

HEROSCAPE™

THE BATTLE OF
ALL TIME

HEROSCAPE EQUIPMENT GLYPH RULES

HE WHO HAS THE MOST TOYS WINS!

Super heroes with bonuses attributed to them by special glyphs, let the mayhem begin.

Equipment Glyph Rules

EQUIPMENT GLYPHS

Equipment Glyphs are a special type of glyph for use alongside Temporary and Permanent Glyphs - with the important distinction that they can be equipped and carried.

GLYPHS

Glyphs are placed on top of otherwise empty spaces on the battlefield, either power-side up or symbol-side up. When a figure moves onto a glyph, it must stop there. If that glyph is symbol-side up, turn it power-side up.

EQUIPMENT GLYPHS

1. When a figure you control stops on an Equipment Glyph, if it is a Unique Hero, you may choose to equip that glyph by placing it power-side up on that Unique Hero's Army Card, as long as that Hero does not already have a glyph equipped.
2. An Equipment Glyph's power is in effect as long as it is power-side up on the card of a figure that equipped it. A glyph only affects that figure unless otherwise stated. For Equipment Glyphs that have an area of effect (i.e. the power text states "within X spaces"), treat the glyph as if it is placed on the space occupied by the figure carrying it.

Dropping Equipment Glyphs: At any point before, during, or after moving a figure you control equipped with an Equipment Glyph, you may announce that the figure is dropping an Equipment Glyph. Place the Equipment Glyph power-side up onto a space that figure currently occupies. That figure may continue its movement. You cannot drop an Equipment Glyph onto a space that already has another glyph on it.

Passing Equipment Glyphs: At any point before, during, or after moving a figure you control equipped with an Equipment Glyph, you may announce that the figure is passing the Equipment Glyph to an adjacent friendly figure that is able to equip it and is not already equipped with a glyph. Place the Equipment Glyph on that friendly figure's Army Card.

Swapping Equipment Glyphs: If a Unique Hero you control equipped with an Equipment Glyph stops on another Equipment Glyph, after activating that glyph, you may choose to swap the glyph on that Unique Hero's card with the glyph it stopped on. Place the Equipment Glyph that Unique Hero previously had equipped power-side up onto a space that Hero currently occupies, and place the Equipment Glyph that was previously on the battlefield onto its card.

You may also swap an Equipment Glyph if a figure you control ends its movement adjacent to another friendly figure equipped with a glyph, as long as both figures can equip both glyphs. Place an Equipment Glyph on the card of the figure you control onto the card of that friendly figure, and vice versa.

Losing Equipment Glyphs: If a figure you control that is carrying an Equipment Glyph is wounded or destroyed, it loses any glyphs it is equipped with. Choose an opposing player. He or she immediately places any Equipment Glyph that was lost power-side up on an empty space within 5 spaces of the space your figure last occupied that is no more than 5 levels higher than that figure's height.

