



**HEROSCAPE EVENT
HERO RULES**

LARGER THAN LIFE, SUPER BATTLES!

Many heroes band together to fight a common foe. Your battlefield just might not be large enough for the epic encounters ahead. The real battle is only just beginning.

OPTIONAL RULES

EVENT FIGURES

Event is a type of uniqueness like Common, Uncommon, and Unique. Event figures are not considered figures of any other uniqueness. For example: Event Heroes cannot pick up Equipment Glyphs as Equipment Glyphs may only be picked up by Unique Heroes.

When selecting cards to put in your Army, you cannot select multiple Event Army Cards with the same identity or Event Army Cards that share an identity with a Unique Army Card also in your Army.

- Event figures are never destroyed without first taking enough wounds to be destroyed, unless they would be destroyed by a special power on their own Army Card. If a terrain rule or a special power on another card would automatically destroy an Event figure, that terrain rule or special power instead inflicts 4 wounds on that Event Hero.
- Players may never take temporary or permanent control of an opponent's Event Hero or Squad. Players may take control over Event Destructible Objects in an opponent's army by having their figures occupy spaces that grant control over that Destructible Object, but cannot take temporary or permanent control over Event Destructible Objects using special powers.

