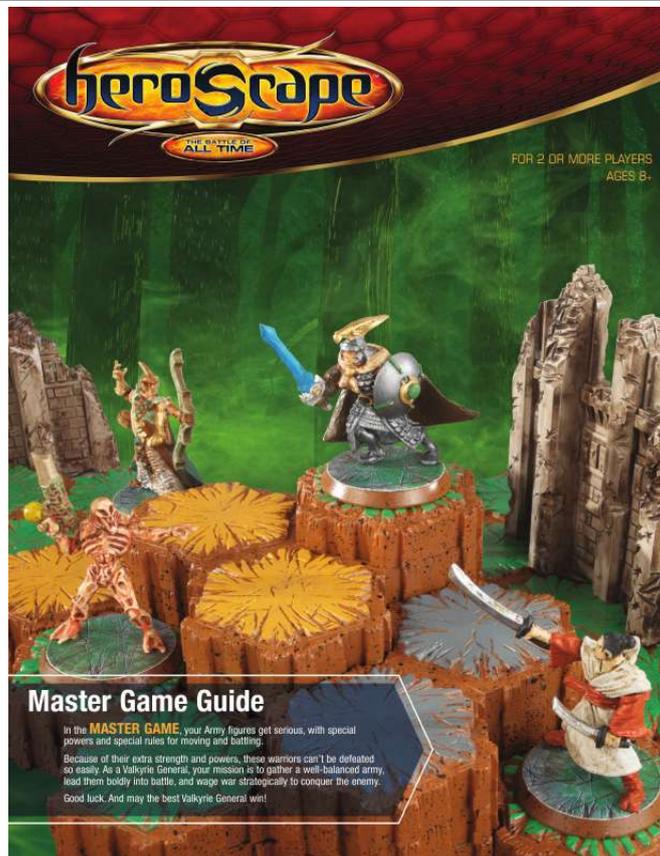




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**Manual abstract:**

@@Myn;stso yreis long, that woeyes er the memb ll it agai th not d I may these journals, so that I set forth in your journey. may guide you in Thormun. d my origins. I am My name first, an I do not meland, though to visit. Valhalla is my ho that I now dare gnize the regions reco ly here rie, lived peaceful y people, the Ky M rule of our years under the for thousands of re found, and the wellsprings we Archkyries. Then d. everything change ome years wellsprings. Sixty-s Ah, the mysterious by accident, the first one quite ago I discovered ank its water, lsunga. When I dr in the Tarn of Vo ; my wings in body and mind I became stronger d mystical us size; I gaine ped aging. @@@@other wellsprings ed to hear that I was not surpris from them, Other Kyrie drank had been found.

the visions. m them, and saw gained powers fro ey named per-species; th ntrol of They became a su d they seized co selves Valkyrie, an a violent them bly, there began wellsprings. Inevita the I fled before precious waters. ruggle over the st and did not , for I was alone, they could find me d, and the wers soon vanishe want war. My po them.

visions along with they became of the Valkyrie-- As for the visions scovered that . The Valkyrie di roes, a horrifying reality were of great he es in those visions the imag worlds, other tures from other warriors and crea on them to ways to beck eras. They devised powerful armies thered them into alla, and ga d hillsides Valh e. Lush valleys an fight for their sid to tic mountains rongholds. Majes became military st attacks on points for deadly became vantage ht, claimed es marched, foug those below.

Armi e wellsprings. feated, all for th victory or were de once-serene Alas, Valhalla, my w become a warhomeland, has no ruin. torn and desolate this age of war They are calling Valkyrie.TM The Rise of the in secret, carrying I travel the land journals and little more than my l of guilt, for it al my heavy burden discovery. ocent began with my inn I witness or hear I record all that who will come about, for those after me. ... Indeed, if any do 2 Object: Create a battlefield and choose your Army, then fight the battle of all time! To win, be first to achieve your objective. Contents: See the Battlefield & Game Scenario Booklet for a list of contents.

Teammates play the game separately, but they can discuss strategy, offer suggestions, and so on. Victory conditions for teams vary with the Game Scenario, but in most games they work together toward a common goal. Playing with Multiple Master Sets and/or Expansion Sets: There are a few special rules for doing this. They're explained on page 12. Get Ready to Play 1. SET UP YOUR BATTLEFIELD To do this, choose a battlefield and a Master Game Scenario from the Battlefield & Game Scenario Booklet. After you've played several games, you may want to create your own battlefield and Game Scenarios. Team seating and play: If you're playing a team game, teammates should sit next to each other on one side of the table, facing their opponent(s). About the Army Cards In this game, you'll use the Master Game side of the Army Cards (shown below). As in the Basic Game, each Army Card features either a Hero or a Squad, with Move, Range, Attack and Defense numbers.

But you'll notice that each card has much more information about the figure(s). As you play, you'll become more familiar with how all of this information works during a game. Example 1 explains the Army Card information, and how it works in the game. EXAMPLE 1: Army Card Information Unique/Common:

All Army Cards and figures in the Master Set are unique (there's only one of each). Common Army Cards and figures appear only in expansion sets. Hero/Squad: Hero Cards feature a single (usually powerful) figure. Squad Cards feature two or more (usually less powerful) figures. Your Army can include all Heroes, all Squads, or any combination. Valkyrie: The Valkyrie General who leads the Army (Jandar, Utgar, Ullar, Vydar, or Einar). Species: Race of the figure(s).

Class: The type of figure. Target Point: The green dot shows the area from where you determine Line of Sight. Hit Zone: The red area shows what part of the figure(s) can be attacked. Used when checking Line of Sight. Personality: Dominant characteristic. Size/Height: The size of the Hero or Squad, and the number of levels high. Special Power(s): Most figures have special powers that allow them to "break the rules" when moving, attacking and defending. Life: The number of wounds the figure(s) can take before being destroyed. Move: The maximum number of spaces the figure(s) may move. Range: The number of spaces away that the figure(s) can attack.

Attack: The number of (red) attack dice you roll to attack. Defense: The number of (blue) defense dice you roll to defend. Points: The value of an Army Card, based on the power of its figure(s). 3 MASTER Game Guide 2. GATHER AND PLACE YOUR ARMY For the Master Game Scenarios, you can either use a pre-made Army, or you can draft an Army. Both ways of gathering an army are explained below. As you gather your Army, make sure that the total point value doesn't exceed the one listed in your chosen Game Scenario (it can be lower, but not higher). Players don't need to have the same number of Army Cards; for example, you may choose three Army Cards, while an opponent chooses four or five Army Cards. Army Card colors: In the Master Game, the loyalties of good and evil warriors may become neutral, or even shift to the other side; therefore, your Army can include Army Cards of mixed colors.

EXAMPLE 2: You Gather and Place Your Armies Your Army: You chose this Army for a 400-point total, and placed them where shown.

Grimnak (the most powerful) is in front. Using a Pre-Made Army Experienced players may know exactly which Armies they want, based on the Game Scenario, the point values, their favorite figures, or other factors. If you've already chosen (or brought along) your Army, place your cards in front of you.

Then players roll to see who places his Army on the battlefield first. Re-roll ties.

The highest roller will place his entire Army first; placement passes to the left. You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

Your Opponent's Army: He chose this Army for a 390-point total, and placed them in their starting zone as shown. Syvarris and Deathwalker (figures with long Ranges for attack) are in the forefront. Drafting an Army Drafting is a fair and fun way for players to choose their Army Cards for a well-balanced game. When you select an Army Card, take the figure or figures shown on the card and place them on the battlefield in a starting zone immediately, before the next player selects an Army Card.



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You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures. For a 2-player game, players draft as follows: 1. Both players roll the 20-sided die.

Re-roll any ties. The higher roller drafts first, by choosing one Army Card. 2. The other player then chooses two Army Cards. 3. Each player, in turn, then chooses one Army Card, until both players' Armies have been completely chosen and placed. Let's say you're playing the 2-player Clashing Fronts Game Scenario on the Table of the Giants battlefield. This game calls for each player to gather a 400point Army. Example 2 shows the Armies that you and your opponent chose, and where you placed them. For a 3 or more player game, players draft their Armies as follows: 1.

All players roll the 20-sided die. Re-roll any ties. The highest roller drafts first, by choosing one Army Card. 2. The player to the left then chooses one Army Card, and so on.

The last player to draft chooses two Army Cards. 3. Drafting goes back around the table (it reverses direction). The last player (the player who drafted first) chooses two Army Cards. The draft reverses direction again.

4. If at any time a player cannot pick another Army Card because choosing another Army Card would exceed the total army point limit, that player must pass. If you pass, you have completed your Army. 5. Continue going back and forth around the table with the last player in the chain choosing two Army Cards and reversing the draft direction until all players have completed their Armies. ORDER MARKERS Each player takes four Order Markers: 1, 2, 3, and X. On each round, you'll place these on your Army Card(s) to show the order in which your figures will move and attack. WOUND MARKERS AND DICE GLYPHS Place all of the Wound Markers and dice near the battlefield. These "magical" enchantments are placed on certain spaces in several of the Game Scenarios (as directed in the Battlefield & Game Scenario Booklet). Most of them grant special powers when a figure lands on them.

@@@Place Your Order Markers 2. Roll for Initiative 3. @@4. Move the Round Marker ahead to the next number. All of these steps are explained in detail below. 2. Roll for Initiative Now all players roll the 20-sided die. @@If there's a tie for highest roll, the tying players re-roll. @@Glyph powers are explained later. 3.

On Your Turn 1. @@@@Players place their Markers at the same time. @@@@Note: More competitive players can take turns placing all of their markers. To do this, roll the 20-sided die. The high roller places all of his Order Markers first; then the player to the left places all of his Order Markers; and so on, until all Order Markers have been placed.

Example 3 shows where you and your opponent place your Order Markers. During a round, each player will take three turns. Usually, you'll do three actions on your turn, in this order: Action 1. Reveal Your Order Marker Action 2. Move Figure(s) on the Army Card Action 3.

Attack with Figure(s) on the Army Card All three of these actions are explained in detail in the following sections. Action 1. Reveal Your Order Marker Start your turn by revealing your Order Marker for that turn, then laying it number-side from any other space (even from another water space), you must end your move there. See Example 9A. Note: Double-space figures can move past one water space that's between two land spaces without stopping; they must stop only if they move onto two water spaces. · Moving from water to land: For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water to land, count the side of each land space as you move. See Example 9Bhas nothing to do with the spaces on the battlefield. If the targeted figure is (for example) behind a ruin or a cliff, so that your figure can't "take aim" at it, then no attack is possible. To determine if there is a clear Line of Sight, check the Target Point (the green dot on your figure's Army Card) and the Hit Zone (the red area on the targeted figure's Army Card).

Then get behind your figure and look to see if its Target Point can "see" any part of the targeted figure's Hit Zone. If so, there is a clear Line of Sight. 4 3 2 1 2. Then, you check for a clear Line of Sight from your figure's Target Point to Syvarris' Hit Zone. The Tarn Viking is in the way but your figure can still see part of Syvarris' Hit Zone, so it can attack. 9 MASTER Game Guide ATTACKING The figures on your chosen Army Card attack one at a time, in any order. Each figure can attack only once, but different figures can attack the same opposing figure. Before attacking, consider height advantage, special powers, and glyphs (if any), as explained below. (The you-snooze-you-lose rule: If you forget to do this, tough luck. Maybe next time, you'll remember!) · Height Advantage: If the base of one figure is higher than the base of the other figure (no matter what their actual size or height), the higher figure has height advantage, and rolls one extra die.

If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure rolls two extra dice. When figuring height advantage, remember that Glyphs and water spaces do not add height to the spaces they're on. · Special powers and special attacks: Many figures have special powers or abilities that help them move, attack, defend, and more. Check your figure's Army Card to see what special powers or abilities (if any) your figure can use. Pages 11 and 12 show several examples of special powers and special attacks.

@@@Glyph powers are explained on page 11. To carry out the attack, follow these steps: 1. @@2. @@Then roll that number of (red) attack dice. @@3. @@@@ (A figure with only one Life is destroyed by only one wound.) The player who controls the destroyed figure places it on the Army Card. When all figures on an Army Card have been destroyed, the Army Card is out of play. Do not reveal any Order Markers that are on that card for that round of play. On future rounds, you can't take any turns for that card. After you've finished attacking, your turn is over. The player to your left then takes a turn. Example 17 shows an attack and its outcome. Syvarris had 2 wound markers from a previous attack. He now has four Wound Markers, and is destroyed.

Your opponent places Syvarris on the Army Card, and leaves the Order Marker there (he must skip his turn for Syvarris on this round). EXAMPLE 17: An Attack One of your Marro Warriors attacks Syvarris. You roll 2 attack dice. Syvarris has a minor height advantage, so he adds one die to his Defense number.



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Your opponent rolls 3 defense dice. You roll two skulls; Syvarris rolls no shields. Syvarris takes two wounds. Place two Wound Markers on Syvarris' Army Card. Marrow Warrior Syvarris ENDING A ROUND After the last player takes his third turn, the round is over. Move the Round Marker ahead one space on the track (if no one has won yet).

Players then begin a new round by placing their Order Markers, then rolling for initiative. ENDING THE BATTLE The Game Scenario sets the victory conditions for each game. However, if the game hasn't ended by the time you've played a certain number of rounds, you may decide that the player (or side) with the most points wins. See Scoring, below. SCORING In cases where scoring is necessary, each player or team scores points for each Army Card with figures still on the battlefield.

Score the full points listed on the Army Card, even if there is only one surviving Squad figure. 10 GLYPHS Depending on the Scenario, Glyphs are placed on top of battlefield spaces either power-side up or symbol-side up. When one of your figures moves onto a Glyph that is symbol-side up, stop there and turn the Glyph power-side up; the powers on the Glyph take effect immediately. When a figure lands on a power-side up Glyph, it must stop. Note: A double-space figure must stop when its leading end moves onto it.

Some Glyphs grant temporary powers, while others grant longer-lasting ones. For each Glyph your figure finds, follow the rules below. Special Powers The special power (or powers) of the figures keeps each game exciting, challenging, and unpredictable. Always be aware of the special powers of your Army figures; they can make a big difference in your game. The examples below demonstrate the special powers of some figures. Mimring's Fire Line Special Attack Permanent Glyphs From either his front space or back space, Mimring's Fire Line Special Attack can affect figures within 8 spaces in any direction (see the red lines). The affected figures can be on any level, as long as Mimring has a clear Line of Sight. The power of each permanent Glyph is in effect for as long as a figure is standing on it. Exception: The two Glyphs of Brandar are artifacts, which represent objects as directed by the specific Game Scenario. Glyph of Astrid (Attack +1) For each of your figures, roll one extra attack die.

Glyph of Gerda (Defense +1) For each of your figures, roll one extra defense die. Glyph of Ivor (Range +4): For each of your figures with a Range number of 4 or more, add 4 to the Range number. Glyph of Valda (Move +2) For each of your figures, add 2 to the Move number. (Do not use this power when moving off of the Glyph). Glyph of Dagmar (Initiative +8) When you roll for initiative, add 8 to your die roll. Glyphs of Brandar (Artifact) The rules for these two Glyphs vary, depending on the Game Scenario. Fire Line Special Attack into an Overhang Temporary Glyphs The power of each temporary Glyph takes effect only once. When one of your figures moves onto any of these Glyphs, follow its rules, then remove it from the game. Glyph of Kelda (Healer) Only figures with one or more Wound Markers may stop on this Glyph. When one of your figures stops here, remove all Wound Markers from its Army Card.

Glyph of Erland (Summoning) When one of your figures stops here, you may "summon" any other figure (yours or your opponent's) by moving it to a space adjacent to the figure on the Glyph. The summoned figure does not receive a leaving engagement roll if it was engaged. @@@@If you roll 1, the figure is destroyed. @@@@They will all roll defense dice separately after Mimring rolls 4 attack dice once. A3 A2 A1 11 Flying and Overhangs As shown here, Raelin flies out of the overhang and onto the top, ignoring extra spaces for elevation.

M1 will roll a leaving engagement die since she was engaged before starting her move; M3 will not, because she flies over him without landing. Notice that she also flies over the ruins. Your opponent rolls 1 shield for S1, so S1 is destroyed. He then rolls 2 shields for S2, so S2 is safe. A4 attacks: A4 lobs a grenade at M2.

M1, M3 and M4 are also affected. You roll 2 attack dice, and get 1 skull. Your opponent rolls 3 defense dice for M2, and gets 1 shield, so M2 is safe. @@@@You can create a super-sized battlefield and play with up to 8 players. You can "even up the playing field" by having the same Army as an opponent. You can even boost the point value of your Army, to match the bigger battlefield. But along with that extra excitement comes a few special rules. . . Unique Army Cards: All of the Army Cards in a Master Set are Unique (there's only one of them).

If you're combining two sets of Army Cards, make sure that no player has more than one of the same Unique Army Card. (For example, your Army can't include two Grimnaks.) However, you and an opponent can both have the same Unique Army Card(s). For example, you and your opponent can each have one Grimnak in your armies. Common Army Cards: These cards are included in expansion sets. Your Army can include two or more of the same Common Army Card. If so, follow these special rules: · You don't need to keep these figures separate (that is, keep track of which figures belong to which card). For example, if you're using two cards worth of Grut Swordsman figures, each order marker placed on either Army Card activates any 4 of them. · When any figure on your Common Army Card is destroyed, you may place it on any matching Army Card. The Airborne Elite Lob Grenades You decide to lob grenades at the Marro Warriors and the Samurai.

Remove the Grenade Marker from the game. You target all figures within a Range of 5 and a Lob height of 12 levels or less. For example, the A1 Airborne Elite can't attack the M2 Marro Warrior, because the overhang is 10 levels high, and the ruin on top has a height of 6, for a total of 16. To lob a Grenade, a clear Line of Sight is not needed: only a clear area to lob the Grenade. M4 M3 A4 A1 S2 A2 S1 A3 S3 M1 M2 Simultaneous Special Powers If you and an opponent are using the same Army Cards with powers that happen at the same time, you must roll the 20-sided die to see who gets to use them first.

For example, if both you and your opponent are using the Airborne Elite figures, you'll have to roll to see who gets to use the Drop power first. Check Out Our Website! Visit [www.Heroscape.com](http://www.Heroscape.com) for the complete HeroScape backstory, advanced Game Scenarios, the 411 on HeroScape Expansion Sets, Frequently Asked Questions, and lots more! ©2004 Hasbro, Pawtucket, RI 02862. All Rights Reserved.

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*Here's how the special attack is carried out: · A1 attacks: A1 lobs a grenade at S2. S1 and S3 are also affected, since they're adjacent to S2. You roll 2 attack dice once for all 3 affected figures. You get 1 skull. Your opponent rolls 6 defense dice for S2 (5 dice for its Defense number and 1 die for height advantage.). He gets 2 shields, so S2 is safe. He then rolls 3 shields for S1, so S1 is safe; and 0 shields for S3, so S3 is destroyed. · A2 attacks: Next, A2 lobs a grenade at S2. S1 is also affected. You roll 2 attack dice and get no skulls. Your opponent does not need to roll for either S2 or S1, because no skulls were rolled. · A3 attacks: Next, A3 lobs a grenade at S1. S2 is also affected. You roll 2 attack dice, and get 2 skulls.*

12.



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