure lands on them. Selected game scenarios call for glyphs to be placed on certain spaces. Some heroes start the game with glyphs on their army cards. These glyphs are then placed on the battlefield during the game. For more information about glyphs, see page **x**.

**The Battle Begins!**

The game is played in several rounds. A round consists of three turns for each player.

**A ROUND OF PLAY**

**The Round Marker Track:** In the Battlefields and Game Scenarios section, each game scenario features a numbered line where players keep track of the rounds they've played. Before you start the first round, place the black round marker on the 1. At the end of each round, move the round marker ahead to the next number.

**Each round of play consists of the following four steps:**

1. Place your order markers
2. Roll for initiative
3. On your turn. Take your three turns, one at a time
4. Move the round marker ahead to the next number.

These four steps are explained in detail below.

### **1. PLACE YOUR ORDER MARKERS**

On a turn, you'll move and attack with the figure or figures on one army card. Decide now which army card you'll use on which turn, then place an order marker on those cards -- 1 for the first turn, 2 for the second turn, 3 for the third turn. You may place two or more order markers on the same card, if you want to use that card for two, or even all three, of your turns.

Players place their markers at the same time. Place your markers with the numbers facing you, so your opponents can't see them. (Teammates can look at each other's order markers.)

*The X order marker:* This extra marker is not used on any of your turns. It is only a decoy to prevent your opponents from knowing which three order markers you actually intend to use.

If your army includes two or more of the same common army card, you don't need to keep these figures separate (that is, keep track of which figures belong to which card). For example, if you're using two cards worth of common figures, each order marker placed on either army card activates any one set of them. Note: there are no common army cards in this master set. Common army cards will be available in future sets.

Examples 3 shows where you decided to place your Order Markers.

**EXAMPLE 3: You Place Your Order Markers** *[see Swarm of the Marro rules. Example will be very similar with new figures, point totals are not final, once they are final I will be able to select the cards shown in this example]*

On this round, you decide to mobilize Xenithrax (first turn), your Vorid Glide Strikers (second turn), then Onshu (third turn). You place the X order marker on Marachott Mind Whisperer, to "fake out" your opponent.

### **2. ROLL FOR INITIATIVE**

At the beginning of a round, each player rolls the 20-sided die for initiative. The player with the highest roll will get to take each of their turns first. Play then passes to the left. If there's a tie for highest roll, the tying players reroll.

For example, Doug, Adam, and Terry are playing. Doug rolls a 2, Terry rolls a 15, and Adam rolls a 17. For the first turn (using order marker 1), Adam will go first; then play will pass to the left until all three players have played their first turns. Then Adam (because he won initiative) will take his second turn (using order marker 2) before Doug and Terry. When the round ends after each player has taken three turns, the players will replace their order markers and roll for initiative for the next round.

### 3. ON YOUR TURN

During a round, each player will take three turns. Usually, you'll do three actions on your turn, in this order:

**Action 1.** *Reveal your order marker (always)*

**Action 2.** *Move the figures on the army card (optional)*

**Action 3.** *Attack with figures on the army card (optional)*

All three of these actions are explained in detail in the following sections.

#### **Action 1. Reveal your order marker (always)**

Start your turn by revealing your order marker for that turn, then laying it number-side up on the army card. Note: Later in the game, it's possible that the figures on that army card will have been destroyed earlier in the round. In such a case, you lose your turn.

#### **Action 2. Move figures on your army card (optional)**

Now you may move any or all figures on your chosen army card, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction *up to* the Move number on its army card. For example, with a Move number of 5 a figure can move 0, 1, 2, 3, 4, or 5 spaces. (Uneven terrain and water may limit movement, as you'll soon see.) Example 4 shows basic movement.
- **Order of movement:** Move squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a friendly figure on it (one of your own or a teammate's), unless the figure is engaged (see **Engagement Rules** on [page x](#)). You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

**EXAMPLE 4: Basic Movement** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Marachott has a Move number of 5. You advance her the full five spaces toward the opposing figures. Note: Marachott may move through Onshu because he is a friendly figure.

- **Moving up:** When you move to a higher level, count the side of each higher level as one space, as well as the space you land on. Example 5 shows how to do this. If your figure can't move enough spaces to reach the top of a ledge, then it can't move there.

Note: Glyphs and water tiles do not add height to any spaces on which they're placed.

**EXAMPLE 5: Moving Up** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Count the side of each level as you move Marachott to the top of the first ledge. Note: Marachott cannot move to the top ledge because it would take a move of 6, and his Move number is only 5.

Height limit: A figure cannot move up a number of levels equal to or higher than its Height number all at once. See Example 6.

**EXAMPLE 6: Height Limit for Moving Up** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Marachott cannot move up to the space marked with X because it would take six moves to reach the top, and Marachott's Height number is 5.

- **Moving down:** When you move to a lower level, you don't need to count sides on the way down, however, there may be a penalty for moving to a much lower level (see **Falling** below). Example 7 shows a figure moving down.

**EXAMPLE 7: Moving Down** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

To move Marachott down from this ledge, you don't need to count the sides of the levels.

**Falling:** When a figure moves down to a much lower level, it may get wounded. This is called falling. Falling does not stop a figure's movement, but it may wound or destroy it. Here are the rules of falling:

If a figure moves down onto a level that is equal to or higher than its height, you must roll one combat die immediately to see if it was wounded.

- If the drop is 10 levels more than the figure's height, it is considered a **major fall**, and you must then roll two additional dice for a total of three dice. For each skull you roll, add one wound marker to the figure's army card. (See Life, on page x.)
- If the move is 20 levels more than the figure's height, it is considered an **extreme fall**, and you must roll the 20-sided die. If you roll 19 or 20, the figure survives without taking any falling damage. If you roll 1-18, the figure is destroyed. Example 8 shows a figure falling.

Falling rules do not apply if a figure falls onto a water space. A figure can fall onto a water space from any level. However, all Falling rules apply if a figure falls onto a swamp water space.

**EXAMPLE 8: Falling** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When you move Marachott down from this five-level cliff, you roll one attack die for the fall, because the cliff is equal to or higher than her height of 5. You don't roll a skull, so Marachott is safe.

- **Moving onto water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 9. Note: Double-space figures can move past one water space that's between two non-water spaces without stopping. They must stop only if they move onto two water spaces.

**EXAMPLE 9: Moving onto Water** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When you move Marachott onto a water space, she must stop there.

- **Moving from water to land:** For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water to land, count the side of each land space as you move. See Example 10.

**EXAMPLE 10: Moving out of Water** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When moving Marachott from the starting water space up onto the adjacent land space, you count two spaces because the water is considered a level lower than the land space. Marachott then moves three additional spaces for a total move of 5.

- **Moving a double-space figure:** Some figures, like Xenithrax the Soulweaver and Halushia, Scion of the Wild, take up two spaces. When moving a double-space figure, decide which end to lead with -- the front end or the back end. Then move the figure so that the other end follows the same spaces that the leading end just left. Always end a double-space figure's move on two same-level spaces. Example 11 shows how to move a double-space figure. A double-space figure does not have to stop when it moves over one water space between two land spaces but it does have to stop when it moves down onto two adjacent water spaces.

**EXAMPLE 11: Moving Double-space Figures** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

From his starting spaces (top picture), Halushia moves seven spaces front end first, with his back end trailing along the same spaces as his front end (middle picture). Counting the sides of the ledges, Halushia ends his move at the top, on two same-level spaces (bottom picture).

- **Flipping a double-space figure:** Anytime during a double-space figure's move, you can flip it. See Example 12. To flip a double-space figure, turn the figure around while keeping it on the same two spaces. The flip is free -- it does not count as part of your move. The double-space figure does not take any leaving engagement attacks when it is flipped since it is staying on the same two spaces. Leaving engagement attacks are explained on page X.

**EXAMPLE 12: Flipping a Double-space Figure** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Halushia flips to face the other direction.

**Overhangs:** An overhang exists when one or more tiles are above another tile with space in between. Figures that are small enough to do so may move under overhangs. Example 13 shows an overhang.

**EXAMPLE 13: Moving Under an Overhang** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

On this battlefield, notice that the two Festering Honor Guards on the left can move under this overhang, but Raakchott on the right cannot.

Figures can also move up onto low overhangs. When you move a figure up onto a low overhang, count the nearby support tiles. See Example 14.

**EXAMPLE 14: Moving Up Onto a Low Overhang** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Marachott counts the nearby support tile as she moves onto this overhang.

- **Keep the base on the space:** When you end a figure's move, make sure its base lies flat and is on that space only (or spaces, in the case of double space figures). No part of its base may overlap on another space or area between spaces.
- **Tight quarters:** A battlefield may have narrow passageways, ruins, or overhangs that limit the movement of some figures. A figure cannot move through or onto a space that it can't fit completely onto. Example 15 shows a figure in tight quarters.

**EXAMPLE 15: Xenithrax Moves into Tight Quarters** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Xenithrax can't move onto this space because his tail keeps him from standing completely flat on the spaces.

**EXAMPLE 16: Some Figures Block Spaces** *[show Xenithrax on flat terrain]*

No figure can occupy this space because Xenithrax's tail is in the way.

## ENGAGEMENT RULES

A figure becomes engaged when it moves next to another figure. This is referred to as being adjacent. However, these are exceptions to this rule:

- If one figure's base is on a level equal to or higher than the height of the other figure, they are not adjacent and therefore are not engaged. See Example 17.
- If an obstacle such as a ruin, stone wall, or battlement is between two figures, both figures' heights must be higher than the obstacle to be engaged. If both figures' heights are lower than the obstacle, or only one figure's height is lower, they are not engaged.

**EXAMPLE 17: Not Adjacent** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

Marachott is not adjacent to the Vorid Glide Striker because the Vorid Glide Striker is on a ledge that is five levels high and is equal to Marachott's height of 5.

**Leaving an engagement:** Your figure may move around an opponent's figure that it is engaged with, but as soon as your figure moves away onto a space that's not adjacent, the opponent's figure may take a "leaving engagement attack" at your figure. To do this, the player who controls the opponent's figure rolls one die to attack. (You do not roll any dice to defend your figure.) If a skull is rolled, your figure takes one wound. Place one wound marker on its army card (see **Life**, on page **x**).

**Multiple engagements:** Your figure may become engaged with more than one figure at the same time. As you leave each engagement, your opponent's figure may roll one attack die. For each skull rolled, your figure takes one wound. Example 18 shows a multiple engagement.

**EXAMPLE 18: Multiple Engagement** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

When you move Raakchott away from two opposing Vorid Glide Strikers, your opponent may roll one die for each Vorid Glide Striker. Two skulls are rolled, inflicting two wounds. You place two wound markers on Raakchott's army card.

### **Action 3. Attack with Figures on the Army Card (optional)**

Now it's time for you to attack with your hero or squad.

**Who can attack?** Any figures on your chosen army card within Range and with a clear line of sight can attack. (See below for information on line of sight.) If no figure on your army card meets these two conditions, then no attack is possible.

*Looking for hidden figures:* At any time, feel free to walk around the battlefield to find out which figures are hiding behind raised terrain areas or walls, for example. As you explore in this way, the other players may want to shield their order markers so you can't see them.

Before attacking with a figure, check its Range and line of sight as follows:



- **Range:** A targeted figure must be within the attacking figure's Range. For example, with a Range of 6, your Vorid Glide Striker can attack any figure within six spaces. A figure with a Range of 1 can attack a figure only from an adjacent space. A double-space figure can attack from either space it occupies.

When checking the Range, don't count extra spaces for any difference in levels. If the distance between your figure and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you may still attack it, but you must count the spaces along the battlefield to check the Range.

**Engaged figures:** If one of your figures is engaged with one or more other figures, your figure may attack only those figures. Note: A figure does *not* need line of sight to attack a figure that it is engaged with or adjacent to.

**Attacking around other figures:** You may attack figures even if other figures are between your figure and the targeted figure, but you must have a clear line of sight to attack.

- **Line of sight:** To attack a targeted figure, your figure must be able to "see" it from its location. Unlike Range, the line of sight is an imaginary straight line between your attacking figure's target point and the targeted figure's hit zone, which are shown on those figures' army cards. The target point is the green dot on the attacking figure shown on its army card, and the hit zone is the red area on the targeted figure shown on its army card. Line of sight has nothing to do with the spaces on the battlefield. For example, if the targeted figure is behind walls or a cliff so that your figure can't "see" it, then no attack is possible. The only exception to this rule is if a figure is engaged with or adjacent to another figure. A figure does *not* need line of sight to attack a figure that it is engaged with or adjacent to.

*[show a figure's target point as it appears on the army card ]*

*[show a figure's hit zone as it appears on the army card]*

To determine if there is a clear line of sight, check the target point and the hit zone. Then get behind your figure and look to see if its target point can "see" any part of the targeted figure's hit zone. If so, there is a clear line of sight.

If players disagree about whether or not there is a clear line of sight, just roll the 20-sided die and the high roller gets to make the call.

**Adjusting Figures:** Players may touch or move only their figures and may do so only on their turns. For example, a player cannot move his figure out of the line of sight on an opponent's turn.

Example 18 shows how to determine if a targeted figure is within an attacker's Range and line of sight.

**EXAMPLE 19: Range and Line of Sight** [see *Swarm of the Marro* rules. Example will be very similar with new figures]

You want your Vorid Glide Striker to attack Raakchott.

1. First, you count the spaces from the Vorid Glide Striker to Raakchott. Raakchott is six spaces away, so she is just within the Vorid Glide Striker's Range.
2. Then, you check for a clear line of sight from your Vorid Glide Striker's target point to Raakchott's hit zone. Vrono is in the way, but your Vorid Glide Striker can still see part of Raakchott's hit zone, so it can attack.

## ATTACKING

The figures on your chosen army card can attack one at a time, in any order. Each figure can attack only once, but each figure can attack the *same* figure or a *different* figure. Some figures have special powers that allow them to attack more than once.

Before attacking, consider height advantage, special powers, and glyphs, if any, as explained below. (The you-snooze-you-lose rule: If you forget to do this, tough luck. Maybe next time, you'll remember!)

- **Height Advantage:** If the base of one figure is higher than the base of the other figure, no matter what their actual size or height, the higher figure has height advantage and rolls one extra die for either attack or defense. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure would instead roll two extra dice for either attack or defense.

When figuring height advantage, remember that glyphs, water tiles and swamp water tiles do not add height to the spaces they're on.

- **Special Powers and Special Attacks:** Many figures have special powers or abilities that help them move, attack, defend, and more. Check your figure's army card to see if there are special powers or abilities the figure can use. If your army card includes a special attack, which will have "special attack" in the name, you may use this attack instead of a normal attack. Page **x** explains special powers and special attacks.
- **Glyphs:** Some glyphs give the attacker or the defender an advantage. Glyph powers are explained on page **x**.

### To carry out the attack, follow these steps:

1. **Set up the attack.** Announce which figure is the attacker, and which figure is the defender.
2. **Roll the dice to attack.** Check the Attack number on your attacker's army card, adding any extra attack dice for height advantage, special powers, or glyphs. Then roll that number of attack dice. After you roll, the defender rolls the number of defense dice on their defender's

army card, adding any extra dice for height advantage, special powers, or glyphs.

3. **Review the dice roll.** Every skull the attacker rolls counts as one hit. For every skull (hit) the attacker rolls, the defender must roll at least one shield, to block it. Important: for attack rolls, the attacker only counts skulls. For defense rolls, the defender only counts shields.
- **Unsuccessful attack.** If the attacker rolls the same number of skulls (hits) or fewer than the defender rolls shields, the attack is unsuccessful. The attacking and defending figures stay where they are, and that attack is over.
  - **Successful attack.** If the attacker rolls more skulls (hits) than the defender rolls shields, the attack is successful. For each unblocked skull (hit) than the defender rolls a shield, the attack is successful. For each unblocked skull (hit) the attacker rolled, one wound marker must be placed on the defender's army card.

**Life:** When a figure has as many wound markers as the Life number on its army card, it is destroyed. (A figure with only one Life is destroyed by only one wound.) The player who controls the destroyed figure places it on its army card. When all the figures on an army card have been destroyed, the army card is out of play. Do not expose any unrevealed order markers that are on that card for that round of play. On future rounds, you can't take any turns for that card. At the beginning of the next round, any order markers still on that army card come back into play and can be placed in future rounds.

Some squad figures, like the Dreadnauts of New Tortuga, have more than one life. If one of these figures receives a wound, use the tiny wound markers to track how many wounds each figure has. *[Show the underside of the base with the tiny wound marker attached to the base]*

#### **Destroying a Common Figure when Your Army Includes Two or More of the Same Army Card:**

If your army includes two or more of the same common army card, follow this rule when a Common figure is destroyed: When any figure on your Common army card is destroyed, you may place it on any matching army card, if you do not have any of these figures destroyed. If a Common army card already has a destroyed figure on it, you must fill up that card first, before placing the destroyed figure on an empty card.

After you've finished attacking, your turn is over. The player to your left then takes a turn.

Example 20 shows an attack and its outcome.

**EXAMPLE 20: An Attack** *[see Swarm of the Marro rules. Example will be very similar with new figures]*

One of your Vordid Glide Strikers attacks Raakchott. You roll two attack dice.

Raakchott has a minor height advantage, so she adds one die to her defense number of 4. Your opponent rolls five defense dice for Raakchott.

You roll two skulls.

#### **Vorid Glide Striker**

*[see Swarm of the Marro rules. Example will be very similar with new figures, show 2 skulls]*

Your opponent rolls no shields.

#### **Raakchott**

*[see Swarm of the Marro rules. Example will be very similar with new figures, show 3 skulls and 2 blanks]*

Raakchott takes two wounds. Place two wound markers on Raakchott's army card.

Raakchott already has three wound markers, from a previous attack. She now has five wound markers, and is destroyed. Your opponent places Raakchott on the army card, and leaves the order marker there. They must skip their turn for Raakchott on this round.

*[see Swarm of the Marro rules. Example will be very similar with new figures, show Raakchott on her army card. Show 5 wound makers and the 1 order marker on her army card]*

### **ENDING A ROUND**

After the last player takes their third turn, the round is over. If no one has won yet, move the round marker ahead one space on the track. Players then begin a new round by placing their order markers, then rolling for initiative.

### **ENDING THE BATTLE**

The game scenario sets the victory conditions for each game. However, if the game hasn't ended by the time you've played a certain number of rounds, you may decide that the player (or team) with the most points wins. See **Scoring**, below.

### **SCORING**

In cases where scoring is necessary, each player or team scores points for each army card with figures still on the battlefield. Refer to the Points value found on the card.

- **SQUADS**

If part of a squad has been destroyed, divide the Points number by the number of figures in the squad to get the cost for each individual figure. For example: Three of your four Vorid Glide Strikers were destroyed. You have one left on the battlefield. The total Points for this squad is 50. 50 divided by 4 equals 12.5. You would score 12.5 for the Vorid Glide Striker that is still alive.

- **HEROES**

If a hero has no wound markers on its army card, score the full Points amount. If there are any wound markers on a hero's army card, you will score less. Divide the Points number by the Life number to see how much each wound costs in points. These wound marker points will reduce the total points value. For Example: Halushia's Points number is 125 and his Life is 5. 125 divided by 5 equals 25. Xenithrax has Four wound markers on its army card. Four times 25 is

100. Now, you subtract the value of the wound markers. 125 minus 100 equals 25. Halushia with four wound markers is worth 25 points.

## **GLYPHS**

Depending on the scenario, glyphs are placed on top of battlefield spaces either power-side up or symbol-side up. Glyphs are stationary unless otherwise stated in a scenario. When one of your figures moves onto a glyph that is symbol-side up, stop there and turn the glyph power-side up; the powers on the glyph take effect immediately. When your figure lands on a power-side up glyph, it must stop. Note: A double-space figure must stop when its leading side moves onto it.

Some glyphs grant temporary powers, while others grant longer-lasting ones. For each glyph your figure finds, follow the rules below.

### **Permanent Glyphs**

The power of each permanent glyph is in effect for as long as a figure is standing on it. Exception: The Glyph of Brandar is an artifact. It usually represents an object as directed by the specific game scenario.

#### **Glyph of Astrid (Attack +1)**

For each figure you control, roll one extra attack die when attacking normally.

#### **Glyph of Gerda (Defense +1)**

For each figure you control, roll one extra defense die.

#### **Glyph of Xenithrax Vines (Vines)**

If a huge figure moves onto this glyph, this glyph is immediately removed from the battlefield and that figure may continue its movement. Figures standing on this glyph roll 1 fewer attack die and 2 fewer defense dice. When a figure on a Xenithrax Vines glyph moves off of the glyph, roll one attack die. If you roll a skull, that figure takes one wound. Remove this glyph from the battlefield after a figure moves off of it, or at the end of the round if a figure is standing on it.

#### **Glyph of Brandar (Artifact)**

The rules for this glyph vary, depending on the game scenario.

#### **Glyph of Yadulkia (Disengage)**

Your figures are never attacked when leaving an engagement.

### **Temporary Glyphs**

The power of each temporary glyph takes effect only once. When one of your figures moves onto any of these glyphs, follow its rules, then remove it from the game.

#### **Glyph of Haukeland (Healing)**

When one of your figures stops here, you may remove up to 3 wound markers from any of your army cards.

### **Glyph of Quillivon (Extra Movement)**

Choose any 3 of your figures. You may move each of the chosen figures up to 6 spaces.

### **Glyph of Fellaron (Glyph Removal)**

Remove any other glyph from the battlefield.

## **SPECIAL POWERS**

The special powers of the figures keep each game exciting, challenging, and unpredictable. Always be aware of the special powers your figures possess -- they can make a big difference in your game.

***Flying and Stealth Flying:*** Many army cards have Flying or Stealth Flying. For these two powers, just the name is listed. Refer to the below for the special powers Flying and Stealth Flying.

### **FLYING**

When counting spaces for a figure's movement with Flying, ignore elevations. This figure may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When this figure starts to fly, if the figure is engaged it will take any leaving engagement attacks.

### **STEALTH FLYING**

When counting spaces for a figure's movement with Stealth Flying, ignore elevations. This figure may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If this figure is engaged when it starts to fly, it will not take any leaving engagement attacks.

***Special Attacks:*** Special attacks can never be modified by glyphs, other special powers, or height advantages. A special attack is used instead of a normal attack.

***Attack Dice and Defense Dice:*** Any time an army card refers to attack dice or defense dice, use combat dice.

***Clear Sight Spaces:*** Loviatäk's Brutality Aura mentions "clear sight." To determine clear sight, use Loviatäk's target point. If she can see *any part* of your figure (not just the hit zone) within the four spaces, they can be affected by the Brutality Aura. To determine clear sight from a double-space figure like Xenithrax, you may count from any of the spaces the figure occupies.

***Multiple Targets:*** When a special attack targets more than one figure at the same time, the attacker decides the order in which the defender will roll combat dice for each figure affected.

### ***Flying and Overhangs***

See Example 21.

***EXAMPLE 21: Flying and Overhangs*** [see *Swarm of the Marro rules. Example will be very similar with new figures*]

The Vorid Glide Striker flies out from under the overhang and onto the top, ignoring extra spaces for elevation. Raakchott will roll a leaving engagement attack since the Vorid Glide Striker was engaged before starting her move.

### ***Special Power References on Army Cards***

Some special powers make reference to the Species, Personality, Valkyrie, Unique/Common, Hero/Squad and or Class of other figures.

### ***Simultaneous Special Powers***

If you and an opponent are using the same army cards with powers that happen at the same time, you must roll the 20-sided die to see who gets to use them first.

### **Using Multiple Master Sets and/or Expansion Sets**

Combining two or more master sets, or collecting expansion sets, gives you lots of new options. You can create a super-sized battlefield and play with any number of players. You can even boost the point value of your armies, to match the bigger battlefield. But along with that extra excitement comes a few special rules...

**Unique Army Cards:** If you're combining two sets of army cards, make sure that no player has more than one of the same unique army card in their army. (For example, your army can't include two Raakchotts.) However, you and an opponent can both have the same unique army cards. For example, you and your opponent can each have one Shiori in your armies.

**Unique Heroes with the Same Name:** Some previous sets have unique heroes with the same name. A player cannot have an army with two unique heroes with the same name. For example, a player cannot have a Swarm of the Marro Raelin and a Rise of the Valkyrie Raelin in the same army.

**"Army Card" on a Power:** "Army card" refers to any number of "army cards" that designate the same common squad or hero in an army.

**More than One Common Army Card:** If you have more than one Common army card of the same squad or hero, you only need to put one card on the table. For example: You have three Common squads of the Knights of Weston. You do not need to bring three Knights of Weston army cards to the table. You can bring just one card.

**Marking Your Figures:** If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases to remember who owns which figure.

## **BATTLEFIELDS AND SCENARIOS**

**[INSERT SECTION]**

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