



HEROSCAPE VEHICLE RULES



MAYHEM IN THE STREETS!

To drive or not to drive, that is the question. Will your super hero get in the vehicle or will he just throw it?

VEHICLE OPTIONAL RULES

Vehicles are a pervasive sight in any urban setting & now C3G presents a ruleset to add vehicles to your Heroscape battlefield. In essence vehicles in Heroscape are Destructible Objects.

Destructible Objects are an official inclusion in the game, as seen with the Fortress Door and the Destructible Wall. C3G rules for Destructible Objects were established in the C3G Destructible Objects Rules which extended the official ruleset by allowing the ability to throw these objects around the battlefield. Vehicles follow all of the rules of other destructible objects, however, not only can they be destroyed or thrown, but also driven and drafted.

These C3G Vehicle Rules cover the following areas:

- Drafting Vehicles
- Entering Vehicles
- Occupying Vehicles
- Partial and Full Cover
- Moving Vehicles
- Exiting Vehicles
- Destroying Vehicles

DRAFTING VEHICLES

Points: Some DO cards can be drafted into or included in Armies and thus have associated point costs listed on their Army Cards. There is no limit (except point cost!) to the number of different DOs you can draft, and you can draft any number of the same DOs. However, like figure Army Cards, each player cannot draft more than one of the same Unique DO Army Card.

Figures: Like Army Cards, DOs each have an associated sculpt or figure. At the start of a game, if that DO is in a player's army, they should place its figure in their Start Zone like any other figure they control. DOs without point costs are often included as part of scenarios or map builds and are placed accordingly.

A DO included in a player's army is considered like any other figure that player's army, with a few key exceptions:

- A DO is not considered under a player's control, unless it is a VDO occupied by a figure in your army.
- A DO is never considered engaged with another figure.
- A DO never has Order Markers placed or revealed on its Army Card.

EXAMPLE 1: Vehicle Card

Like the Official Destructible Object cards, Vehicle Destructible Object (VDO) cards have a similar appearance but with a few additions

Occupancy: The number value indicates the number of figures that can occupy the vehicle.

Uniqueness: Whether a Vehicle is Unique or Uncommon.

Partial Cover/Full Cover: This indicates whether a Vehicle offers Partial Cover or Full Cover for occupying figures

Driver Space: The circle space is where the figure is placed and designates who the driver of the vehicle is.



Points: The value of the Vehicle Destructible Object Army Card used when drafting.

Size/Height: The Size and Height indicate the Vehicle's actual size and height as per the standard Heroscape game mechanics, but also by their inclusion symbolize that this Destructible Object (DO) is compatible with the throwing rules from the C3G Destructible Objects rule set

Move: Because these Destructible Objects are vehicles, a Move value is included to allow their movement across the battlefield as described in the standard Heroscape rules.

ENTERING VEHICLES

A VDO Army Card represents the interior of the vehicle. Each VDO has a designated space for the Driver. When a figure first enters a VDO, the player controlling that figure should either place the figure on an unoccupied driver space or anywhere else on the VDO card.

A figure may enter a VDO by ending its movement on a space adjacent to the VDO if it meets the following criteria:

- **Your figure's size must be smaller than that of the VDO.** Refer to Example 1 to identify the VDO's size on its Army Card. NOTE - The size of a figure is located on the left hand side of its Army Card next to its height. The different sizes are ordered from smallest to largest as follows: tiny, small, medium, large, and huge.
- **The current occupancy of the VDO must be less than the Occupancy number of that VDO.** The occupancy designation on a Vehicle Army Card shows the number of figures that may occupy a VDO. A figure can only enter a VDO if that VDO has fewer figures on its Army Card than its Occupancy number (example: If a car has an Occupancy number of 2, but only has one figure occupying it, a second figure can enter that car).
- **Some VDOs may have specific entrances/exits marked on the figure itself and the figure's Army Card.** In this case the VDO can only be entered or exited from empty spaces within one space of that VDO and in the direction that the entrance/exit is directly facing.

EXAMPLE 2: Entering a Vehicle Destructible Object
Gambit finishes his move adjacent to the Vehicle Destructible Object.



The Sports Car has an Occupancy number of 2. Jubilee, who is already occupying the Sports Car, is in Gambit's army. As a medium figure, Gambit can enter this vehicle.



OCCUPYING VEHICLES

Figures occupying a VDO are still considered to be on the battlefield, controlled by the player whose army they are in, and occupying the same space (or spaces) as that VDO for the purpose of counting spaces for range and power selection but not for the effects of any special terrain rules for that space.

Figures occupying a VDO are considered adjacent to all other figures occupying that VDO and to the VDO itself, but are never considered adjacent to or engaged with figures outside of the VDO.

Instead of moving normally, a figure on a VDO Army Card may move into an unoccupied space designated on the card, such as the driver's space, or out of a designated space to the passenger area of the card.

If a figure you control is the only figure occupying a VDO or if a figure you control is occupying the designated Driver space in a VDO, you now control that VDO.

PARTIAL COVER AND FULL COVER

As denoted in the left box of each VDO, a VDO can have Partial Cover or Full Cover.

Figures occupying Vehicles with Full Cover are never in clear sight of figures outside of that Vehicle, never have clear sight on figures outside of that Vehicle, and may never attack or be attacked by a figure outside of that Vehicle.

VDOs with Partial Cover do allow for clear sight between figures occupying that VDO and figures on the outside. Partial Cover VDOs are those with windows or other openings that allow for clear sight. These clear sight openings will be marked on Army Cards by the green target points on the VDO's Hit Zone. Clear sight can only be traced through these target points.

When a figure occupying a Partial Cover VDO targets a figure outside of that VDO, they should use the target point for that VDO to trace line of sight and range. When a figure outside of a Partial Cover VDO wishes to target a figure occupying that VDO, they should use the target points for that VDO as the hit zone for that figure.

If a special power targets or chooses a space instead of a figure and the space the VDO occupies is chosen, the VDO and all figures occupying the VDO are affected.

MOVING VEHICLES

Instead of moving normally with an Army Card you control, if one of the figures from that card occupies the Driver space for a VDO, you may move that VDO any number of spaces up to its Move number. You may only move each VDO this way once during each player turn.

When moving the VDO, follow standard movement rules. VDOs are never considered engaged and never make or receive leaving engagement attacks.

If a VDO would be moved, any figures occupying it stay in that VDO and are moved with it. If any of the occupants cannot be moved for any reason, that VDO cannot be moved.

EXITING VEHICLES

After moving a VDO you control on your turn or instead of moving a figure occupying a VDO, you may exit with any or all of your figures that occupy that VDO.

To exit with a figure that is occupying a VDO, place it on an empty space adjacent to the VDO (adjacent to the VDO's entrance/exit area if it has one). If an exiting figure was engaged with any other figures occupying the VDO prior to exiting the VDO, it will take any leaving engagement attacks.

If your figure exits a VDO that you do not control and your figure does not have the Super Strength special power, before placing your figure, roll one unblockable attack die against it.

DESTROYING VEHICLES

If a VDO receives enough wounds to be destroyed, each figure occupying a space on top of that VDO's sculpt or occupying a space on that VDO's Army Card immediately receives X Wounds where X = any excess wounds the VDO received beyond what was needed to destroy it.

After removing the destroyed VDO from the battlefield, players may, in initiative order, place all of their figures that remain on top of the VDO's sculpt on spaces previously occupied by the destroyed VDO.

Then players may, in initiative order, place each remaining figure they control that was occupying the VDO's Army Card on a space or spaces previously occupied by the destroyed VDO. If a figure that was occupying a destroyed VDO cannot be placed on a legal space or spaces, that figure is immediately destroyed.

Figures moved when the VDO is destroyed never take any leaving engagement attacks but will receive any falling damage that may apply.

EXAMPLE 3: Exiting a Vehicle Destructible Object

With Gambit and Jubilee occupying the Sports Car, the player controlling them uses Jubilee's turn to move the vehicle. After moving, the player then decides both figures will exit the Sports Car by placing each of them on empty spaces adjacent to the vehicle. The controlling player may now use Jubilee to attack if desired.



EXAMPLE 4: Figure placement after a Vehicle Destructible Object is destroyed.

In this case the Sports Car is under an over-hang.



When a vehicle is destroyed, each occupying figure is placed on one of the spaces that the vehicle occupied before being destroyed (in this example, the 2 red spaces indicated in the picture below).



In this example, Jubilee has a height of 4 and there is only 3 levels underneath the overhang. Because Jubilee cannot legally be placed there, she is destroyed. If Jubilee were an Event Hero, she would receive 4 wounds and could not be placed on the battlefield.