

HeroScape

SECRETS OF THE CITADEL MASTER GAME RULEBOOK



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Master Game Guide

Welcome to Heroscape! Whether you are a new player gathering your first Army or a veteran returning to the table, the world of Valhalla issues you a glorious welcome! Heroscape is a war game, meaning you will assemble troops and battle your opponent for the fate of the land and its people. This book covers the rules of the Master Game, in which the full powers of your figures are unleashed.

Getting Ready to Play the Game

PICK A SCENARIO AND MAP

Each Heroscape game begins with choosing a scenario that determines the goal and victory condition for the players. In competitive Heroscape play, the most common scenario played has a simple victory condition: You win when none of your opponents' figures remain on the battlefield. Part of the scenario, often referred to as the "Format," dictates the point value of your Army, the number of figures or occupied spaces allowed for your Army, and any alternative victory conditions. Heroscape tournaments often use a dedicated pool of maps that were designed with competitive play in mind. A pool of suggested maps to play on for competitive events can be found [here](#).

In casual play, scenarios can vary widely. Games might be asymmetrical battles with different objectives for each player and may even involve more than two Armies! The map can be of your own design and is only limited by your imagination. A variety of Heroscape scenarios can also be found in the various Scenario Books found in Battle Box and Master Set releases, the [Tome of Annihilation](#), and a pool of [monthly scenarios](#) that tell the ever-evolving story of the war on Valhalla.

CHOOSE YOUR ARMY

Once a map and a scenario have been selected, it's time to build your Army! The scenario dictates the maximum points value of your Army, the maximum number of figures your Army can include, and the maximum number of spaces your Army can occupy at the start of the game. You may also be limited by the number of spaces in your map's starting zone. If your Army occupies more than the maximum number of spaces or contains more than the maximum number of figures, you must choose and set aside figures before the game begins until your Army is at or under the maximum. Those figures will not participate in the battle.

Armies can be comprised of Unique, Uncommon, and Common Army Cards, according to the following rules:

- **Unique:** An Army is not allowed to have multiple Unique Army Cards with the same name.

- **Uncommon:** Each Army can have any number of an Uncommon Army Card with the same name or different names. If your army has two or more of the same Uncommon Army Card, you must keep those figures separate (that is, keep track of which figure belongs to which card). For example, if you are using 2 Feral Trolls, you must clearly mark each Feral Troll figure and a matching Feral Troll Army Card so you can tell which Feral Troll is being activated by which Order Markers and which Wound Markers belong to which Feral Troll. Uncommon figures are considered to be Unique figures in every other way.
- **Common:** When building an Army, you can choose any number of Common Army Cards with the same name or different names. When playing an Army, if it includes Common figures, a single Army Card represents all of that type of figure in your Army, no matter how many times that Army Card was chosen during Army building. Each Order Marker placed on a Common Army Card lets you activate any of your figures that belong to that Common card, up to the number of figures displayed on the card.

Special powers and other game effects refer to players' Armies and the figures therein, as follows:

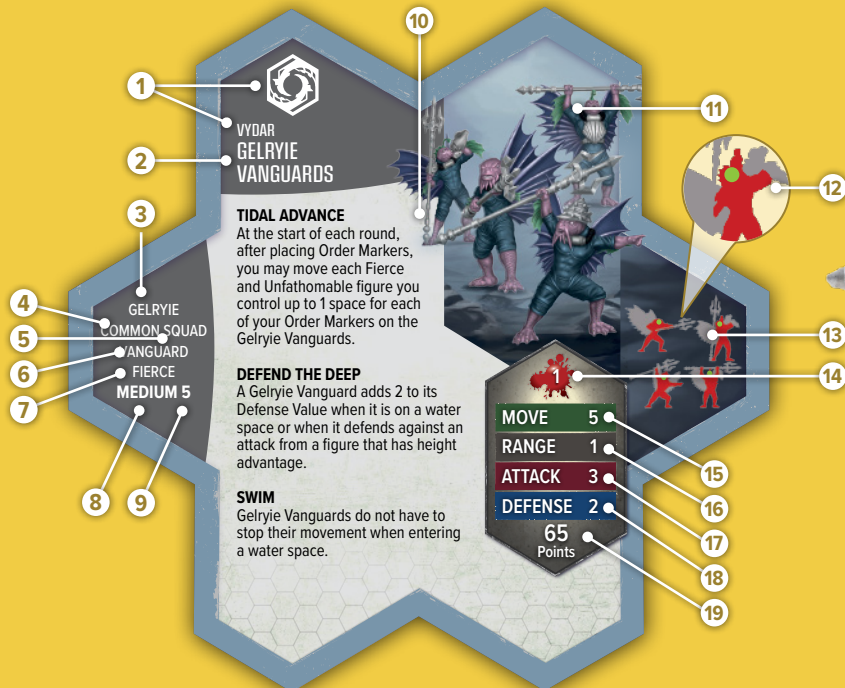
- **In Your Army:** Army Cards that were chosen to be a part of your Army before the game or that you have taken control of during the game.
- **You Control:** Figures that you can activate that are still on the battlefield. This includes figures from your own Army that remain under your control and any other figures you have gained control of. This does not include figures your teammates control.
- **Friendly:** Figures you and any of your teammates control.
- **Enemy:** Figures your opponents control and figures that no player controls.

GATHER YOUR COMPONENTS

Each player must bring the Army Cards and figures for their Army, a set of combat dice, a twenty-sided die, and whatever markers they need for their Army (such as Wound Markers). Additionally, each player must bring a set of Order Markers numbered 1, 2, 3, and X, all in the same color. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields). The 20-sided die is used when rolling for initiative at the beginning of each round, Special powers on Army Cards, Glyphs, and terrain effects. Order Markers are used to determine which of your figures will activate during each round and in what order.

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Army Cards (Master Game Side)



- 1 **Affiliation:** This symbol and name represent the organization or Valkyrie General the figures follow.
- 2 **Name:** This is what the figures on this Army Card are called. This name may be shortened or abbreviated in the special powers shown on the card.
- 3 **Species:** Biological classification of the figures. If a card has 2 species separated by an "&", treat it as having both for any game effects.
- 4 **Uniqueness:** All Army Cards are either Common, Uncommon, or Unique. When selecting Army Cards for your Army, you cannot select more than 1 Unique Army Card with the same name. You may select any number of the same Common or Uncommon Army Cards with the same name.
- 5 **Hero / Squad:** Hero cards feature a single figure, capable of acting on their own in the heat of battle. Squad cards feature 2 or more figures who act together.
- 6 **Class:** The type of figure. If a card has 2 classes separated by an "&", treat it as having both for any game effects.
- 7 **Personality:** The figure's dominant behavior in the world of Heroscape.
- 8 **Size:** The overall weight category of the figure.
- 9 **Height:** The number of levels tall the figure is.

- 10 **Special Power(s):** Most figures have 1 or more special powers that allow them to go above and beyond the standard moving, attacking, and defending.
- 11 **Portrait:** An image of the figure or figures whose Army Card this is.
- 12 **Target Point:** The green dot shows where you determine line of sight from on each figure.
- 13 **Hit Zone:** The red area shows what part of each figure can be attacked. Used when determining clear sight and line of sight. Gray areas cannot be targeted for line of sight but are considered for clear sight.
- 14 **Life Value:** The number of wounds it takes to destroy each figure.
- 15 **Move Value:** The number of spaces each figure can move with a normal move.
- 16 **Range Value:** The number of spaces away each figure can attack with a normal attack.
- 17 **Attack Value:** The number of dice you roll for the figure's normal attack.
- 18 **Defense Value:** The number of dice you roll when the figure defends.
- 19 **Points Cost:** The cost of drafting this Army Card and its figure into your Army.



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The Battle Begins!

Each game of Heroscape is played over several rounds. A round consists of 3 Player Turns for **each** player. During each of your Player Turns, you will reveal an Order Marker on 1 of your Army Cards, then move and attack with the figure or figures represented by that Army Card.

Each round of play consists of the following steps:

1. Place Order Markers
2. Roll for Initiative
3. Take Player Turns
4. Move the Round Marker ahead to the next number

These 4 steps are explained in detail below.

1. Place Order Markers

During the Place Order Markers step, you must decide which Army Card you'll use on each of your 3 Player Turns. Place Order Markers on those cards—"1" for your first Player Turn, "2" for your second turn, and "3" for your third. You may place 2 or more Order Markers on the same card if you want to use that card for 2 (or even all 3) of your Player Turns that round. The "X" Order Marker does not have any intrinsic effect; it is a decoy to prevent your opponents from knowing which numbered Order Markers you actually intend to use. Place it carefully to misdirect your opponent, or to trigger the special powers of certain figures. You cannot place Order Markers on Army Cards you do not control.

Players place their Order Markers at the same time. Place your Order Markers with the numbers facing you, so your opponent can't see them. Be careful how you place them! You usually cannot change them later, and must use those figures in that order during the round.

2. Roll For Initiative

After placing Order Markers, each player rolls a 20-sided die for Initiative to determine who goes first. The player who rolls the highest result has the Initiative and will take the first Player Turn this round. In case of a tie, both players reroll their 20-sided die.

3. Take Player Turns

During a round, players alternate taking Player Turns (unless the scenario specifies otherwise). To begin, the player with Initiative reveals their "1" Order Marker on 1 of their Army Cards and moves and attacks with the corresponding figures. Then, the opposing player reveals their "1" Order Marker and does the same. Play then passes back to the player with Initiative, who reveals their "2" Order Marker and takes another Player Turn. Play continues in this way until each player has revealed their 3 numbered Order Markers and taken 3 Player Turns. A Player Turn consists of the following steps, in this order:

REVEAL ORDER MARKER

Begin your Player Turn and reveal the next Order Marker in the sequence, laying it number side up on the Army Card it was placed on. Game effects that happen "before revealing an Order Marker" are also part of that Player Turn.

TAKE ARMY CARD TURNS

Within each of your Player Turns you will take turns with 1 or more Army Cards. Typically, a player will take a turn with the Army Card beneath the Order Marker they just revealed. However, some special powers such as the Frostclaw Paladin's Jandar Champion Bonding allow you to take turns with other Army Cards as well.

MOVE FIGURES

At the start of an Army Card's turn you may move a number of figures equal to those pictured on that Army Card. If it is a Common Army Card, you may move a number of figures equal to the number of silhouettes depicted on the card. Any figure that is chosen to move is considered activated (even if it moves 0 spaces). Moving figures follows these rules:

- **Normal Movement:** You can move a figure in any direction a number of hexagonal spaces up to the Move Value on its Army Card. Uneven terrain may limit their movement, as you'll soon see.
- **Fitting Onto a Space:** A figure does not need to check to see if it fits on each space as it moves—it just needs to fit into its final position with its base lying flat on the battlefield and occupying only the number of spaces equal to its base size (single or double-space), without overlapping any additional spaces. When attempting to fit a figure onto the battlefield, there are some exceptions to the normal state of play:
 - Opposing miniatures can prevent a figure from being placed on a space if the miniature protrudes onto that space, even if that space is otherwise empty. For example, if Xenithrax the Vine Weaver's tail overlaps a space such that a figure cannot be placed fully and flatly on that space, the figure cannot be placed. However, players may not intentionally position a figure's sculpt to prevent other figures from occupying spaces adjacent to them. If a player wishes to move a figure to a space next to another figure and that space is blocked by a portion of that other figure, both players must turn, lift, or flip the involved figures until both figures can fit if possible.
 - A double-space figure can end its movement with half of its base overlapping a Height 0 tile.
- **Obstacles:** Walls, trees, and other big barriers are known as "obstacles." A figure cannot move through or onto obstacles.
- **Overhangs:** A figure cannot move through an arch, overhang, door, or other similar terrain feature if the figure's height exceeds the "gap" (the height differential between the space's height and the terrain feature's level). If the overhanging feature spans multiple spaces, a figure's height cannot exceed the shortest gap it is moving through.

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Moving Through Overhangs



Bok-Bur-Na is Height 5, so he can walk under the overhang on the left because the gap is 5 high. He may not walk through the overhang on the right because the gap is only 4 high.

- Moving Up and Down:** In Heroscape, the battlefield is rarely flat! Each layer of same-height tiles is called a level. Your figure's level is the same as the level of tile it is currently standing on. When a figure moves to a higher level, count the side of each tile you ascend to determine how much extra movement it takes to reach the higher level. When a figure moves to any lower level, it doesn't need to count extra movement on the way down. A figure cannot move up a number of levels equal to its own height or higher all at once.
- Height 0 Tiles:** Heroscape maps often include a type of thin tile designed to be placed on top of the interlocking terrain tiles to apply additional effects. For the purposes of gameplay, these tiles do not add height to the tiles they are placed on top of. When placed on the surface of the table, these tiles represent "level 0"; therefore, a figure moving from a "level 0" special tile to an adjacent land tile must count the side of each land tile as it moves up.
- Adjacent:** To be adjacent to one another, 2 figures must be on spaces that are next to each other and neither figure can be on a level equal to or higher than the other figure's height. Friendly figures can be adjacent to each other, but are never engaged with each other.
- Moving Through Figures:** You can move through a space occupied by a figure you control, but you cannot move through a space occupied by an opponent's figure.
 - You cannot end a figure's move on a space occupied by any other figure.
 - Your figures cannot move through friendly figures that are engaged.
- Engaged:** A figure that is adjacent to an enemy figure or that is using a special power to move through an enemy figure is engaged with that figure.
 - Leaving an Engagement:** Your figure can move around an opponent's figure that it is engaged with without difficulty, but as soon as your figure attempts to move away onto a space that's not adjacent, your opponent's figure may make a "leaving engagement attack" against your figure. To do this, the player who controls the opposing figure rolls 1 die (regardless of their Attack Value). You do not roll any dice to defend your figure; their back is turned as they leave! If a skull is rolled, your figure takes 1 wound. Despite their name, leaving engagement attacks are not considered attacks.
 - Multiple Engagements:** Your figure may become engaged with more than 1 figure at the same time. As you leave each engagement, that opposing figure may make its leaving engagement attack by rolling 1 attack die. For each skull rolled, your figure takes 1 wound.
- Moving Onto and Off of the Battlefield:** Some abilities allow players to move their figures in unusual ways:
 - Moving (or placing) a figure from one part of the battlefield to another part of the battlefield or from a card onto the battlefield is considered a movement and will trigger movement-based effects. For example, an Oathbound Legionnaire being placed onto the battlefield from the Oathbound Phalanx Army Card can trigger Vrono the Brambletooth's Sharp Thorns.
 - Moving a figure off the battlefield onto a card or replacing a figure on the battlefield with a different figure is not considered a movement and will not trigger movement-based effects. For example, when Krampus uses his Into the Basket ability on a figure, placing that figure on the Krampus' Basket Glyph Card does not trigger leaving engagement attacks. Replacing a Necrotech Reaver with a Necrotech Ghostblade using Scavenged Parts will not trigger a Nakita Agent's Engagement Strike ability.
- Falling:** When a figure moves from their space to an adjacent non-water space that is at a much lower level, it may be wounded. This is called "falling". Falling does not stop a figure's movement, but it may wound or destroy it:
 - If a figure moves down a number of levels that is equal to or greater than its height, you must roll 1 combat die immediately to see if it was wounded. If you roll a skull, the figure takes a wound.
 - If the drop is 10 or more levels greater than the figure's height, it is considered a **major fall** and you must then roll 2 additional dice (for a total of 3 dice). For each skull you roll, the figure takes 1 wound (see **Destroying Figures** on page 8).

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- If the drop is 20 levels greater 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.
- Falling rules do not apply if a figure falls onto a water space. A figure can fall onto a **water** space from any level without being wounded.
- Falling rules never apply to figures with the Flying or Stealth Flying Special Power (see **Special Powers** on page 11).

ATTACK WITH FIGURES

Resolve any game effects that occur "after moving and before attacking," even if you have moved no figures. Then, figures represented by your chosen Army Card that are within Range of another figure and have line of sight can attack. If no figure on your Army Card meets these 2 conditions, you cannot attack.

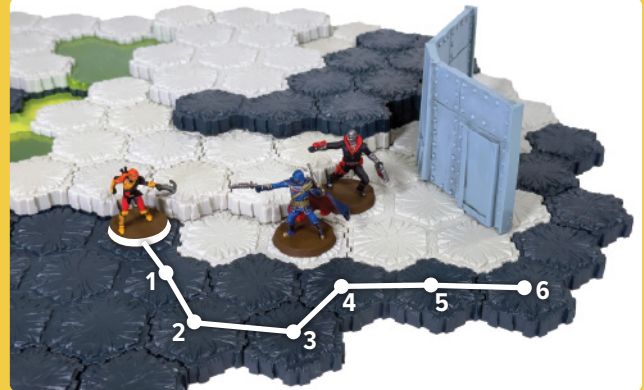
If the chosen Army Card is a Common Army Card, you may attack with a number of figures equal to the number of silhouettes depicted on the card. Figures activated by moving this turn do not have to attack, but the total number of activated figures cannot exceed the number pictured on the Squad's Army Card (unless they have a Special Power that allows them to activate more).

For example: There are 3 Ranoc Vipers pictured on the Ranoc Vipers Army Card. A player who controls 6 Ranoc Viper figures moves 2 Vipers during the Move Figures step of their Player Turn. They are still able to attack with up to 3 Ranoc Vipers during Action 3: Attack with Figures on the Army Card (optional). 1 of these attacks can come from a Viper that has not moved, thus activating it; the other 2 must come from the 2 previously-activated Vipers.

In addition, attacking figures must obey the following rules:

- **Engagement:** A figure that is engaged with 1 or more enemy figures can target only figures it is engaged with for attacks, and does not require line of sight to attack an engaged target.
- **Range:** A targeted figure must be within the attacking figure's Range. When checking Range, do not count extra spaces for any difference in levels. If the distance between your figure and the target figure includes an area with no spaces (for example, near the edge of the battlefield), you can still attack it but you must also count the empty spaces to check the Range. A figure with a Range of 1 can attack only adjacent figures.
- **Line of Sight:** Figures in the Master Game have a green Target Point and a red Hit Zone illustrated on their Army Card. To determine if the attacking figure has line of sight, check its Target Point and the target figure's Hit Zone. Then get behind the attacking figure and look to see if its Target Point can "see" any part of the target figure's Hit Zone. If it can, the attacker has line of sight.

Normal Movement



You can move Scarlett a number of same-level spaces equal to her Move Value of 6. She cannot pass through the wall or the enemy figures.



You must count 3 spaces for Scarlett to move up onto this ledge. Count 1 for each new level and 1 for moving onto a new space.



To get down from this ledge, Scarlett counts only 1 space for this move.

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Height Advantage

If the base of 1 figure is on a higher level than the base of another figure (no matter the height of each figure), the higher figure has height advantage against the lower figure. While attacking with a normal attack or defending against an attack from a figure, the figure with height advantage rolls 1 additional die. Height advantage may also be referenced by certain special powers. Destructible objects are treated as figures during an attack and can therefore have height advantage, and figures can have height advantage against destructible objects. In rare cases, a figure may gain extreme height advantage against another figure. If a figure is more than 10 levels above the base of another figure, it rolls 2 additional dice for height advantage (instead of 1).



RESOLVING A MASTER GAME ATTACK

For each attacking figure, follow these steps:

1. **Declare Attack:** Announce which 1 of your figures is the attacker, whether it is using its normal attack or a special attack, and which figure it is targeting.
2. **Roll Attack Dice:** If making a normal attack, the attacker rolls a number of combat dice equal to the Attack Value on its Army Card, adding any extra dice for height advantage, special powers, and Glyphs, hoping to roll skulls. If making a special attack, the attack cannot be modified by Glyphs, other special powers, or height advantage.
3. **Roll Defense Dice:** The defender rolls a number of combat dice equal to the Defense Value on its Army Card, adding any extra dice for game effects like height advantage, special powers, and Glyphs, hoping to roll shields. The defender can roll these extra dice even against a special attack.
4. **Compare Results:** If the attacker rolls more skulls than the defender rolls shields, the attack is successful! For each skull not blocked by a shield, the defender takes 1 wound.

Destroying Figures

Attacks and special powers can cause figures to take wounds. When a figure takes a wound, place 1 Wound Marker on its Army Card (or at its base if it is Common or a Squad figure). When a figure has Wound Markers equal to or greater than the Life Value on its Army Card, it is destroyed. The player who controls the destroyed figure places it on its Army Card and returns any Wound Markers that figure had to the supply.



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Master Game Attack Examples

Agent SI-4X is declared as the attacker and targets Cainak, Private Eye. With a range value of 5, SI-4X has Cainak in range. SI-4X's Target Point is his head, and from that point he can see the hit zone on Cainak's figure, so he has line of sight to Cainak. SI-4X has an Attack Value of 2 and therefore rolls 2 combat dice when he attacks:



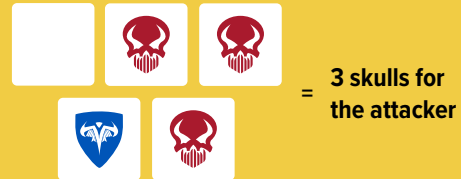
Cainak has a Defense Value of 3. The base of her figure is also on a higher level than the base of SI-4X's figure, giving her height advantage. Height advantage grants Cainak 1 additional combat die for her defense, so she rolls 4 total combat dice.



The defender rolled the same number of shields as the attacker, so they blocked the attack. No wounds are taken.

Cainak Returns Fire!

On Cainak's turn, she wants to attack SI-4X. Cainak has a Range Value of 5, and has SI-4X in range and line of sight. She attacks from her elevated position! Cainak has an Attack Value of 4 and height advantage, so she rolls 5 total combat dice:



SI-4X defends! He has a Defense Value of 5. In addition, his Obfuscation Matrix Special Power means he counts as being on a shadow space, which provides an extra defense die while defending. Therefore, SI-4X rolls 6 dice against Cainak's attack.



SI-4X rolled fewer shields than Cainak rolled skulls, so Cainak's attack succeeds! 1 skull was not blocked by shields, so SI-4X takes 1 wound. He has a Life Value of 3, so he is not yet destroyed and remains on the battlefield.



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DESTROYED FIGURES

After a figure is destroyed, the text on its Army Card no longer applies to that figure unless:

- That text references destroyed figures. For example, the Revnan Acolytes Risen By Revna ability says "At the start of each round, before placing Order Markers, you may place one of your destroyed Revnan Acolytes onto an empty space adjacent to a Hero you control who follows Revna."
- The text is part of a single attack or effect that affects multiple figures. In these cases, the attack or effect will still affect the remaining figures. For example, if a COBRA Flight Pod uses its Air-To-Ground Missile Special Attack to target an adjacent figure and is destroyed by its own attack, other affected figures must still roll defense dice.
- The game effect has a specific duration. For example, Dorim the Bulkhead Brawler's Charge!!! ability is in effect after it's triggered and until the next time his controlling player reveals an Order Marker, even if Dorim is destroyed in the interim.
- By contrast, Crimson Widow's Pirate Commander ability does not reference destroyed figures and does not have a specified duration, so it ceases to function if Crimson Widow is destroyed.

Special Attacks

Some figures have special attacks on their Army Cards. These attacks can be used **instead** of a figure's normal attack, and each figure in a Squad can choose whether to use its normal or its special attack. Special attacks cannot be modified by any game effect except their own text.

ATTACKS AGAINST MULTIPLE FIGURES

Some special attacks can affect multiple figures simultaneously with a single roll of the attack dice. These attacks obey the following rules:

- If the attack targets a single figure but affects other figures, the attacker needs line of sight only to the targeted figure. For example, Killian Vane III targets an enemy figure in line of sight with his Blunderbuss Special Attack. If there is another enemy figure adjacent to the target behind a wall and not in line of sight, that figure is still affected by the attack. Some attacks, like Line X attacks and Moltenclaw's Burning Breath Special Attack, specify that line of sight is required for all affected figures.
- If an engaged figure uses a special attack that affects multiple figures, it must target a figure it is engaged with. Figures it is not engaged with may still be affected. For example, if Killian Vane III uses Blunderbuss Special Attack while engaged, he must target a figure he is engaged with. All figures adjacent to the target are also affected, (except for Killian, because his card says he cannot be affected) even if they are not engaged with Killian.

- When an attack affects multiple figures simultaneously, any figure that was targeted rolls defense dice first. Then, the attacking player chooses the order in which other affected figures roll defense dice.

ATTACKS THAT DRAW A "STRAIGHT LINE" THROUGH MULTIPLE FIGURES

- Some special attacks, such as the Twister Special Attack used by Ewashia, Master of Tides, require players to draw a straight line from the initial target a certain number of spaces, affecting each figure in those spaces. Affected figures roll defense dice separately, starting with the initially targeted figure and proceeding along the line in sequence until all figures have made their defense rolls.
- Other special attacks, such as Decker the Burrow Breaker's Drill-Drive Special Attack, trace a straight line through other figures as the attacking figure moves along that line. In these cases, affected figures roll defense dice separately in the order they were moved through.

SPECIAL ATTACK KEYWORDS

Some special attacks contain keywords in their subheader. These keywords stand in for rules that are often too wordy to easily fit on a card. The rules for these keywords can be found below:

Explosion X: A special attack with "Explosion X" in the subheader requires line of sight only to the initial target of the attack. For an Explosion 1 attack, all figures adjacent to the target are also affected. For an Explosion 2 or higher, all figures within X spaces of the initial target (friendly and enemy) are also affected. For example, an Explosion 1 Special Attack affects the initial target and all figures adjacent to that target. An Explosion 2 Special Attack is applied to the initial target and all figures within 2 spaces of that target. After a figure is chosen as the initial target, the attacker rolls dice equal to the value of the attack once for all figures affected by the attack. Affected figures roll defense dice separately, starting with the initial target of the attack and then proceeding in an order of the attacker's choice.

- **Note:** *The attacking figure can be affected by its own attack. If the attacking figure is destroyed during an Explosion attack, all affected figures must still defend.*

Line X: A special attack with "Line X" in the subheader follows a unique resolution sequence. To resolve a Line X attack, choose a number of spaces equal to the X value in a straight line away from the attacking figure, beginning with a space within 1 space of the attacking figure. All figures on those spaces who are in line of sight are affected by the Line attack, regardless of elevation. Roll attack dice equal to the value of the attack once for all figures affected by the attack. Affected figures roll defense dice separately, starting with the figure closest to the attacker and proceeding along the line in sequence until all figures have made their defense rolls.

- **Note:** *If a figure uses a Line attack into an overhang, it affects the figures on all levels in the line of attack, as long as that attacking figure has line of sight to those figures. In this case, the attacker chooses the order in which those attacks are resolved.*

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CHECK VICTORY CONDITIONS

At the end of each Player Turn, players check the victory conditions for the scenario they are playing. If a single player has achieved the victory conditions, that player is the winner. If multiple players have satisfied the victory conditions, the game is a draw. Otherwise, the game continues to the next Player Turn. If there are no more Player Turns left to resolve, move to the End of the Round.

Scoring

In cases where scoring is necessary, each player or team scores points for each of their Army Cards with figures still on the battlefield. Divide the points value of an Army Card by how many total Life that Army card represents to determine how many points each Life is worth. Score points for each remaining Life a figure has if that figure is on the battlefield.

Hero Example - Dorim the Bulkhead Brawler

Dorim the Bulkhead Brawler's Points value is 100 and his Life Value is 5, so each Life is worth 20 points. If he ends the game with 3 Wound Markers on him, he has 2 Life remaining and scores 40 points.

Squad Example - Elites of Ullar

Elites of Ullar have 2 Life each, have 3 members to a squad, and a squad is worth 105 Points. So, each Life is worth 17.5 Points. If a player ends the game with 5 Elites of Ullar on the battlefield, and 3 of those have Wound Markers, then they have 7 Life of Elites on the battlefield and score 122.5 Points.

4. End the Round

Resolve any end-of-round effects and check victory conditions. If no players have achieved the victory conditions, remove all of your Order Markers from your Army Cards and advance the Round Marker on its track. A new round then begins; repeat the steps above until the game concludes!

Special Powers

Many Army Cards feature powers that change the way its figures interact with the game. When a special power contradicts the core rules, the special power takes precedence. If 2 special powers contradict each other "cannot" overrides "can" and "may."

CLEAR SIGHT

Many special powers require "clear sight" to the target figure, which is different from line of sight. To determine if a figure has clear sight to another figure, get behind the figure's Target Point and determine if it can "see" **any** part of the target figure (even if that part is outside of the figure's Hit Zone). If it can, it has clear sight to the target figure. Figures do not have clear sight to themselves.

Some special powers require clear sight to a target space. A figure has clear sight to a space if the space in question is its own space or it has clear sight to a figure that occupies the space in question. If there is no figure on a space, place a Wound Marker in the middle of that space. If the figure has clear sight to the Wound Marker, it has clear sight to the space. Remove the Wound Marker after determining clear sight.

SPECIAL POWER KEYWORDS

Some special powers are represented by keywords. These keywords stand in for rules that are often too wordy to easily fit on a card. The rules for these keywords can be found below

Flying

A figure with the Flying Special Power never takes falling damage and may choose to fly at any point during a non-placement movement made by the figure's controller or their teammate. When the figure chooses to fly, each figure it is engaged with may make a leaving engagement attack against it. While the figure is flying it ignores all elevations and is not considered to occupy any space that it passes over. This means that:

- It is not adjacent to (or engaged with) any figures.
- It may pass over any figures, even figures that would normally disallow other figures from entering their space.
- It ignores all terrain effects, such as water and molten lava. It may pass over any space occupied by an obstacle, such as a tree or bush.
- It ignores effects of all Glyphs it passes over. That includes not having to stop in a space with a Power Glyph.
- It is not affected by any special powers that require adjacency or clear sight or line of sight. For example, a flying figure is not affected by Cyberclaw or Engagement Strike while it is flying (Cyberclaw still prevents a figure from beginning to fly). Figures that are flying can ascend overhangs, but not pass through the bottom of them.

When a flying figure ends its movement it must land on its current space. When doing so it enters that space and may trigger effects that occur when a figure enters a space, such as Girushia, Grove Keeper's Wicked Thorns. It is also affected by the terrain it lands on, if that terrain has an effect on figures that enter its space. The figure is then considered to be on that space until it next starts to fly, and it may continue its movement.

Stealth Flying

A figure with the Stealth Flying Special Power has all of the same benefits as a figure with flying, except that it does not take any leaving engagement attacks when it starts to fly.

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Simultaneous Effects

Resolve 1 effect at a time. After 1 given effect is resolved, other effects can resolve only if their conditions are still met.

- If a player has multiple effects they control that can be applied at the same time, they may choose which to resolve first.
- Effects in a given time window that take effect "immediately" are resolved before any effects that do not say "immediately".
- Effects that require moving out of a timing window (e.g. powers whose effect involves taking a turn with a card, or an effect that causes you to repeat the move or attack actions) cannot be resolved until all other effects that could be applied in that timing window are resolved.
 - For example, Queen Maladrix the Conqueror is adjacent to 2 Deathreavers. She attacks 1 Death Reaver and destroys it. Queen Maladrix has Double Attack, which allows her to make an additional normal attack after attacking. However, the above rule supersedes that additional attack, allowing the Deathreavers player to move up to 2 Deathreavers before Maladrix makes her second attack.
- If there are multiple effects that could resolve at the same time, first resolve an effect caused by terrain (such as lava field damage) or core mechanics (such as falling damage).
 - For example, at the end of a round a player has 1 Exile of the Sundered Sea on a lava field and 1 Exile on a Glyph of Wannok. Because the lava field is a terrain mechanic, that player must first roll for lava field damage, then roll for the Glyph of Wannok.
- Once there are no terrain/core effects to be resolved, the player currently taking a Player Turn resolves any effects that they control.
- If there are remaining effects controlled by different players who are not currently taking a Player Turn and/or effects that are not controlled by any player, roll a 20-sided die for each effect, and resolve the effect with the highest result first.

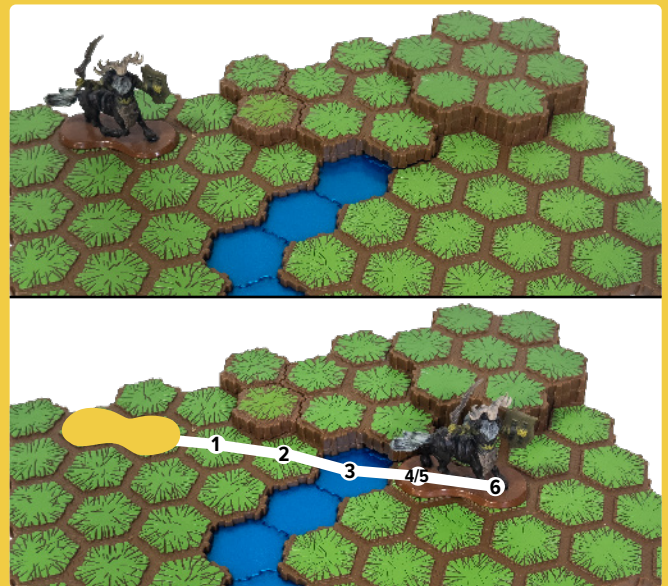
Double-Space Figures

Double-space figures occupy 2 spaces on the battlefield, and are subject to a slightly different set of rules than single-space figures, as follows:

- 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 enters the same spaces that the leading end just left.

- You must always end a double-spaced figure's move on 2 spaces of the same level. At the end of its move, a double space figure can be placed onto 2 spaces even if its base does not lie entirely flat, provided those spaces are on the same level and the game element preventing it from lying flat is a Glyph or Height 0 terrain tile placed on top of 1 of those spaces. For example, a water tile placed by Ewashia, Master of the Tides' Create Water ability does not add height but can prevent a double-space figure from lying perfectly flat. In this case, the figure can still be placed.
- A double-space figure does not have to stop when it moves over 1 water space between 2 land spaces; but it does have to stop if it moves onto 2 adjacent water spaces.
- You can flip the facing of a double-space figure only at any point during its movement (including before and after moving it) and when adjusting a double-space figure so that figures can fit beside it.

Moving a Double-Space Figure



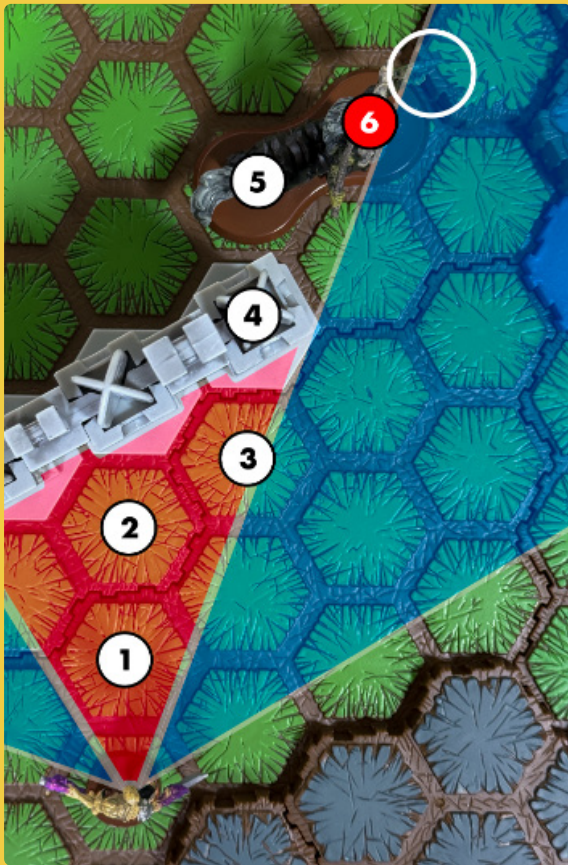
Halushia, Scion of the Wild moves 6 spaces, front end first, with the back end following along the same spaces (second picture). Notice that Halushia counts the side of the land space when moving up from the water space. His move ends across the water on 2 land spaces of the same level (bottom picture).

He can move up to 7 spaces with his Move Value of 7. But he doesn't have to! You can stop a figure's movement strategically to stay out of range of enemy attacks, or get ready to for future turns.

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- When determining range to a double-space figure, use the closest part of its base. For example, a Greatbow Archer is targeting Queen Maladrix. The front half of her base is 6 spaces away, while the back half is 7 spaces away. Queen Maladrix is at range 6 of the Greatbow Archer.
- It is possible to have range to the front half of a double-space figure, but for line of sight to be obstructed to the front half of that figure because of a cliff or other obstacle. As long as line of sight can be drawn to another part of the figure's hit zone, it counts as being in range of the front half and within line of sight.

Determining Range and Line of Sight to a Double-Space Figure



Bok-Bur-Na has a Range Value of 5. He is at Range 5 of the back half of Halushia, but does not have Line of Sight to it. However, he has Line of Sight to the front half of Halushia, so Bok-Bur-Na can attack.

- A double-space figure that has been flipped in order to fit another figure on an adjacent space may be flipped to its original orientation (temporarily displacing adjacent figures) before the attack step of its turn and then must be flipped back to fit at the end of its turn.

Terrain

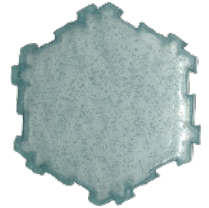
Many tiles and obstacles have additional game effects, as follows:

HEIGHT 0 TILES

Height 0 tiles are **not** considered land tiles for the purposes of game effects.

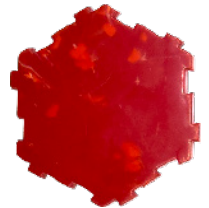
ICE

- Normal Ice:** There are no special rules for moving onto or through normal ice tiles.
- Slippery Ice:** Some scenarios designate the ice tiles on the map as "slippery ice." Figures moving on slippery ice must count each space moved as 2 spaces. Flying figures that land on slippery ice spaces require 2 spaces of movement to do so (1 to enter the space, and an additional 1 to land).
- Thin Ice:** Some scenarios designate the ice tiles on the map as "thin ice." When a figure ends movement on a thin ice tile, roll the 20-sided die. If the result is equal to or lower than that figure's height, it cracks the surface and takes 1 wound from the jagged edges and freezing waters. If the result is a 1, the figure takes 2 wounds.



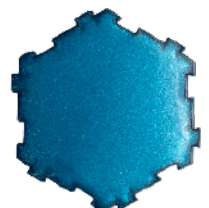
LAVA

- Molten Lava:** When a figure moves onto a molten lava space from any other space (even from another molten lava space), it must end its move there. Then, you must roll the 20-sided die. If you roll a 20, the figure has miraculously survived. If you roll a 1–19, the figure is destroyed. When a double-space figure stops in 1 or 2 molten lava spaces, it must roll only once for molten lava damage.
- Cooling Lava:** Some scenarios designate the molten lava tiles on the map as "cooling lava." When a figure moves onto a cooling lava space from any other space (even from another cooling lava space), it must end its move there. Each time a figure enters a cooling lava space, it takes 1 wound. If a figure starts its turn on a cooling lava space, roll 1 attack die. If the result is a skull, the figure takes 1 wound. The Lava Resistant Special Power protects against cooling lava.



Shadow: A Small, Medium, or Large figure on 1 or more shadow tiles adds 1 to its Defense Value.

Water: When a single-space figure moves onto a water space from any other space (even from another water space), it must end its move there. A double-space figure does not have to stop when it moves over 1 water space between 2 land spaces; but it does have to stop if it moves onto 2 adjacent water spaces.



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Wellspring Water: A Wellspring water tile counts as a water tile. When a figure moves onto a Wellspring water space from any other space (even from another water space), it must end its move there. At the beginning of each round, each Hero on a Wellspring water tile may roll the 20-sided die. If the result is a 12 or higher, that Hero may remove 1 Wound Marker from its Army Card. If the result is a 1 or 2, that Hero takes 2 wounds.



Swamp Water: A swamp water tile counts as a water tile except figures do not have to stop their movement when they land on it and falling onto swamp water does not prevent falling damage.



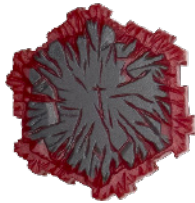
Toxic Water: A toxic water tile counts as a water tile except figures do not have to stop their movement when they land on it. A figure on a toxic water space subtracts 2 from its Defense Value. A double-space figure that is on both toxic land and toxic water tiles subtracts only 2 from its Defense Value, not 3.



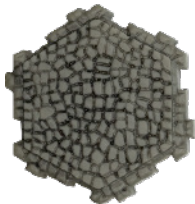
HEIGHT 1 TILES

Height 1 tiles are considered land tiles for the purposes of game effects.

Lava Field: At the end of the round, each figure on a lava field space must roll to see if it takes lava field damage. For each of their figures on one or more lava field tiles, a player must roll 1 combat die. If they roll a skull, that figure takes 1 wound.



Road: If a figure's normal move consists of road spaces, including the starting space, it may add an additional 3 spaces to its move. The 3 additional spaces must also be on road spaces. A Flying figure must choose not to fly in order to receive this benefit.



SNOW

- **Normal Snow:** There are no special rules for moving onto or through normal snow tiles.
- **Heavy Snow:** Some scenarios designate the snow tiles on the map as "heavy snow." Figures moving on heavy snow must count each space moved as 2 spaces. Flying figures that land on heavy snow spaces require 2 spaces of movement to do so (1 to enter the space, and an additional 1 to land).



Toxic Land: A figure on a toxic land space subtracts 1 from its Defense Value. A double-space figure that is on both Toxic Land and Toxic Water tiles subtracts only 2 from its Defense Value, not 3.



Wood: Each scenario will specify whether wood tiles are considered decking tiles or road tiles.



- **Decking:** There are no special rules for moving onto or through decking tiles.
- **Road:** Wood tiles that are designated as road tiles count as roads and have the same effect. Road tiles made of wood and stone are interchangeable and only differ cosmetically. A figure may benefit from the road effect as long as their entire movement consists of road spaces, even if those are a mix of wooden and stone roads.

OBSTACLES

Figures cannot move onto or through an obstacle. For obstacles that sit between spaces, if that obstacle is between 2 figures, both figures' heights must be higher than the obstacle to be engaged. If either figure's height is equal to or lower than the obstacle, they are not engaged. Figures can move over obstacles that sit between spaces by counting the height of the side of the obstacle it is moving over as spaces (as if moving to a higher level). A figure cannot move over an obstacle if it cannot move enough spaces to get to an empty space on the other side.

Cannons: Instead of attacking normally, a figure that is adjacent to a cannon and is not engaged may rotate the cannon on its space, then perform a Cannon Fire Special Attack. For this attack, measure line of sight from the barrel of the cannon and measure range from the cannon's space. Each cannon can only be used to make this special attack once per Player Turn.



CANNON FIRE SPECIAL ATTACK

Range 8. Attack 3. Explosion 1.
Destructible Objects never roll defense dice against Cannon Fire Special Attack.

Cannons are Height 2.

Evergreen Trees: Evergreen trees can be placed onto any spaces where they fit.

Snow Fields of Valhalla and Forests of Valhalla evergreen trees are Height 10, 12, and 15, respectively.



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Fortified Walls: Fortified Walls can be placed on any spaces where they fit. You cannot place them on spaces that do not have hex interlocks.



Fortified Walls are Height 7. **Note:** Fortified walls are referred to as "COBRA fortifications" in the *Rumble at Rift Battle Box*.

Laur Jungle Trees and Laur

Underbrush: Laur jungle trees and Laur underbrush can be placed onto any spaces where they fit, and should be locked into at least two other hex edges for stability. A Small, Medium, or Large figure adjacent to a jungle tree or underbrush rolls 1 additional defense die against attacks from non-adjacent figures.



Laur jungle trees are Height 13, 14, and 15, respectively. Laur underbrush is Height 10.

Laur Walls: Laur walls consist of columns which sit on top of hexes and wall pieces that are suspended between those columns.



Laur walls are Height 9.

Ship Pieces: The attachment points on the lower level of ship pieces should be connected to enough terrain tiles to ensure stability. Terrain tiles may be attached to the upper level of a ship piece.



Ship pieces are Height 9 from the outside, Height 8 from the inside while on the lower level, and Height 2 from the inside while on the upper level.

Stone Walls: Stone walls can be used in a variety of ways. You may build a bridge by combining them with the 5-space road tile. You may use the stone walls together to create a long wall, or you may use them alone on different parts of the battlefield as you see fit.

Stone walls are Height 3 on the outside and Height 2 on the side that is connected to terrain.



Outcrops: Glaciers, rock outcrops, and lava rock outcrops are all considered outcrops. Outcrops must be placed on special Height 0 tiles with holes. Special Height 0 tiles with holes may be used without outcrops on top. If used in this way, they follow rules for their terrain type. The 3-hex outcrop must be placed on 3 special Height 0 tiles with holes arranged so that the holes are located on the outermost points. The 1-hex outcrop is Height 7. The peaks of the 3-hex outcrop are Height 5, 7, and 9, respectively.



DESTRUCTIBLE OBJECTS

Destructible objects can be destroyed by attacking them with figures or dealing wounds to them with special powers. Destructible objects obey the following rules:

- Destructible objects are not figures but can be targeted and attacked as if they were normal figures, with some exceptions. A destructible object can be targeted or attacked only by normal attacks, special attacks, or special powers that only inflict wounds. Special powers that do not inflict wounds cannot affect a destructible object unless specifically stated in the power. Special powers or special attacks that mention "destroy" as one of the effects cannot target or affect a destructible object unless specifically stated in the power. Special powers limited by size, species, class, or personality cannot affect destructible objects.
- They are not normally considered adjacent to (or engaged with) any figures.
- A destructible object is considered a figure for the purposes of adjacency and engagement only when a figure targets it for an attack or special power. Powers that depend on adjacency or height advantage can modify an attack against a destructible object.

Shroudshrooms: A shroudshroom's Life Value can be tracked by using the holes on top as a receptacle for Wound Markers. A young shroudshroom is Height 7. A mature shroudshroom is Height 10. An ancient shroudshroom is Height 13.

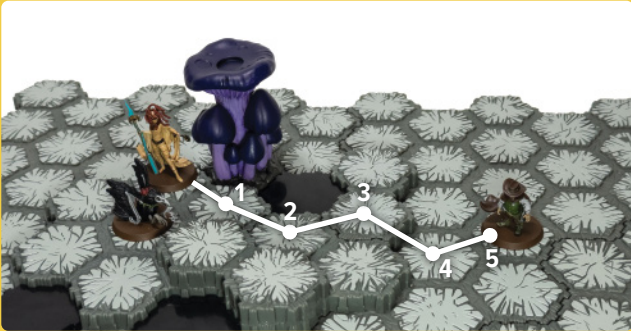


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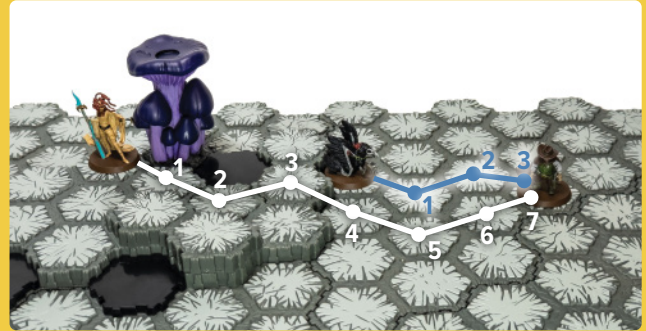
Advanced Range and Clear Sight

Figures like Corvynn the Rotbeak and terrain like Shroudshrooms affect the standard rules for range and clear sight in complicated ways.

Corvynn the Rotbeak



Sudema is within Range 5 of “Blink” Dawson for her Petrifying Glare special attack, but cannot determine clear sight to Blink because she is standing next to a Young Shroudshroom. However, she can use Corvynn the Rotbeak’s Eyes in the Sky special power to determine clear sight from Corvynn’s position.



Sudema is not within Range 5 of Blink for her Petrifying Glare special power. However, Corvynn’s Eyes in the Sky special power allows the Undead Sudema to measure Range from Corvynn when using Corvynn to determine clear sight. Blink is 3 spaces away from Corvynn, so Sudema can use Petrifying Glare on Blink.

OTHER TERRAIN

Rope Ladders: Rope ladders are affixed to the edge of a terrain tile, and allow adjacent figures to quickly climb up and down and attack figures at the other end.

A figure is at the top of a rope ladder if it is on a space the rope ladder is attached to. A figure is at the bottom of a rope ladder if it is on the space below the rope ladder and the bottom of that rope ladder is no higher than the figure’s height above that figure’s base.

While moving, a Small, Medium, or Large single-space figure at the

bottom of a rope ladder may count the distance to the space at the top of that rope ladder as 1 level.

While moving, a Small, Medium, or Large single-space figure at the top of a rope ladder may count the rope ladder as 1 level of elevation. If the rope ladder ends 1 or more spaces above the space below it, the figure will fall the remaining distance.

While attacking, a figure that is at the top or bottom of a rope ladder may consider itself to be adjacent to the figure at the other end of that same rope ladder.

Rope Ladders



A figure is at the top of a rope ladder if it is on a space the rope ladder is attached to (labeled 1). A figure is at the bottom of a rope ladder if it is on the space below the rope ladder (labeled 2) and the bottom of that rope ladder is no higher than the figure’s height above that figure’s base.



Nishi Souta is at the top of this rope ladder. Agent SI-4X is at the bottom of the rope ladder. Sudema is not at the bottom of the rope ladder because she is not on the space below the rope ladder. Nishi Souta and SI-4X can consider each other adjacent while attacking.



Nishi Souta is a Medium single-space figure with Height 4. The bottom of the rope ladder is also Height 4, so Nishi can climb it. To climb the ladder, he counts 1 space of movement to get to the space at the bottom of the rope ladder, 1 space to move up the rope ladder to the top of the stack of tiles, and 1 space to move onto the space at the top of the ladder.

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Glyphs

Depending on the Scenario you are playing, Glyphs are placed on top of battlefield spaces either power-side up or symbol-side up.

POWER GLYPHS

When a figure moves onto a Power Glyph that is symbol-side up, it must stop there and turn the Glyph power-side up; the powers of the Glyph take effect immediately. When a figure moves onto a power-side-up Glyph, it must stop and activate the Glyph's effect.

PERMANENT POWER GLYPHS

The power of each permanent Power Glyph is in effect for as long as a figure is standing on it.



Glyph of Astrid (Attack +1)

All figures in your Army add 1 to their Attack Value.



Glyph of Brandar (Artifact)

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



Glyph of Crevcor (Common Attack +1)

All Common figures in your Army add 1 to their Attack Value.



Glyph of Dagmar (Initiative +8)

When you roll for initiative, add 8 to your die roll.



Glyph of Gerda (Defense +1)

All figures in your Army add 1 to their Defense Value.



Glyph of Ivor (Range +4)

All figures in your Army with a Range Value of 4 or more add 4 to their Range Value.



Glyph of Jalgard (Defense +2)

All figures in your Army add 2 to their Defense Value.



Glyph of Lodin (Lucky 20-Sider)

Whenever you roll the 20-sided die, you may add 1 to your die roll.



Glyph of Proftaka (Pit Trap)

A figure cannot move off the Glyph of Proftaka unless a friendly figure occupies an adjacent space.



Glyph of Rannveig (Wind)

All figures with the Flying Special Power lose this power and cannot Fly while a figure is standing on the Glyph of Rannveig.



Glyph of Thorian (Thorian)

Opponents' figures must be adjacent to your figures to attack them with normal attacks.



Glyph of Ulaniva (Unique Attack +1)

All Unique figures in your Army add 1 to their Attack Value.



Glyph of Valda (Move +2)

All figures in your Army add 2 to their Move Value. (Do not use this power when moving off this Glyph.)



Glyph of Wannok (Wound)

At the end of every round, you must roll the 20-sided die. If you roll 1, the figure on the Glyph receives 1 wound. If you roll 2 or higher, you may choose an opponent who must give 1 wound to any figure they control on the battlefield.



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 this 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 Yadulkia (Disengage)

Your figures are never attacked when leaving an engagement.



Glyph of Zigvald (Move +1)

All figures in your Army add 1 to their Move value. (Do not use this power when moving off of this glyph.)



Zipline (Tactical Move)

Once per turn, when a Small or Medium figure ends its movement on a Zipline Glyph while moving normally, you may choose another Zipline Glyph within 6 spaces of that Zipline Glyph. Place that figure on a space within 1 of and on the same level as that Glyph. A figure that is engaged when it starts to zipline will take any leaving engagement attacks. Figures may move over a Zipline Glyph without stopping.

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TEMPORARY POWER GLYPHS

The power of a temporary Power Glyph takes place only once. When 1 of your figures moves onto any of these Glyphs, follow its rules, then remove it from the game.



Glyph of Erland (Summoning)

When a figure you control lands on this Glyph, choose any 1 figure on the battlefield (yours, a teammate's, or an opponent's) and place it in an empty space within 1 space of the figure on this Glyph. Figures moved by the Glyph of Erland do not take leaving engagement attacks.



Glyph of Felaron (Glyph Removal)

Remove any other Glyph from the battlefield.



Glyph of Haukeland (Healing)

When one of your figures stops here, you may remove up to 3 Wound Markers from across any of your figures.



Glyph of Kelda (Healing)

Only figures with one or more Wound Markers can move onto this Glyph. When one of your figures ends its movement here, remove all Wound Markers from it. This Glyph cannot be placed symbol-side up in any scenario you may create.



Glyph of Mitonsoul (Massive Curse)

When a figure lands on this Glyph, all players must roll the 20-sided die for all their own figures. If a 1 is rolled, that figure is destroyed. On a 2 or higher, that figure is safe.



Glyph of Nilrend (Negation)

When a figure you control lands on this Glyph, you may choose any opponent's Unique Army Card and roll the 20-sided die. If you roll 1–4, nothing happens. If you roll 5–20, place the Gold Negation Marker on the chosen figure's Army Card. All of that figure's special powers are negated for the rest of the game.



Glyph of Oreld (Intercept Order)

When a figure you control lands on this Glyph, roll the 20-sided die. If you roll 1–9, nothing happens. If you roll 10–20, you may remove 1 random unrevealed Order Marker from an opponent's Army Card.



Glyph of Quillivon (Sudden Movement)

Choose up to 3 of your figures other than the one on this Glyph. You may move each of the chosen figures up to 5 spaces.



Glyph of Sturla (Revive)

When a figure lands on this Glyph, all players must roll the 20-sided die for each of their previously destroyed figures. If they roll 19 or 20, they place that figure in any starting zone.

TREASURE GLYPHS

Treasure Glyphs obey the following rules:

- Treasure Glyphs do not force figures to stop when they move onto them.
- Only Unique Hero figures can attempt to pick up or activate a Treasure Glyph. Other figures can land on spaces with Treasure Glyphs, but they cannot attempt to pick them up or activate them unless otherwise stated.
- A Unique Hero figure that ends its movement on a space with a Treasure Glyph may attempt to pick it up or activate it, depending on the Treasure Glyph's individual rule.
- A Treasure Glyph that has been placed on a figure's Army Card affects only the figure that is carrying it unless otherwise stated.
- Treasure Glyphs cannot be traded between figures. Treasure Glyphs must first be dropped by 1 figure (either voluntarily while moving or by the figure being destroyed—see below), and then picked up by another figure at a later time.
- A Unique Hero can carry any number of Treasure Glyphs.

At any point during your figure's movement, you may place a Treasure Glyph they possess power-side up in a space the figure occupies. That figure may then continue its movement. You cannot drop a Treasure Glyph onto a space that already has another Glyph on it.

If a figure carrying a Treasure Glyph is destroyed, the Glyph is placed power-side up in a space that figure last occupied. If that space already has a Glyph on it, the Treasure Glyph the figure was carrying is removed from the game. If a figure that is carrying more than 1 Treasure Glyph is destroyed, its controlling player chooses which Treasure Glyph to place in each space that figure occupied. Once every space the figure occupied has a Treasure Glyph in it, the remaining Treasure Glyphs (if any) are removed from the game.

TREASURE GLYPH TRAPS

If you are playing a Scenario that specifies traps, when a figure tries to pick up or activate a symbol-side up Treasure Glyph, before revealing it, it must roll a 20-sided die to see if a trap is activated.

- If you roll 1–5, you set off the trap! Leave the Treasure Glyph symbol-side up. The scenario-specific trap takes effect.
- If you roll 6 or higher, you don't set off the trap, and the figure reveals the Treasure Glyph and places it on its Army Card. That figure now controls the Glyph.

Figures never roll for a trap on a power-side up Treasure Glyph.

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PERMANENT TREASURE GLYPHS

A permanent Treasure Glyph gives the figure certain abilities as long as they carry it.



Bloodcursed Blade

When this Hero attacks an adjacent figure with a normal attack, add 1 skull to the roll. At the end of this Hero's turn, if no figure took a wound during that turn, this Hero takes 1 wound. A player cannot choose to drop the Bloodcursed Blade.



Brandar's Chest (Artifact)

The rules for this Treasure Glyph vary, depending on the Scenario.



B.R.E.A.T.H.

This Hero gains the Heat Beam Special Attack.

Heat Beam Special Attack

Line 6. Attack 4.

After this Hero uses the Heat Beam Special Attack, if that figure is not a Scientist, destroy this Glyph. When this Glyph is removed from Gimbal's Army Card, remove the head from Gimbal's miniature.



Brooch of Shielding (Disengage)

This figure is never attacked when leaving an engagement.

C.L.A.W.S.

This Hero gains the C.L.A.W.S. special power.



C.L.A.W.S.

When this Hero attacks an adjacent figure with a normal attack, before rolling attack dice, you may choose 1 figure that is also adjacent to this Hero. If the defending figure takes any wounds from this Hero's attack, the chosen figure takes 1 wound. After a Hero that is not a Scientist uses the C.L.A.W.S. special power, destroy this Glyph. When this Glyph is removed from Gimbal's Army Card, remove the arms from Gimbal's miniature.



Giant Hunter Stone (+1 Die vs. Large or Huge)

This figure adds 1 to its Attack and Defense Value when attacking or defending against Large or Huge figures.



Gulløx Wing Render

While attacking an adjacent figure with a normal attack, you may re-roll 1 die that did not show a skull.



Heroic Rune (Attack +1)

This figure adds 1 to its Attack Value.



Holy Symbol of Pelor (Attack +2 vs. Undead)

This figure adds 2 to its Attack Value when attacking Undead figures.



Katana of Thorian (Range Immunity)

Enemy figures must be adjacent to this figure to attack it with a Normal Attack.



Oceanstrider Amulet (Waterwalking)

This figure does not have to stop its movement when entering water spaces.



Spear of Gerda

Other figures you control within 3 clear sight spaces of this Hero add 1 to their Defense Value.



Sword of Guether

Friendly figures adjacent to this Hero add 1 to their Attack Value. This Glyph cannot be destroyed.



Talisman of Defense (Defense +1)

This figure adds 1 to its Defense Value.



W.I.N.G.S.

This Hero gains the Flying special power. After moving normally, if this Hero used the Flying Special Power and is not a Scientist, destroy this Glyph. When this Glyph is removed from Gimbal's Army Card, remove the wings from Gimbal's miniature.

TECH GLYPHS

Tech Glyphs are a subset of permanent Treasure Glyphs that typically provide once-per-round abilities to figures.



Jump Pack

Before you start to move, you may flip this Glyph symbol-side up to gain the Flying Special Power for the rest of this movement. At the end of the round, flip this Glyph power-side up. Only Small or Medium figures may use this ability. When this Glyph is picked up, flip it symbol-side up.



Nanite Shielding

Before rolling defense dice, you may flip this Glyph symbol-side up to add 1 automatic shield to your roll. At the end of the round, flip this Glyph power-side up. Only Small or Medium figures may use this ability. When this Glyph is picked up, flip it symbol-side up.

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Nanotoxin Coating

After you inflict 1 or more wounds with a normal attack against an adjacent figure, you may flip this Glyph symbol-side up to add 1 additional wound. At the end of the round, flip this Glyph power-side up. When this Glyph is picked up, flip it symbol-side up.

TEMPORARY TREASURE GLYPHS

The power of each temporary Treasure Glyph takes effect at a time of your choosing, so choose wisely. A figure must be carrying the Treasure Glyph to activate its temporary effect. Once the effect completes, the Treasure Glyph is removed from the game.



Belt of Giant Strength (Attack +2)

This figure may use this belt before rolling attack dice for a normal attack against an adjacent figure. This figure adds 2 to its Attack Value this turn.



Bracers of Teleportation (Teleport)

This figure may use these bracers before moving. Instead of moving normally, you may place this figure on any same-level space(s) within 10 spaces of its current location. If this figure is engaged when it starts to teleport, it will not take any leaving engagement attacks.



Cloak of Invisibility (Invisibility)

This figure may use this cloak at any point during its turn. This figure has no visible Hit Zones and never takes leaving engagement attacks until the end of the current round or until it attacks with a normal or special attack, whichever comes first.



Elixir of Speed (Move +4)

This figure may use this elixir before moving to add 4 to its Move Value this turn.



Potion of Healing (Heal 3 Wounds)

This figure may drink this potion after revealing an Order Marker on its Army Card to remove up to 3 Wound Markers from this figure's Army Card.



Ring of Protection (Defense +3)

This figure may choose to use this ring after an attacking figure has rolled attack dice and before rolling defense dice to add 3 to its Defense Value for this attack.



Scarab of Invulnerability (Ignore Wounds)

This figure may use this Scarab whenever it receives 1 or more wounds. Roll the 20-sided die. If you roll 1–15, ignore 1 of the wounds just received. If you roll 16 or higher, ignore all wounds just received.



Whetstone of Venom (Poison)

This figure may use this Whetstone before rolling attack dice for a normal attack against an adjacent figure. If that figure takes at least 1 wound from that attack, it receives 2 additional wounds.

ANCIENT ARTIFACT TREASURE GLYPHS

Ancient artifacts are powerful and rare Treasure Glyphs. Ancient Artifact Treasure Glyphs follow all rules for Treasure Glyphs with the following exception: an Army may control more than 1 ancient artifact Treasure Glyph, but an Army can never control more than 1 copy of the same Ancient Artifact Treasure Glyph. If at any point an Army would control more than 1 copy, all extra copies must be removed from the game.



Bolt of the Witherwood (Enchanted Shot)

After moving and before attacking with this figure, you may choose any opponent's figure within 5 clear sight spaces. Roll the 20-sided die. If you roll 1–15, remove this Glyph from the game and nothing happens. If you roll 16 or higher, remove this Glyph from the game and the chosen figure is destroyed.



Revenant's Tome (Unnatural Revival)

This figure may use this tome after revealing an Order Marker on its Army Card. Before taking that turn with this figure, place 1 previously destroyed Unique figure from your Army in any empty space(s) within 5 clear sight spaces of this figure. Immediately make a normal attack with the placed figure, then immediately destroy the placed figure. While the placed figure is on the board, all of its special powers are negated. The placed figure is considered to have a Life Value of 1 and is not affected by any special power on any Army Card while it is on the board.