



MARVEL

HEROSCAPE MARVEL RULES

AGES 8+ FOR 2 PLAYERS



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Spawmed by evil forces deep inside a Valthallan jungle, they writhe and pulsate in their hidden hive. Soon they will hatch... and the horror will begin.

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Basic Game Guide p. 4

This game is designed to introduce the novice player to the turn sequence and the basic rules of movement and combat.

Master Game Guide p. 7

In this game of added complexity and strategy, your Army figures have special powers and special rules for moving and battling.

Battlefield and Scenario Guide p. 16

This section features two different battlefields that you can create using your Master Set. Each battlefield includes level-by-level building instructions and four game scenarios.

GAME CONTENTS

- 10 Figures • 3 Concrete Tiles (7 hex) • 7 Concrete Tiles (2 hex)
- 4 Concrete Tiles (1 hex) • 3 Asphalt Tiles (7 hex) • 8 Asphalt Tiles (2 hex)
- 3 Asphalt Tiles (1 hex) • 8 Grass Tiles (2 hex) • 2 Grass Tiles (1 hex)
- 1 Warehouse Ruin Tile (6 hex) • 2 Yellow Glyphs • 12 Combat Dice
- 1 20-Sided Die • 8 Order Markers • 23 Wound Markers
- 1 Round Marker • 1 Warehouse Ruin
- 1 Breakable Wall Section • 1 Detachable Floor Piece
- 1 Breakable Wall Section Card • 10 Army Cards

THE FIRST TIME YOU PLAY

Remove your game parts from their wrappings. Discard the extra materials.

Object: Create a battlefield, choose your Army, then battle against your opponent. To win, be first to achieve your Victory condition.

NOTE ABOUT SQUADS AND TEAM PLAY

This game guide includes rules for Squads and Team Play. *Heroescape Marvel: The Conflict Begins* does not include Squads or Team Play but these rules will apply if you use additional figures from other *Heroescape* Expansions.

Get Ready to Play

1. SET UP YOUR BATTLEFIELD AND YOUR ARMY

To do this, use the *Battlefield & Scenario Guide* starting on page 16. It features two Battlefields with step-by-step instructions for building them. It also provides three Basic Game Scenarios.

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.

About Your Army Card

In this game you'll use the Basic Game side of the Army Cards. The other side is used in the Master Game. 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. Remember: Rules for Squads only apply if you are using additional *Heroescape* Expansions.

Let's say you've built the *Genotech* battlefield, and chose the *Avengers Assemble!* 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)

You've chosen a Good Army with three figures (Iron Man, Captain America, and Spider-Man). You've taken your three Army Cards and placed them in front of you, and you've placed your Army (all three figures) on their starting positions on the battlefield.



EXAMPLE 2: Army Card Numbers

MOVE 6 - The advanced technology of Iron Man's armor makes him faster than an average man. You can move him up to 6 spaces.

RANGE 6 - Iron Man takes in fire blasts of energy from his palms; he can fire up to 6 spaces away.

About the Breakable Wall Section

In the Basic Game, the Breakable Wall Section cannot be destroyed or attacked. The Breakable Wall Card is not used in the Basic Game. Unless specified differently at the beginning of a scenario, the Breakable Wall Section starts every game in the Warehouse Ruin.

2. THE COMBAT DICE

Place the 12 combat dice near the battlefield. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).

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

The Battle Begins!

Each player rolls 6 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 the Figure(s) on Your Army Card

Action 3. Attack with the Figure(s) 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 the Figure(s) on Your Army Card

Now you may move the figure(s) 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 6, Iron Man can move 1, 2, 3, 4, 5 or 6 spaces. (Uneven terrain may limit their movement, as you'll soon see.) Example 3 shows basic movement.

EXAMPLE 3: Basic Movement

On this turn, you choose to move Iron Man his full 6 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 another 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

Count 6 spaces for Iron Man to move up onto this ledge.



EXAMPLE 5: Moving Down

To get down from this ledge, Iron Man counts only one space on his move.



Second Story Spaces: These 2 spaces are not used in the Basic Game. Figures are not allowed to move onto these 2 spaces. See Example 6.

EXAMPLE 6: Second Story Spaces

Figures are not allowed to move onto the spaces marked X below.



Action 3: Attack with the Figure(s) 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. Remember: Rules for Squads only apply if you are using additional Heroscape Expansions.

Who can attack? Any figure(s) 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 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, Iron Man can attack any enemy within 6 spaces of himself.

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

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 (see **Height Advantage** under **Attacking**, on page 6). Also, if the distance between you 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 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 (for example) behind a ruin or a ledge, 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 7 shows how to determine if a targeted figure is within an Attacker's Range and Line of Sight.

EXAMPLE 7: Range and Line of Sight

You want Iron Man to attack Thanos.

1. First, you count the spaces from Iron Man to Thanos: Thanos is 5 spaces away, so he is just within Iron Man's Range.



2. Then, you check for a clear Line of Sight. Iron Man can "see" Thanos, so he can attack.



ATTACKING

The figure(s) on your chosen Army Card attack one at a time, in any order. Each figure can attack only once, but different figures can attack the same opposing figure. Remember: Rules for Squads only apply if you are using additional Heroescape Expansions.

For each Attacker, follow the rules below.

1. Announce which figure is the Attacker, and which figure is the Defender.
2. Check the Attack number on the 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 his Defender, to block it. **IMPORTANT:** For attack rolls, the Attacker only counts skulls. For defense rolls, the Defender only counts 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 less than the Defender rolls shields, your attack is unsuccessful. The Attacking and Defending figures stay where they are, and the attack is over.

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

Example 8 shows 2 attacks and their outcomes.

EXAMPLE 8: Iron Man Battles Thanos!

Iron Man is within Range of Thanos, and has a clear Line of Sight. You attack with Iron Man.

IRON MAN ATTACKS

Iron Man has an Attack number of 6, which means you roll 6 attack dice. But Iron Man has a height advantage over Thanos, so you roll an extra attack die (a total of 7 dice):



Thanos has a Defense number of 10, so your opponent rolls 10 defense dice:



The Defender blocks the attack. Both figures stay where they are.

THANOS ATTACKS

Now it's your opponent's turn. He decides to attack Iron Man with Thanos. He rolls 7 attack dice:



Iron Man has a height advantage, so you roll 9 defense dice:



Your opponent wins the attack! You take your destroyed Iron Man figure out of the game.

Ending the Battle

Keep playing until one player achieves the Victory condition of the chosen Game Scenario. That player wins the battle!

Create Your Own Battlefield

With experience, you may want to build your own battlefields and create your own Game Scenarios, Armies, and Victory conditions.

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. Your mission is to gather a well-balanced Army, lead them boldly into battle, and wage war strategically to conquer the enemy.

Contents: See Basic Game Guide on page 4 for a list of contents.

Object: Create a battlefield and choose your Army, then let the Conflict Begin! To win, be first to achieve your Victory condition.

NOTE ABOUT SQUADS AND TEAM PLAY

This game guide includes rules for Squads and Team Play. Heroescape Marvel *The Conflict Begins* does not include Squads or Team Play but these rules will apply if you use additional figures from other Heroescape Expansions.

Get Ready to Play

1. SET UP YOUR BATTLEFIELD

To do this, choose a battlefield and a Master Game Scenario from the *Battlefield & Scenario Guide* starting on page 16. After you've played several games, you may want to create your own battlefield and game scenario.

Playing with Multiple Game Sets: There are a few special rules for doing this. They're explained on page 15.

About the 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 each card has much more information about the figures. As you play, you'll become more familiar with how all of this information works during a game.

Example 1 explains the Army Card information, and how it works in the game.

EXAMPLE 1: Army Card Information (Master Game Side)

Unique/Common: All Army Cards and figures in the Marvel Game Set *The Conflict Begins* are unique. Common Army Cards and figures appear only in expansion 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.

Species: Race of the figure.

Class: The type of figure.



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 figure can be attacked. Used when checking Line of Sight.

HUMAN
UNIQUE HERO
CRIME FIGHTER
TRICKY
MEDIUM 5

Personality: Dominant characteristic.

Size/Height: The size of the Hero 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.

Super Strength Special Power:

A figure with this symbol is not affected by the Falling and Major Falling rules. The character is still affected by the Extreme Falling Rules. See Page 10. A figure with this symbol also ignores any special powers that gives automatic shields to Destructible Objects. See Page 14.

Life: The number of wounds the figure(s) can take before being destroyed.

Move: The maximum number of spaces the figure(s) may move.

Range: The number of spaces away that the figure(s) can attack.

Attack: The number of dice you roll to attack.

Defense: The number of dice you roll to defend.

Points: The value of an Army Card, based on the power of its figure(s).

2. GATHER AND PLACE YOUR ARMY

For the Master Game Scenarios, you can either use a pre-made Army, or you can draft an Army. Both ways of gathering an Army are explained below.

As you gather your Army, make sure that the total point value doesn't exceed the one listed in your chosen Game Scenario (it can be lower, but not higher). Players don't need to have the same number of Army Cards; for example, you may choose two Army Cards, while an opponent chooses two or three Army Cards.

Good and Evil: In the Master Game, your Army can include both good and evil figures. For example, your army may have Spider-Man (Good) and Venom (Evil).

Using a Pre-Made 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 his Army on the battlefield first. Re-roll ties. The highest roller will place his entire Army first; placement 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.

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 figures shown on the card and immediately place them on the battlefield in a starting zone, 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.

Players draft as follows:

- Both players roll the 20-sided die. Re-roll any ties. The high roller drafts first, by choosing one Army Card.
- The other player then chooses two Army Cards.
- 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 *Clash on the Streets* Game Scenario on the *Tribeca Labs* battlefield. This game calls for Player 1 to gather a 530-point Army and Player 2 to gather a 730-point Army. Example 2 shows the Armies that you and your opponent chose, and where you placed them.

EXAMPLE 2: Players 1 & 2 Gather and Place their Armies

Player 1's Army: Player 1 chose this Army for a 460-point total, and placed them in their starting zone as shown. Captain America and Iron Man figures that work well together) are chosen.



EXAMPLE 2 (continue): Player 2's Army: Player 2 chose this Army for a 715-point total, and placed them where shown. The Abomination (the most powerful) is in front.



ORDER MARKERS

Each player takes four Order Markers: 1, 2, 3, and X. On each round, you'll place these on your Army Card(s) to show the order in which your figures will move and attack.



WOUND MARKERS AND DICE

Place all of the Wound Markers near the battlefield. Place the 12 combat dice near the battlefield. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).

GLYPHS

These "random" items are placed on certain spaces in several of the Game Scenarios (as directed in the *Battlefield & Scenario Guide*). They grant scenario-specific special powers when a figure lands on them. See Glyphs, on page 15.



The Battle Begins!

The game is played in several rounds. A round consists of 3 turns for each player.

A ROUND OF PLAY

The Round Marker Track: In the *Battlefield & Scenario Guide*, each Game Scenario features a numbered line where players keep track of the rounds they've played. Before starting 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:

- Place your Order Markers
- Roll for Initiative
- Players take turns, one at a time, until each player has taken three turns.
- Move the Round Marker ahead to the next number.

All of these steps are explained in detail below.

1. Place Your Order Markers

On a turn, you'll move and attack with the figure(s) 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 facing you, so your opponent(s) can't see the numbers on them. (Teammates can look at each other's Markers.) The "X" Order Marker is a decoy: you place it on any Army Card just to keep your opponent(s) guessing.

Example 3 shows where you and your opponent place your Order Markers.

EXAMPLE 3: Place Order Markers

Your Order Markers: On this round, you decide to move Captain America (first turn), then Iron Man (second and third turns). You place the X Order Marker on Captain America.



Your Opponent's Order Markers: On this round, your opponent decides to move the Abomination (first turn), Venom (second turn), then Doctor Doom (third turn). Your opponent places the X Order Marker on the Abomination, to "fake" you out.



2. Roll for Initiative

Now both players roll the 20-sided die. The high roller takes the first turn. If there's a tie for high roll, players re-roll.

In cases where the roll for initiative is affected by a special power or a Glyph, the power applies to re-rolls as well. Glyph powers are explained later.

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

Action 2. Move the Figure(s) on Your Army Card

Action 3. Attack with the Figure(s) on Your Army Card

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

Action 1. Reveal Your Order Marker

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 figure on that Army Card will have been destroyed earlier in the round. In such a case, you lose your turn.

Action 2. Move the Figure(s) on Your Army Card

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 1, 2, 3, 4, or 5 spaces. (Uneven terrain 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 11). 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

Captain America has a Move number of 5. You advance him the full 5 spaces toward the opposing figures. Note: Captain America may move through Iron Man because he is friendly.



- **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 do not add height to any spaces on which they're placed.

EXAMPLE 5: Moving up

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

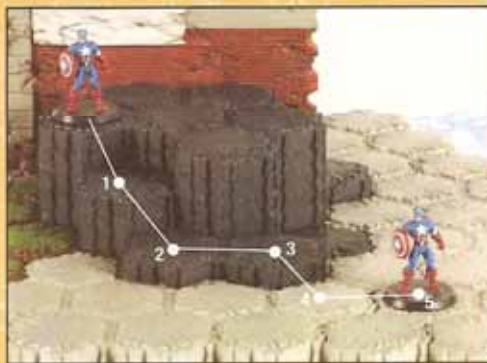


Height limit: A figure cannot move up a number of levels equal to or higher than its Height number all at once.

- **Moving down:** When you move to a lower level, you don't need to count sides on the way down (but there may be a penalty for moving to a much lower level (see **Falling**, below). Example 6 shows a figure moving down.

EXAMPLE 6: Moving down

To move Captain America 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. A fall is defined as follows:

If the drop is equal to or more than the figure's height, you must roll one combat die after moving, to see if it was wounded. **Major Fall:** If the drop is 10 levels more than the figure's height, you must 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 12.)

Extreme Fall: If the drop is 20 levels more than the figure's height, you must roll the 20-sided die. If you roll 19 or 20, you survive without taking any falling damage. If you roll 1-18 the figure is destroyed.

Example 7 shows a figure falling.

EXAMPLE 7: Falling

When you move Captain America down from this 5-level cliff, you roll one attack die for the fall because the cliff is equal to his height of 5.



Remember: A figure with Super Strength is not affected by Falling or Major Falling but is still affected by Extreme Falling.

- **Overhangs:** An overhang exists when one or more tiles are above another tile or floor piece with space in between. Figures that are small enough to do so may move under overhangs. Example 8 shows an overhang.

EXAMPLE 8: Moving under an overhang

Notice that Captain America can move under this overhang but Abomination cannot.



Figures can also move up onto low overhangs: when you move a figure up a low overhang, count the nearby support tiles. See Example 9.

EXAMPLE 9: Moving up onto a low overhang

Captain America counts the nearby support tile as he 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. No part of its base may overlap onto another space or area between spaces.
- **Tight quarters:** Some battlefields have narrow passageways, walls and overhangs that may limit the movement of some figures. A figure can't move through or onto a space that it can't fit completely onto.

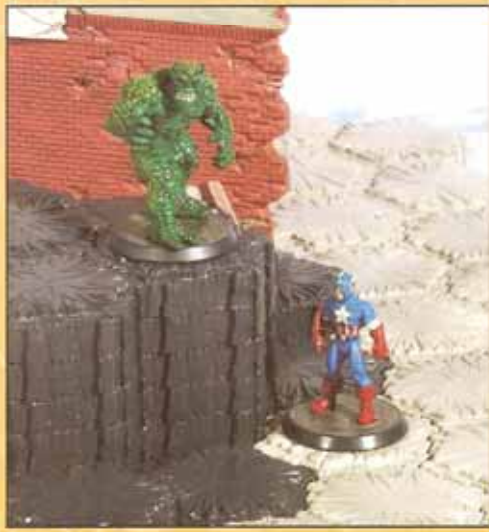
ENGAGEMENT RULES

A figure becomes engaged when it moves adjacent to an opponent's figure. **Adjacent Exception:** Most of the time, if a figure is next to another figure they are adjacent. Here is the exception to the 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 not engaged. See Example 10.

EXAMPLE 10: Not adjacent

Captain America is not adjacent to Abomination because Abomination is on a ledge which is 5 levels high, and is equal to Captain America's height of 5.



Leaving an engagement: You may move around a figure that you're engaged with; but as soon as you move away from it (onto a space that's not adjacent to it), the figure may take a "passing swipe" at your figure. To do this, the player who controls the 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 12).

Multiple engagements: Your figure may become engaged with more than one figure at the same time. As you leave each engagement, the engaged figure rolls one attack die. For each skull rolled, your figure takes one wound.

Example 11 shows a multiple engagement.

EXAMPLE 11: Multiple Engagement

When you move Captain America away from Venom and the Abomination, your opponent rolls two dice (one for each). Two skulls are rolled, inflicting two wounds. You place two Wound Markers on Captain America's Army Card.



Action 3. Attack with the Figure(s) on Your Army Card

Now it's time for your Hero or Squad to attack. Remember: Rules for Squads only apply if you are using additional Heroscape Expansions.

Who can attack? Any figure(s) on your chosen Army card within Range, and with a clear Line of Sight, can attack. If no figure on your Army card meets these two conditions, you can't attack.

Looking for hidden figures: At any time, feel free to walk around the battlefield to find out which figures are hiding where: behind walls or raised terrain areas, etc. (As you do this, other players may want to shield their Order Markers so you can't see them.)

Before attacking with a figure, check the 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, Iron Man can attack any figure within 6 spaces of him.

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

When checking the Range, don't count extra spaces for higher levels. However, being on a higher level is an advantage during an attack (see **Height Advantage** under **Attacking**). Also, if the distance between you 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 your figure is engaged with one or more figures, your figure can attack only those figures.

Attacking around other figures: You may attack figures even if other figures are between you 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; it has nothing to do with the spaces on the battlefield. If the targeted figure is (for example) behind a wall or a cliff, so that your figure can’t “take aim” at it, then no attack is possible.

To determine if there is a clear Line of Sight, check the Target Point (the green dot on your figure’s Army Card) and the Hit Zone (the red area on the targeted figure’s Army Card). 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.

Adjusting Figures: Players may touch or move figures only on their own turns. For example, a player cannot move his figure out of Line of Sight on an opponent’s turn.

If players disagree about whether or not there is a clear Line of Sight, just roll the 20-sided die; the high roller wins the dispute.

Example 12 shows how to determine if a targeted figure is within an attacker’s Range and Line of Sight.

EXAMPLE 12: Range and Line of Sight

You want Iron Man to attack Doctor Doom.

1. First, you count the spaces between them: there are 6, so Doctor Doom is within Range.



2. Then, you check for a clear Line of Sight from your figure’s Target Point to Doctor Doom’s Hit Zone. Venom is in the way but your figure can still see part of Doctor Doom’s Hit Zone, so Iron Man can attack.



ATTACKING

The figure(s) on your chosen Army Card attack, one at a time, in any order. Each figure can attack only once, but different figures can attack the same opposing figure. *Note:* Some figures have special powers that allow them to attack more than once. Remember: Rules for Squads only apply if you are using additional Heroescape Expansions.

Before attacking, consider height advantage, special powers, and Glyphs. (*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. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure rolls two extra dice.

When figuring height advantage, remember that Glyphs 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 what special powers or abilities (if any) your figure can use. If your Army Card includes a special attack, you may use this attack instead of attacking normally. Page 15 shows several examples of special powers and special attacks.

To carry out the attack, follow these steps:

1. Announce which figure is the Attacker, and which figure is the Defender.
2. Check the Attack number on your Attacker’s Army Card, adding any extra dice for height advantage, special powers or scenario specific Glyph powers. Then roll that number of attack dice. After you roll, the Defender rolls the number of defense dice on his Defender’s Army Card, adding any extra dice for height advantage, special powers or scenario specific Glyph powers.
3. 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.
 - If the Attacker rolls the same number of skulls (hits) or less than the Defender rolls shields, your attack is unsuccessful. The Attacking and Defending figures stay where they are, and the attack is over.
 - If the Attacker rolls more skulls (hits) than the Defender rolls shields, your 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 the Army Card. When all figures on an Army Card have been destroyed, the Army Card is out of play. Do not reveal any Order Markers that are on that card for that round of play. On future rounds, you can’t take any turns for that card. Any Order Markers still on the Army Card come back into play, and can be placed in future rounds.

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

Example 13 shows an attack and its outcome.

EXAMPLE 13: An Attack

One of your heroes, Doctor Doom attacks Iron Man. You roll 5 attack dice.

Iron Man has a minor height advantage, so he adds one die to his Defense number of 6, and rolls 7 defense dice.

You roll three skulls; Iron Man rolls one shield.

Iron Man takes 2 wounds. Place 2 Wound Markers on Iron Man's Army Card.

Doctor Doom



Iron Man



Iron Man had 2 Wound Markers from a previous attack. He now has 4 Wound Markers, and is destroyed. Place Iron Man on his Army Card, and leave the Order Marker there (Iron Man must skip his turn).



WAREHOUSE RUIN

The Warehouse Ruin is a barrier that figures can hide behind for protection. The Warehouse Ruin has a removable Breakable Wall Section. Figures cannot see or target other figures through a Breakable Wall Section when it is intact. See Example 14.

EXAMPLE 14: Intact Breakable Wall Section

The Breakable Wall Section is attached to the Warehouse Wall Ruin, therefore Iron Man doesn't have clear Line of Sight to the Abomination.



Moving over the Warehouse Ruin: Figures are not allowed to move through any Warehouse Ruin tile space occupied by a Warehouse Ruin or the Breakable Wall Section, or move between any two spaces separated by a Warehouse Ruin. This includes moving through the Warehouse Ruin windows. However, you may leap, fly, swing line or use a similar special power to get over these.

Warehouse Ruin Upper Floor Level: The Warehouse Ruin Upper Floor Level is part of the Warehouse Ruin. It is 9 levels higher than the base of the Warehouse Ruin Tile.

EXAMPLE 15: Height of the Warehouse Ruin Upper Floor Level

The Warehouse Ruin Upper Floor Level has a height of 9.



Only figures can occupy the two hex shaped spaces located on the Warehouse Ruin Upper Floor Level. These two spaces are used in the same way as any other space, except that no tile pieces may be built directly onto the Warehouse Ruin Upper Floor. See Example 16.

EXAMPLE 16: Placing on the Warehouse Ruin Upper Floor Level

Spider-Man and Venom use their Swing Lines to reach the Warehouse Ruin Upper Floor.

Tiles can never be placed on the Warehouse Ruin Upper Floor.



The Breakable Wall Section: The Breakable Wall Section of a Warehouse Ruin is a destructible object and can be targeted, destroyed, and removed from play.

Targeting the Breakable Wall Section: Instead of choosing a figure to attack, players may target a Breakable Wall Section as a destructible object. Destructible objects may be targeted and attacked much the same way a figure is targeted and attacked. To target the Breakable Wall Section, use the hex-shaped tile space that is below to determine adjacency, engagement, or Range. See Example 17.

EXAMPLE 17: Targeting a Breakable Wall Section

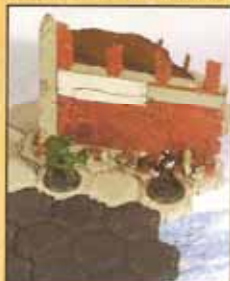
Captain America, using his Shield Throw Special Attack (Range 4), has Line of Sight to the Breakable Wall Section and may attack with a range attack using one of the spaces below the Breakable Wall Section to determine Range.



Attacking a Breakable Wall Section: The Breakable Wall Section may be attacked only by a normal attack, a special attack, or by special powers that only cause wounds. Add height advantage where appropriate. The Breakable Wall Section may receive wounds the same way that a figure may receive wounds. The Breakable Wall Section cannot be targeted or attacked by special powers that may "destroy" it in one attack. See Example 18. Any non-attacking player can roll for the Breakable Wall.

EXAMPLE 18: Attacking a Breakable Wall Section

The Abomination and Venom are adjacent and may attack the Breakable Wall Section on their turns. The Breakable Wall Section is allowed 4 defense dice and any "Strong Defense" as specified on the Breakable Wall Section Card. Any skulls not blocked by shields count as wounds. Place the appropriate amount of Wound Markers on the Breakable Wall Section Card. Remember: A figure with Super Strength ignores any special powers that give automatic shield to destructible objects. See page 7.



Destroying a Breakable Wall Section: The Breakable Wall Section has 4 Life; if the Breakable Wall Section receives 4 wounds, the Breakable Wall Section is destroyed. Remove the destroyed Breakable Wall Section as shown in Example 19. Figures can now move onto the spaces previously occupied by the wall.

EXAMPLE 19: Removing a Breakable Wall Section

Remove the Breakable Wall Section by gently pushing it out from the inside of the Warehouse Ruin and placing it out of the game.



ENDING A ROUND

After the last player takes his third turn, the round is over. Move the Round Marker ahead one space on the track (if no one has won yet). 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 side) 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. Score the full points listed on the Army Card, even if there is only one surviving Squad figure.

GLYPHS

Depending on the Scenario, the Mysterious Item and the Object of Power 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 directed by the specific Game Scenario for that Glyph take effect immediately. When a figure lands on a power-side up Glyph, it must stop. Sometimes a Glyph will grant temporary powers, while at other times it will grant longer-lasting ones.

Mysterious Item Glyph (Artifact)

The rules for this Glyph vary depending on the Game Scenario.



Object of Power Glyph (Artifact)

The rules for this Glyph vary depending on the Game Scenario.



Special Powers

The special power (or powers) of the figures keeps each game exciting, challenging, and unpredictable. Always be aware of the special powers of your figures; they can make a big difference in your game.

Special Attack Rule: Special attacks can never be modified by Glyphs, other special powers or height advantages.

Attack Dice and Defense Dice: Any time an Army Card refers to attack dice or defense dice, use combat dice. For example: on Captain America's card it states that all friendly figures that are adjacent to Captain America may roll 1 extra attack die, and may roll 1 extra defense die. These figures would roll 1 additional combat die when rolling for attack or defense.

Multiple Targets: When a special attack targets more than one figure, the Attacker decides the order in which the Defender will roll combat dice for each attacked figure.

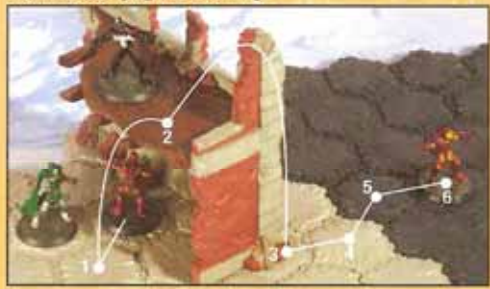
Clear Sight Spaces: Red Skull's Dust-of-Death mentions "clear sight." To determine clear sight, use Red Skull's Target Point. If he can see any part of a figure (not just the Hit Zone) within the 3 spaces, it can be affected by the Dust-of-Death.

Note: Some special powers such as Flying and Leaping, mention water. This only applies if you are using water terrain pieces from a HeroScape Master Set.

Flying and Overhangs

As shown here, Iron Man flies out of the overhang and onto the top, ignoring extra spaces for elevation. Doctor Doom will roll a leaving engagement die since Iron Man was engaged before starting his move; Venom will not, because Iron Man flies over him without landing. Notice that he also flies over the Warehouse Ruin. See Example 20.

EXAMPLE 20: Flying and Overhangs



Special Power References on Army Cards

Some special powers make reference to the Species, Personality, Unique/Common, Hero/Squad and/or Class of other figures. For example, Doctor Doom makes reference to Hero figures; all Marvel Game Set characters fall under this category.

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 Game Sets

Combining two or more Game Sets, gives you more options. You can create a super-sized battlefield and play with any number of players. You can "even up the playing field" by having the same Army as an opponent. You can even boost the point value of your Army, to match the bigger battlefield. But along with that extra excitement comes a few special rules. . .

Team seating and play: If you're playing a team game, teammates should sit next to each other on one side of the table, facing their opponent(s).

Teammates play the game separately, but they can discuss strategy, offer suggestions, and so on. Victory conditions for teams vary with the Game Scenario, but in most games they work together toward a common goal.

When Drafting an Army:

For a 3 or more player game, players draft their Armies as follows:

1. All players roll the 20-sided die. Re-roll 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 (reversing 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 another Army Card 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 the chain choosing two Army Cards and reversing the draft direction until all players have completed their Armies.

Roll for Initiative: With 3 or more players roll the 20-sided die. The highest roller takes the first turn, then play passes to the left. If there's a tie for highest roll, the tying players re-roll.

In cases where the roll for initiative is affected by a special power or a Glyph, the power applies to re-rolls as well. See Glyphs on left.

Team Scoring: In cases where scoring is necessary, each player or team scores points for each Army Card with figures still on the battlefield. Score the full points listed on the Army Card.

Unique Army Cards: All of the Army Cards in the Marvel Game Set are Unique (there's only one of them).

If you're combining two sets of Army Cards, make sure that no player has more than one of the same Unique Army Card. (For example, your Army can't include two Spider-Man figures.) However, you and an opponent can both have the same Unique Army Card(s). For example, you and your opponent can each have one Spider-Man in your armies.

Common Army Cards: These cards are included in expansion sets. Your Army can include two or more of the same Common Army Card. If so, follow these special rules:

You don't keep these figures separate (that is, keep track of which figures belong to which card).

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.

Marking your figures: If you are playing with multiple sets, you may want to use a permanent marker to initial the underside of your figures' bases.

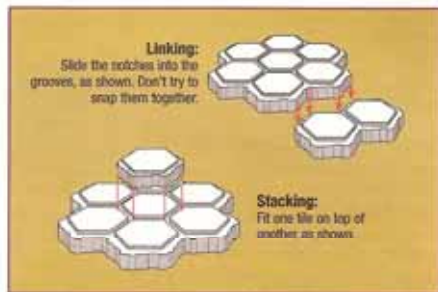
Battlefield Key

The graph below shows the type and color of each tile. As you build your battlefield, notice the center colors and border colors, so you'll know which ones to use.

BATTLEFIELD KEY (notice center and border colors)			
Notice center and border colors	GRASS green centers	CONCRETE light gray centers	ASPHALT dark gray centers
7 space purple borders			
double space yellow borders			
single space red borders			
warehouse ruin light green borders <i>When this piece is shown in a Battlefield Guide, place the tile, Warehouse Ruin, and the Breakable Wall Section unless specified differently in your chosen scenario.</i>			

The Tiles

The hex-shaped tiles come in various sizes and colors. You'll link them and stack them, as shown on the following pages, to build your battlefields. The illustrations below show how to link and stack them.



The Glyphs

In the battlefield diagrams, Glyphs are represented by their key letters. When you build a battlefield that includes Glyphs, follow the Glyph Key below to see which ones to use.



Genotech Battlefield



Genotech is a subsidiary of Stark Enterprises which is attached to the main factory in Flushing, Queens. Genotech works towards the betterment of mankind, by studying dysfunction within the human genome, and genetically altering them.



MASTER GAME Theft At Stark Enterprises (2 players)

Stark Enterprises is a well known weapons manufacturer, with dozens of military contracts throughout the United States government. Information on a top secret weapons system has just been leaked to the press. With the knowledge leaked, there are many heroes and villains attacking and guarding dozens of Stark Enterprises' Warehouses and Research Facilities.

Goal: Word's out that an innovative new weapons could revolutionize the way we do war. Gather a band of allies to take or guard the Stark Enterprises' Warehouse where the top secret weapons system is rumored to be.

Setup: Each player drafts or brings a pre-made 1200-point army.

One player starts in the red starting zone, the other player starts in the blue starting zone.

Victory: If you destroy all of your opponent's figures or are the only player with at least one figure on any orange concrete tile space at the end of round 5 or at the end of any round thereafter, you win.

ROUND
MARKER
TRACK

1

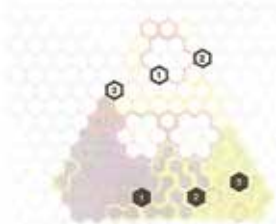
2

3

4

5+

Genotech Scenarios



Player 1

- ① Captain America
- ② Iron Man
- ③ Spider-Man

Player 2

- ④ Doctor Doom
- ⑤ The Abomination
- ⑥ Venom

BASIC GAME Avengers Assemble!

(2 players)

Captain America and his fellow New Avengers are out to try and stop Doctor Doom and his cohorts from stealing a genetic material that can be used to make an ordinary human into a genetic super-being.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

Victory: When the other player has no figures left on the battlefield, you win.



- Incredible Hulk
- Sleeping Agent

ROUND
MARKER
TRACK

MASTER GAME

Escalating Battle

(2 players)

During an attack on Genotech Labs, a small unknown device was activated which heals beings from the most severe wounds, including death. Unfortunately for some, it has a short battery!

Goal: Destroy all of your opponent's figures.

Setup: Turn the Object of Power Glyph and the Mysterious Item Glyph symbol-side up, shuffle them, then place them on the spaces marked with a .

Each player drafts or brings a pre-made 1200-point army.

One player starts in the red starting zone; the other player starts in the blue starting zone.

Special Rules: At the beginning of every round, before placing Order Markers, both players roll a 20-sided die. The player who rolls the highest will roll first to attempt to revive their previously destroyed figures in this battle. Roll a 20-sided die for each previously destroyed figure. If you roll a 16 or higher for a figure, place it on any unoccupied space along the edge of the battlefield and remove all Wound Markers from that figure's card.

If a player's figure is standing on the Object of Power Glyph at the beginning of a round, that player only has to roll a 14 or higher to bring back a previously destroyed figure and receives a +2 to all initiative rolls.

If a player's figure is standing on the Mysterious Item Glyph, all figures that player controls roll one less defense die.

Victory: When the other player has no figures left on the battlefield you win. If the battle reaches the end of round 8, then the game is over and the player with the most figures on the battlefield wins. If there is a tie, the player with the most points on the battlefield wins. (See **Scoring** on page 14.)

MASTER GAME

Hulk Mad!

(2 players)

Dr. Bruce Banner has been trying to find a cure to his boundless rage for years. Tony Stark, of Stark Enterprises, volunteered Genotech, one of his many science facilities, to help Dr. Banner get rid of his angry counterpart. It didn't work. Now the Incredible Hulk is angry and destroying all in his path!

Player 1's Goal: You, as the Incredible Hulk must try to destroy all of Player 2's figures.

Player 2's Goal: Avoid the Incredible Hulk while searching through the Warehouse Ruin for a Sleeping Agent to put the creature to sleep.

Setup: Place the Incredible Hulk where shown.

Place the Mysterious Item Glyph (Sleeping Agent) where shown.

Player 1 may only use the Incredible Hulk. Player 2 brings a pre-made 1250-point army made up of only unique heroes. Silver Surfer and the Incredible Hulk may not be chosen by Player 2 for this Scenario.

Player 2 starts in the red starting zones.

Special Rules: The Hulk cannot move onto the Sleeping Agent. If a figure Player 2 controls moves onto the Sleeping Agent, Player 2 immediately places the Glyph on that figure's Army Card. The figure then may continue its movement if the figure did not use its full movement to reach the Sleeping Agent.

The Sleeping Agent may be passed between two adjacent figures at anytime during Player 2's turn. Place the Glyph on the adjacent figure's Army Card, that figure is now in control of the Sleeping Agent.

If a figure that controls the Sleeping Agent takes a wound or is destroyed, Player 1 places the Sleeping Agent on any empty, non-adjacent, same level space that is within 5 spaces of the destroyed or wounded figure. The Sleeping Agent must land within clear Line of Sight of the Incredible Hulk.

The Incredible Hulk may never receive a wound, unless the figure wounding him has control of the Sleeping Agent.

Special Powers that instantly destroy figures from the battlefield or permanently take control of the Hulk may not be used on the Incredible Hulk.

The Incredible Hulk must attack a figure or Breakable Wall Section on his turn if possible.

Note: Player 1 may have a challenge winning this scenario!

Victory: When the other player has no figures left on the battlefield, you win. If the battle reaches the end of round 12, then the game is over and Player 1 wins.

ROUND
MARKER
TRACK

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12

Tribeca Labs Battlefield



A well known industrial warehouse located in Tribeca, many of Stark Enterprises' weapon shipments pass through this site daily. Frightened residents have voiced concern about how close a major weapons manufacturer is to the residential areas and they have lobbied the government for a more suitable site. Tony Stark, CEO of Stark Enterprises, has made a promise to level the warehouse immediately and build a park on its foundation.



Tribeca Labs Scenarios



Player 1

- 1 Captain America
- 2 Iron Man
- 3 Spider-Man
- 4 Silver Surfer
- 5 Incredible Hulk

Player 2

- 1 Doctor Doom
- 2 The Abomination
- 3 Venom
- 4 Thanos
- 5 Red Skull

BASIC GAME Mayhem in Manhattan!

(2 players)

Seems like every villain and hero is popping out of the woodwork. Take your super team and destroy the other. Show'em who's boss.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

Remove the Breakable Wall Section from the battlefield.

Victory: When the other player has no figures left on the battlefield, you win.



Player 1

- 1 Captain America
- 2 Iron Man
- 3 Spider-Man
- 4 Silver Surfer
- 5 Incredible Hulk

Player 2

- 1 Doctor Doom
- 2 The Abomination
- 3 Venom
- 4 Thanos
- 5 Red Skull

BASIC GAME Heroes, Villains, Friends and Foes

(2 players)

Venom has had it in for Solder-Man ever since the merger of Eddie Brock and the alien symbiote. Unlucky for Venom, he has chosen to fight in front of Tribeca Labs, a place where Spider-Man was scheduled to meet his fellow Avengers. Fortunately for Venom, he had made an appointment with some villainous associates too.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

Remove the Breakable Wall Section from the battlefield.

Victory: When the other player has no figures left on the battlefield, you win.

ROUND
MARKER
TRACK

MASTER GAME

A Very Mad Genius

(2 players)

Sometimes even two geniuses have the same idea at the same time. Unfortunately, Victor Von Doom doesn't see coincidences when it comes to scientific discovery. Doctor Doom has assembled a group of villains to attack the building where Stark Enterprises has developed its own version of a power-siphoning amulet...

1

Goal: Destroy all of your opponent's figures.

Setup: Place the Mysterious Item and Object of Power Glyphs power-side up where shown.

2

Players select from the pre-made armies listed below by rolling a 20-sided die, with the high roller choosing and placing their army first, followed by the other player.

3

Army 1 consists of Iron Man, Spider-Man, Captain America, the Incredible Hulk and Silver Surfer and starts in the blue starting zones. Army 2 consists of Thanos, Doctor Doom, Red Skull, the Abomination, and Venom and starts in the red starting zones.

4

Special Rules: Thanos' Rejected by Death power does not work in this Scenario.

5

The Glyphs represent Amulets. When a figure lands on an Amulet, it stops its movement and picks it up (place the Glyph on the figure's card). The figure is now carrying that Amulet. A figure may carry more than one Amulet. A figure may move while carrying an Amulet. A figure may not pass an Amulet to another figure.

6

When a figure with an Amulet destroys another figure, take the destroyed figure's Army Card and place it near the Amulet-carrier's Army Card. On future turns, the Amulet-carrier may use the destroyed figure's powers in addition to its own. An Amulet-carrier may use all the powers of all the figures it has destroyed.

7

If a figure destroys an Amulet-carrier, it takes the Amulet plus all the Army Cards (and special powers) collected by the previous Amulet-carrier. The new Amulet-carrier may start using these powers starting on its next turn.

8

Victory: When the other player has no figures left on the battlefield you win. If the battle reaches the end of round 8, then the game is over and the player with the most figures on the battlefield wins. If there is a tie, the player with the most points on the battlefield wins. (See Scoring on page 14.)

MASTER GAME

Clash on the Streets

(2 players)

Once again, because of the arrogance of Tony Stark, the not-so-secret holding facility in Stark Enterprises' Tribeca Labs is under attack.

The villains seem to be after a gravity manipulating device taken in a previous battle with the Avengers. Who knows why they want it back? You only know that they must be stopped quickly.

Player 1's Goal: Prevent Player 2 from carrying the stolen Device off the end of the battlefield.

Player 2's Goal: Break into Tribeca Labs and carry the stolen Device off the end of the battlefield.

Setup: Place the Mysterious Item Glyph (Device) power-side up where shown.

Only Unique Heroes can be played.

Player 1 drafts or brings a pre-made 530-point army and Player 2 drafts or brings a pre-made 730-point army.

Player 1 starts in the red starting zone; Player 2 starts in the blue starting zone.

Special Rules: When a figure lands on the Device it must pick up the Device and end its movement. Put the Glyph on that figure's card. If the figure carrying the Device is destroyed, place the Device on the space where the figure was destroyed.

While carrying the Device a figure may only use the normal movement. No Flying, Leaping, Swing Line, Hyper Speed 5, or similar special power can be used by the figure carrying the Device.

Any figure carrying the Device subtracts 2 from its normal movement.

A figure holding the Device can pass it to any adjacent figure you control at the end of any turn by placing the Glyph on the adjacent figure's Army Card.

Figures may only use their normal movement while starting from or moving onto an orange marked space. No Flying, Leaping, Swing Line, Hyper Speed 5 or similar special powers can be used by figures on the orange marked spaces.

Once a figure has reached the Exit Zone spaces, the figure is taken out of play and is removed from the board. Exit Zone spaces are marked—E.

Victory: Player 1 wins if at least one of Player 2's figures has not exited the battlefield carrying the Device by the end of round 5, or when Player 2 has no figures left on the battlefield. Player 2 wins when a figure he/she controls has reached and exited any space within the Exit Zone (while carrying the Mysterious Item Glyph) before the end of round 5.

ROUND
MARKER
TRACK

1

2

3

4

5



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