

# HEROSCAPE™

THE BATTLE OF ALL TIME

## HEROSCAPE REMOVING TERRAIN RULES

### THE BATTLEFIELD IS CHANGING!

War has a way of changing the landscape. Now it changes your Heroscape!

## The Battlefield is Changing

C3G has never been afraid to expand the great game that is Heroscape into uncharted areas of fun and mayhem. Now we take it even further with a ruleset that allows for pieces to be removed from the battlefield in the course of a match. Now this at first might seem a little strange, and you are probably thinking, "Why would I want to remove pieces of the battlefield that I am playing on?" Well there are many answers which I am sure will come to you all by themselves, but the immediate answer is: because when C3G designs an Event Hero that thematically eats whole worlds, you bet we are going to have a mechanic that simulates such a thing in our Heroscape games.

**Yes we are talking about Galactus, Devourer of Worlds! And yes, he is going to be destroying the battlefield as you play.**

*<< Cue the fainting theme geek, now. >>*

Other uses of such a ruleset could be a figure that pounds the ground causing a crater to appear, or a mystical artifact that allows you to pick up pieces of the ground and fling them at your opponents, or maybe a figure that magically moves the ground from one part of the battlefield to form a shield in front of it. Imagination is now the only limitation, as we've set out the mechanics to make it all possible.

## The Fun Begins

Like all C3G rulesets, we haven't made an elaborate set of rules that could be its own stand-alone game. This ruleset offers a "light touch" as a complement to the official Heroscape rules. Nothing hard to remember, nothing too cumbersome to carry out. Simply the rules are:

1. Choose one or more pieces of terrain to remove as described on the card or in the scenario.
2. Remove the pieces from their position on the battlefield.
3. Place, or remove completely from play, the pieces of terrain as described on the card or in the scenario.
4. Repeat as required.

### 1. CHOOSE THE TERRAIN PIECE

The card or scenario will direct you as to what type of terrain pieces you can choose. Variants will include the size, which refers to the standard configuration of the pieces, i.e. single hex, double hex, triple hex, 5 hex (road), 7 hex, 9 hex (wall walk), and 24 hex. The lack of size designation in the power means it can be any of these. Another possible variant is the type of terrain, referring to: grass, rock, sand, road / wall walk, concrete, asphalt, swamp, snow, lava field, jungle, dungeon, water, swamp water, molten lava, ice, or shadow.

The terrain pieces you may choose include any piece used to build a battlefield that can be separated from other pieces and that does not have an Army Card (such as a Glyph, figure, or destructible object would). The only exception to this rule is that ladder pieces connected to one another can be chosen together as a single "terrain piece."

- The pieces you choose must not have any figures, destructible objects, Glyphs, or other terrain pieces on top of it.
- The pieces you choose must not destabilize any pieces that remain on the battlefield. This means that any piece that would remain must stay in its original position after your chosen pieces are removed.
- The piece you choose cannot leave any remaining piece in an incorrect placement; e.g. a piece that makes up one of the only two connected faces to a jungle piece cannot be removed (refer to page 2 of the Ticalla Jungle Expansion set rules).
- The pieces you choose cannot create an overhang that didn't exist before their removal.

The exception to these rules is if a player has more than one piece available to remove, that player may choose more than one piece at a time; and can choose pieces that, when removed together, leave the battlefield stabilized and correct.

This process of choosing terrain pieces may involve a bit of patience, fiddling, and the occasional rebuilding of the map as players endeavor to see what pieces can be removed without removing other pieces in the process. Players may test to see if a piece can be removed without removing, moving, or destabilizing other pieces before choosing to remove that piece. If a player begins lifting or pulling at a piece and realizes that removing this piece would affect another piece, that player may replace the piece without penalty. A piece is not considered chosen for removal until it has fully been removed from the battlefield without causing another piece to be unintentionally moved or removed.

## 2. REMOVE THE PIECES FROM THE BATTLEFIELD

Once one or more pieces are chosen, they can then be removed. If a player removes a piece and finds that it affects other pieces that weren't chosen, that player must return all pieces required to restore the map to its prior state. The player may choose other pieces in place of those returned as long as all pieces comply with step 1.

## 3. PLACE THE PIECES AS DIRECTED

Follow the power text on the card or scenario for placing the removed pieces. The default action is to remove the pieces from play; therefore, placement in this instance is anywhere that is away from the battlefield. Some powers in the future may tell you to place the pieces back onto the battlefield, such as adjacent to another figure. If the pieces are to become part of the battlefield again, you must place each piece as per all rules pertaining to building a battlefield and that piece of terrain.

## 4. REPEAT AS REQUIRED

If a player is allowed to remove more than one piece they may choose multiple pieces as part of step 1 and remove them at the same time as per step 2. Otherwise, you may continue to choose and remove pieces individually, repeating steps 1 to 3 until all allowed pieces have been removed.

## Battlefields Divided

Finally, we understand that in your exuberance of removing pieces, a battlefield could be split into more than one battlefield. In this circumstance, the following procedures apply:

- Each battlefield is considered a separate battlefield for the purpose of any special powers. For instance, if a special power allows a player to place a figure on any space on the battlefield, it only applies to the specific battlefield that figure currently occupies, not any of the other separated battlefields.
- Figures, Glyphs, Army Cards, special powers, etc. cannot interact with anything on a separate battlefield.
- If a battlefield exists at the end of any figure's turn without any figures occupying it, that battlefield is no longer considered part of the game.
- If a figure has an ability that allows it to be removed from the battlefield and then be returned to it later, that figure can be returned to any battlefield that is still in play.
- Whatever victory conditions were laid out at the start of the battle now apply to all battlefields created by any and all divisions of the original battlefield and determine the winner on each separate battlefield.
- Each winner of each battlefield is awarded a victory point. The player with the most victory points is deemed to be the winner of the game. The game is drawn if two or more players have equally the highest amount of victory points.

## GALACTUS CLARIFICATIONS

Galactus is a ground-breaking design in many ways. First, is his unique base size. Second, he is the first figure to utilize this game-changing ruleset for the removal of terrain from the battlefield during the course of the match. Here are some clarifications for how he should be played.

### “Herald of Galactus” Clarifications

- When placing Galactus with Herald of Galactus, all 4 spaces of the 2 double spaced bases must be on the same level. It is possible for Galactus to have his feet on either side of terrain that is either higher or lower level than that which his bases are on, as long as the bases are on the same level.
- Figures that can fit on and move through the spaces between his feet, are allowed to do so.
- Figures on the eight spaces surrounding each foot (15 spaces in total) can be considered engaged with Galactus as per official engagement rules.

### “Devourer of Worlds” Clarifications

- Choosing Terrain Pieces - As specified in the Devourer of Worlds special power, you may choose terrain pieces, glyphs, destructible objects, or obstacles that are unoccupied by figures regardless of size. If you choose terrain pieces, they can be of any type.
- Removing Pieces - The chosen pieces are removed from the battlefield completely and cannot be used for the remainder of the game. Removing pieces from the battlefield is not the same as destroying them and therefore the removal of a piece does not satisfy powers that are triggered by the destruction of that piece.
- Destroying Figures – If, and only if, there are no pieces (terrain, glyphs, destructible objects, or obstacles) unoccupied by figures, then you may instead choose one figure and destroy it.

### EXAMPLE 1: Galactus over uneven terrain

Both of Galactus' double spaced bases must be on the same level, however terrain between the bases can be of a different height level, as long as two bases fit completely and levelly on their respective spaces.

Also figures that can fit completely onto the space between Galactus' legs can move through them.

