

Heroscape Rules Summary

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Selecting Army Cards

Each player selects army cards as per the scenario. Typically each player has the same total points in army cards, but not always.

Each player may not have more than one of a Unique army card (different versions of cards with the same name count as the same card for this rule), but two players can have the same Unique army card.

Steps in a Round

1. Secretly place order markers 1, 2, 3, and X on your army cards to plan the round. A card can have more than one marker.
2. Roll initiative (d20 and re-roll ties)
3. In initiative order, reveal order marker 1 and take a turn with that army card.
4. In initiative order, reveal order marker 2 and take a turn with that army card.
5. In initiative order, reveal order marker 3 and take a turn with that army card.
6. Do end of round actions:
 - Move the turn counter (if appropriate).
 - Roll one die for each figure on a Lava Field (red/grey land tiles) and on a Skull it takes a Wound.

Steps in a Turn

1. **Move** – Move each figure associated with the army card in any order.
2. **Attack** – Attack with each figure associated with the army card in any order.

If an order marker is on a Common army card with X figures and you have more than one of that Common army card, you can move and attack with any X figures of that type of your choice. The same ones must move and attack.

Movement Rules

A figure may move up to its Movement rate in hexes on its turn.

A figure can move through friendly figures that are not engaged, but not through enemy figures. A figure cannot end its movement in the same hex as another figure.

A figure that starts, ends, and makes all steps on Road tiles gets +3 movement points for the turn.

A figure cannot move into a space it does not physically fit into.

Movement Cost: Normally movement costs 1 per hex, but the cost to move into a hex can be modified as follows:

- +1 point for each level higher the hex is. A figure cannot climb more than its height minus one in a single step. No cost for moving down any number of levels.
- +1 point for moving onto Slippery Ice or Heavy Snow. Normal Ice and Light Snow have no extra cost.

Moving into a Water or Lava hex ends movement entirely, even if the figure still has movement points left. Swamp Water does not end movement like Water does, but in all other ways is Water.


Flying figures ignore the movement cost of height difference and the increased cost for all hexes except

the one they end their move on. They also can fly over Water and Lava without stopping.

Water, Ice, and Lava tiles have zero height, so a figure on them is at the same height as the tile underneath.

Falling: If a figure drops its height or greater in levels in one step, roll one die and if a Skull is rolled apply the Wound. If a figure moves down 10 or more levels higher than its height in a single step, roll 3 dice instead. If a figure moves down 20 or more levels than its height in one step, instead roll d20 and the figure lives on a 19 or 20. Otherwise it dies.

Falling rules are ignored if the figure lands in Water or Lava.

Figures with the super strength icon () ignore the effects of falling less than 20 levels more than their height.

Lava: A figure moving into a Lava hex rolls a d20. On a 20, the figure lives. Otherwise it dies.

Ladders: Ladders can only be used by Small and Medium one-hex figures. Each rung up/down costs 1 movement point.

You can fall off a ladder by choice at any point in a move, but cannot fall onto a ladder.

Flying figures can end their move on any rung of a ladder in the hex they end their move on.

Two-Hex Figures: Count moves using the either end of a two-hex figure as a starting point. The end you are not moving with always moves into the hex the end you are moving with moves out of. It must always end its move with both hexes at the same level. At any time during the move, the figure may be flipped so the leading/trailing ends reverse.

A two-hex figure is not subject to the end of movement for Water or Lava unless both hexes are on such tiles at the same time.

A two-hex figure makes the survival check for a Lava hex only once even if the back end moves over that hex afterwards.

Engagement

Two figures are considered *engaged* if they are in *adjacent* hexes.

Figures are not considered *adjacent* if one is higher than the other by a height greater than or equal to the height of the lower figure.

Figures are not considered *adjacent* if there is an obstacle between them equal to or greater than the height of either of them.

Moving from a hex that is *engaged* with a figure to a hex that is *not engaged* with that figure provokes an immediate one-die attack by that figure that cannot be defended against. Flying figures leave the starting hex and enter their final hex, but are not considered to enter or leave the hexes in between.

Line of Sight

A figure is considered to have *line of sight* on a target if the target's red zone (see the picture on the army card) can be seen from the figure's green zone. Figures may not be moved or jiggled to alter their position when testing for *line of sight*.

As a special rule, figures at the top edge of a cliff or wall may use the center of the top edge as a sighting point (as if they were looking over the edge and looking down).

Normal Attacks

A *normal attack* may be made if the attacker is in an adjacent hex and is *engaged*, or if the attacker has an attack range greater than one where the target is within *line of sight* and is within the specified number of hexes.

A two-hex figure can attack from either hex and count range from either hex.

If a figure is *engaged*, it may only attack one of the figures it is *engaged* with. It cannot make a ranged attack on a different figure.

Attack Roll: The attack roll is made by rolling a number of dice equal to the Attack value of the army card.

One additional die is rolled if the attacker is 1 to 9 levels higher than the target. Two additional dice are rolled if the attacker is 10 or more levels higher than the target.

Defense Roll: The defense roll is made by rolling a number of dice equal to the Defense value of the army card.

One additional die is rolled if the defender is 1 to 9 levels higher than the attacker. Two additional dice are rolled if the defender is 10 or more levels higher than the attacker.

One additional die is rolled if the attacker is not adjacent to the defender, and the defender is adjacent to a jungle or tree trunk.

Damage and Death: The target receives one Wound marker for each Skull on the attacker's dice in excess of the number of Shields on the defender's dice.

If the target is a Squad unit, it dies if it receives any Wound markers. If the target is a Hero unit, it dies if it has at least as many Wound markers as it has Life points.

Special Attacks

Some army abilities are labeled as *special attack*. These abilities do not use the height advantage rules, so extra dice are not granted to the attacker or defender for being at a higher level.

Special attacks are not modified by Glyphs or by any other ability that modifies the number of attack or defense dice.


Other Rules

Some abilities may allow a ranged attack without *line of sight*.

An ability that states a figure must have *clear sight* to a target works like *line of sight* except that any part of the figure, not just the red zone, applies.

The Bridge Wall and Castle Battlements have Height 3 on the outside and Height 2 on the inside. It costs +3 or +2 movement respectively to climb over them.

You cannot move off the battlefield. Line of sight may cross over a space that is off the battlefield, but range is determined by counting hexes on the battlefield even if it means a roundabout route.

Figures with the super strength icon () ignore abilities of destructible objects that grant bonus shields.