



HEROSCAPE MOLTEN LAVA RULES

LAVA AND SUPERHEROES!

Cities awash with lava, Martian landscapes abound, but who can save the day if the Supers cannot?

MOLTEN LAVA

These rules are designed for playing Heroscape using the Molten Lava tiles from the Volcarren Wasteland Expansion Set with C3G Custom Superheroes.

MOLTEN LAVA RULE:

Treat molten lava spaces like water spaces except for the following:

When a figure moves onto a molten lava space, you must roll for molten lava damage.

Double-spaced figures:

When a double-space figure stops in one or two molten lava spaces, it must roll only once for molten lava damage.

Flying:

Figures with the Flying special power may fly over molten lava without rolling for molten lava damage.

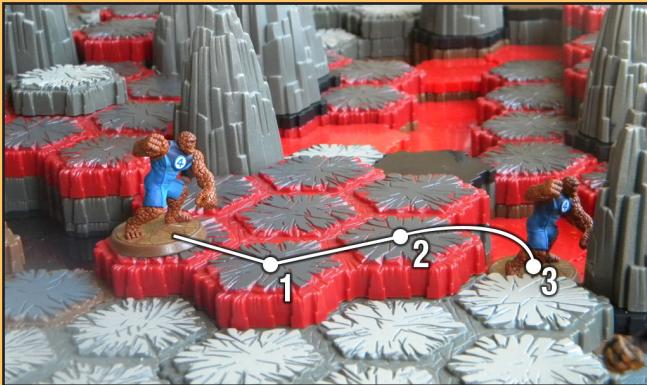
Roll the 20-sided die.

Add 3 to the roll if that figure has the Super Strength special power.

- If you roll 5 or less, that figure receives four wounds.
- If you roll 6-19, that figure receives one wound.
- If you roll 20 or higher, that figure has miraculously survived and receives no wounds.

EXAMPLE 1: Moving onto Molten Lava

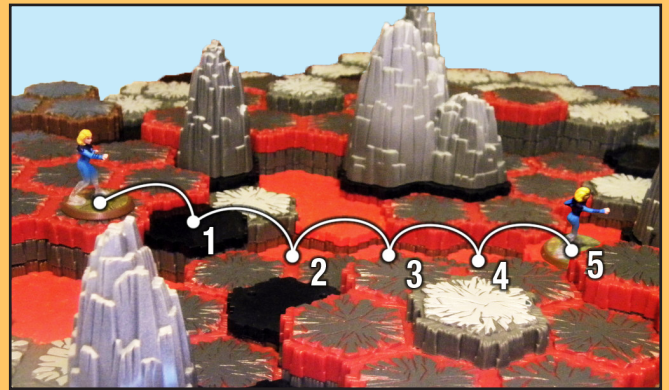
When you move a figure onto a Molten Lava space, that figure must stop there and then roll for Molten Lava damage.



Although Thing has a move of 5 he must stop his movement on the 3 space because it is a Molten Lava space. The player controlling Thing now rolls the 20-sided die. Because Thing has the Super Strength special power he adds 3 to his roll effectively bringing down the roll requirements. Meaning if you roll 1-2, he receives 4 wounds, but if you roll 3-16, he only receives 1 wound. If you roll 17 or higher, Thing survives without any wounds.

EXAMPLE 2: Flying onto Molten Lava

When you move a figure with the Flying special power, that figure may pass over Molten Lava spaces, but if that figure ends its movement on a Molten Lava space, the player controlling that figure must then roll for Molten Lava damage.



Invisible Woman, with a Move of 5 and the Flying special power, passes over the Molten Lava spaces with moves 2-4, but because she ended her turn by landing on a Molten Lava space, the player controlling Invisible Woman must now roll for Molten Lava damage.