

## Super Heroscape

### Getting Started

Super Heroscape generally consists of multiple players, playing as heroes, versus one player playing as a villain. The odds may seem in the heroes favor, but the villain has a few aces up his sleeve.

First, the player who is playing the villain decides on the battle objectives. Heroes rarely battle on their own terms. This is declared after the map is designed.

Secondly, one on one a villain is generally stronger than a hero.

Thirdly a villain isn't exactly alone. For every hero player, the villain player receives 100 points to draft 'minions and henchman' from regular heroscape cards. These can be hero cards or squad cards. What would a villain be without his legion of disposable soldiers.

Fourth, and finally, the villain has final say on map configuration, so no the heroes can't design the map to make it easier. However the villain cannot make the map ridiculously hard for the heroes.

Villains and heroes will always start on the opposite side of the board. All the heroes will start in the same area.

### Objectives

The objectives the villain has to choose from are to reflect what kind of shenanigans he is up to. The hero objectives are:

*Thwart robbery:* the villain must move to a glyph in the middle of the map, stay for 2 rounds, and then successfully move to the edge of the map and survive for 3 turns. If the Heroes do not defeat him in time, they lose.

*Prevent Explosion:* The villain has rigged a powerful explosive that will kill thousands. The bomb should be placed in the center of the map. The heroes have until the end of 10 turns to deal 10 wounds to the bomb. It has a defense of 4.

*Rescue Hostages:* The heroes must rescue some kidnapped civilians. If the villain kills 2 out of the 5, the heroes lose. The villain must be adjacent to the hostage and not engaged with an enemy to execute a hostage. Heroes can 'carry' hostages by moving to their location 'picking them up'. Hostages that are left on the edge of the map for 3 turns escape. Hostage glyphs should be distributed around the center of the map, so neither the villain or heroes have a real advantage.

*Prevent Sabotage:* The heroes must protect an object of great importance, such as the control for the cities power grid. The object should be placed in the center of the map. The villain has 10 turns to deal 20 wounds to it. The object has a defense of 4. If he does not succeed the heroes win.

*Safeguard Civilian:* The villain is out to kill this civilian. Maybe he is a witness, or someone who knows a dangerous secret. The heroes must escort him from one side of the map to the other. The civilian has a defense of 3, movement of 3, and 3 health. The civilian begins on the very edge of the map, and the heroes win if he touches the opposite edge of the map. One hero decides how the civilian moves. The map should be built long and narrow.

*Defeat Villain and his Crew:* The heroes must defeat the villain and all of his minions.

### Rewards

Characters will improve from battle to battle. They will gain experience which they can use to upgrade their powers. Heroes will all receive 25 experience for winning a battle, plus 5 experience for every figure they destroyed. Defeating the villain is worth 10. Villains will receive 10 experience for defeating a hero, and 35 for winning a battle. Players can spend experience to increase power ranks at a cost of one experience per point. Players can purchase new powers with experience, but are still

restricted to 5 powers maximum.

## Creating your Super Character

Before you can start battling you will need a super hero or villain. You must purchase their attributes and their powers. Villains will have more points than Heroes.

Attributes can start at any rank. Heroes will have 700 points to purchase Attribute ranks, Villains will have 800.

**Health** The amount of wounds that can be taken before you are defeated.

	Cost in Points	
Rank	1	10
Rank	2	30
Rank	3	50
Rank	4	80
Rank	5	120
Rank	6	180
Rank	7	250
Rank	8	325
Rank	9	400
Rank	10	500

**Attack** The amount of dice rolled on an attack.

**Defense** The amount of dice rolled while defending.

**Range** The distance in tiles that you can strike with an attack.

**Movement** The distance in tiles you can move in a single round.

	Cost in Points	
Rank	1	10
Rank	2	30
Rank	3	50
Rank	4	80
Rank	5	120
Rank	6	160
Rank	7	220
Rank	8	300
Rank	9	370
Rank	10	450

Powers can start at a maximum of 4, and a character can never possess more than 5. The cost and description are below. Heroes have 200 points to purchase powers with, and Villains have 300.

Certain powers are compatible and can be used in conjunction. You can combine the effects from an attack mode, area of effect, and special effect power, but you cannot combine any two of the same category.

### **Cost in Points**

### **Power**

#### **Attack Mode Powers**

30 x Attack **Double Attack:** Can attack twice in the same round.

50 **Split Attack:** Can divide your attack dice into multiple attacks, in any combination.

25 x Attack **Rapid Fire:** If an attack hits, you can continue making extra attacks at the target until you miss, or defeat it. Attacks are made at your attack rating minus 3.

#### **Area of Effect Powers**

20 x Range **Line:** *Everything* in a straight line extending out to maximum range is effected by your attack. Attacks are made at your attack rating minus 2.

80 **Explosion:** The target and all adjacent foes are effected by your ranged attack. Attacks are made at your attack rating -2.

80 **Sweep:** All adjacent figures are effected by your melee attack. Attacks are made at your attack rating -2.

#### **Special Effect Powers**

20 per rank	<b>Homing:</b> If a ranged attack misses, you can roll an number of dice equal to this rank, and add them to your first roll to see if you hit. Ranged attacks only.
20 per rank	<b>Armor Piecing:</b> The defender rolls one less defense die per rank of this power.
	<b>Other Powers</b>
40 per rank	<b>Accuracy:</b> Increase you attack dice by one per rank.
40 per rank	<b>Aiming:</b> Increase the range of attacks by one per rank.
10 x Movement	<b>Fly:</b> Can cross terrain, and fly over enemies without penalty.
20 x Health	<b>Regeneration:</b> Subtract one wound at the beginning of the round. Cannot come back from being incapacitated.
10 per rank	<b>Invisibility:</b> Once activated the character cannot be targeted for attack. Lasts one round per rank, and can be activated once per battle.
100	<b>Intangibility:</b> The character can become completely intangible, and cannot take any damage. They however cannot use any other powers or attack. Can be turned on and off at the beginning of a round.
80	<b>Super Strength:</b> Any time this character damages an enemy in melee, he can roll a d20. On a roll of 12 or higher, the figure is moved back one space. The character can also attempt to throw a small or medium figure. Roll a d20, on a roll of 10 or higher the target is moved to a tile up to 4 spaces from the characters location. If the target lands on a higher elevation they take no damage, otherwise, roll a d20, on a roll of 10 or higher the target receives one wound.
80 + 20 per rank	<b>Telekinesis:</b> The character can also attempt to throw a small or medium figure. Roll a d20, on a roll of 10 or higher the target is moved to a tile up to 4 spaces from the targets current location. If the target lands on a higher elevation they take no damage, otherwise, roll a d20, on a roll of 10 or higher the target receives one wound. Can be used at a range equal to the rank.
30 per rank	<b>Grow:</b> The character grows by one stage. Increase Health, Attack and Movement by 1 per rank, but decrease Defense by 2 per rank.
40 per rank	<b>Force Field:</b> The character can erect a protective field, increasing the defense of all adjacent figures by one per rank.
40 per rank	<b>Summoning:</b> The character can summon forth demons from another dimension. The demons have 1 Health, 3 Movement, 1 Range, and an Attack and Defense equal to the rank of this power. Only one demon can be summoned at a time, and it takes an entire round to summon it. This means you cannot move or attack in the same round you activate this power. The demon comes into play at the beginning of the next round.
10 per rank	<b>Lucky:</b> Whenever you roll blanks on an attack roll, you can count a number of them equal to your Lucky rank, as skulls.
10 per rank	<b>Bad Luck:</b> Whenever an enemy attacks you, for every blank they roll, with a maximum amount equal to your Bad Luck rank, decrease the skulls they rolled by one.
20 per rank	<b>Shape Shift:</b> Once activated the character cannot be targeted for attack. Lasts one round per rank. The player will gain tokens equal to the rank of this power. For every round spend shape shifted remove one token. When all the tokens are gone, they cannot shape shift anymore this battle. The character can shift back and forth at the beginning of the round.
20 per rank	<b>Trample:</b> Allows 'trample movement' through small and medium enemies. If an enemy is moved through with trample movement, roll a d20, on a roll of 16 or higher the enemy suffers one wound. This power allows the character to move one tile using trample movement. The character must maintain a forward momentum, and can only make a single 45 degree turn per tile, and so cannot simply run back and forth over an enemy, but could if he was to run in a big circle.
20 per rank	<b>Mind Control:</b> This allows the character to temporarily take control of a non-villain or hero figure for one round per rank. The character must succeed on a roll of 16 or higher on a d20. Only one enemy can be controlled at a time, and once an enemy is controlled he cannot be controlled again that battle.
40 per rank	<b>Reflexes:</b> Increase your defense dice by one per rank.
10 per rank	<b>Danger Sense:</b> For every rank of this power, treat one blank die roll as a shield when defending.
20 per rank	<b>Hyper Dodge:</b> If the character is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die to evade it. If you roll at least 20, minus your rank, the character takes no damage and instead may move up to 4 spaces, or their movement rating, whichever is lower.
60	<b>Ghost Walking:</b> This character can move through all figures.
40	<b>Disengage:</b> This character does not provoke attacks for leaving engagements.
30 per rank	<b>Invulnerability:</b> This character is very good shrugging off damage. For every rank of this power, one defense die is an automatic success and does not need to be rolled. Roll the rest of the defense dice as normal.
80	<b>Teleport:</b> The character can instantly travel anywhere within range of his movement regardless of terrain

	and enemies. He cannot occupy the same location as an enemy, but does not receive leaving engagement attacks against him.
50 per rank	<b>Leadership:</b> This character is very good at leading people in combat. Every adjacent ally receives a one point bonus to attack and defense. Multiple people with leadership do not cause a stacking bonus, only the highest applies.
20 per rank	<b>Create Illusions:</b> This power creates one illusionary ally for every rank. These illusions provoke enemy attacks, but cannot cause any real damage. They have a defense of 3, but any damage will cause them to disappear. They can move at a rate of 3 and are medium. Adjacent enemies are forced to attack the illusions.
20 per rank	<b>Mystic Healing:</b> This power allows the character to forgo an attack and remove a wound marker from an adjacent ally. They can also bring an ally back from incapacitation by healing them back up to 1 health. The character has two tokens per rank, and must spend one to remove one wound marker. Once the tokens are used up, the character cannot heal any more that battle.
80 +30 per rank	<b>Disintegration:</b> This is a deadly, special ranged attack. Instead of rolling attack dice, roll a d20. On a roll of 16 or higher, the target instantly receives one wound per rank.
20 per rank	<b>Lightning Speed:</b> This character can move at amazing speed. Every rank of this power allows the character to move one tile at the end of their turn, even after attacking.
20	<b>Wall Crawling:</b> This character can scale walls regardless of height and can end his movement on a wall. Cannot take falling damage.
50 per rank	<b>Stretching:</b> This character can increase the range of his melee attacks by one per rank, or his defense by one per rank. Points must be divided up at the beginning of the round.
80 +20 per rank	<b>Paralyzing Gaze:</b> The character must succeed on a roll of 20 minus the powers rank on a d20 roll. Success means that he has caught the gaze of his target. The target loses all future actions as long as the character forgos attacking and moving.
20 per rank	<b>Ranged Hold:</b> This power allows a character to use a special ranged attack to stop an enemy from moving. This could be from webbing, chains, a bola, or anything the player decides. The character must succeed on a roll of 16 or higher on a d20 roll. The target is held in place for one round per rank of this power, but can still attack if any enemies are within range. Range is 2 plus rank.
60 per rank	<b>Tentacles:</b> This character either has tentacles or some other similar appendage, such as Dr. Octopus' arms, or Venom's tendrils. Every rank of this power increases the range and attack of melee attacks.
80	<b>Counter Strike:</b> When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Counter Attackers.
30 per rank	<b>Fire Control:</b> This power allows the character to create walls of fire. This converts an unoccupied tile within 4 clear sight spaces into a 'fire' tile until the end of the turn. Anyone who passes through the fire tile suffers one unblockable wound. The character can convert one tile per rank.
20 per rank	<b>Earth Control:</b> This power allows a character to add or remove land tiles from the map. The player can add or remove one tile per rank per round.
20 per rank	<b>Water Control:</b> This power allows the player to add or remove water tiles from the map. The player can add or remove one tile per rank per round.

Once you have his Attributes and Powers picked out, record them and their ranks on your character card. You are now ready to play.