



## Item Glyph Rules (1 of 3)

Item Glyphs are a special type of Glyph which are similar to Hasbro's Treasure Glyphs and C3G's Equipment Glyphs. Item Glyphs are normally mobile and can be carried by a Unique Hero unless otherwise stated in a scenario. Treat Item Glyphs as normal Glyphs with the following exceptions. Some scenarios may break these rules.

1. Only Unique Hero figures can pick up Item Glyphs. Remember that Uncommon Heroes are considered Unique for all special powers and Glyphs. Other figures can land on spaces with Item Glyphs on them, but they cannot pick them up unless otherwise stated.

Note: Any figure may choose to stand on an Item Glyph without picking it up in order to prevent others from gaining access to it.

2. Item Glyphs do not force figures to stop when moving onto them. However, a Unique Hero figure that ends its movement on a space with an Item Glyph may pick it up by placing the Item Glyph on its Army Card.

3. Item Glyphs that have been placed on a figure's Army Card affect only the figure that is carrying them unless otherwise stated.

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5. A Unique Hero can carry up to three Item Glyphs.

6. Item Glyphs have one of three levels of Rarity: Common, Uncommon, and Unique. This affects what can be carried when duplicates of the same glyph(s) are on the battlefield.

- Common Item Glyphs: There are no restrictions on carrying multiple copies of the same Common Item Glyph.
- Uncommon Item Glyphs: A figure cannot carry more than one copy of the same Uncommon Item Glyph.
- Unique Item Glyphs: An army as a whole cannot carry more than one copy of the same Unique Item Glyph.

**Dropping Item Glyphs:** At any point during a figure's movement, you may announce that the figure is dropping an Item Glyph. Announce which Item Glyph the figure is dropping, and place it power-side up onto a space the figure currently occupies. That figure may now continue its movement. Note: You cannot drop an Item Glyph onto a space that already has another Glyph on it.

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**Losing Item Glyphs:** If a figure that is carrying an Item Glyph is destroyed, the Glyph is placed power-side up onto a space the figure last occupied. If the space (or spaces for double-space figures) already has a Glyph on it, the Item Glyph the figure was carrying is removed from the game. If a figure that is carrying more than one Item Glyph is destroyed, the controlling player can choose which Item Glyph to place on the space that the figure occupied. Once each space the figure occupied has a Glyph on it, the remaining Item Glyphs (if any) are removed from the game.

**Permanent Item Glyphs:** The power of each permanent Item Glyph is in effect for as long as a figure carries it.

**Temporary Item Glyphs:** The power of each temporary Item Glyph takes effect at a time of your choosing, so choose wisely. A figure must be carrying the Item Glyph to activate its temporary effect. Once the effect completes, the Item Glyph is removed from the game.



## Occupying Destructible Objects Rules (1 of 3)

### ENTERING DESTRUCTIBLE OBJECTS

A small or medium figure may enter an object by ending its movement on a space adjacent to the object if the following criteria are met:

- The number of figures currently occupying the object must be less than the Occupancy number on the object's Army Card.
- There are no figures controlled by other players occupying the object.

(Refer to Occupying Objects for further details)

When a figure enters an object, normal leaving engagement rules apply. Once a figure enters an object, place that figure on the object's Army Card. That figure is now occupying that object. When using a special power to move one or more figures adjacent to an object, move all affected figures then choose which figures will enter the object.

## Occupying Destructible Objects Rules (2 of 3)

### OCCUPYING DESTRUCTIBLE OBJECTS

If one or more of your figures occupy an object, you now control that object. Figures occupying an object are not on the battlefield. A figure occupying an object may still have Order Markers placed and revealed on its Army Card. However, a figure occupying an object may not use any special powers on its own Army Card. If an object is ever suddenly occupied by figures of a different player (e.g.: one of your figures is Mind Controlled by another player), the object is destroyed. Order Markers may not be placed on the object's Army Card.

### EXITING DESTRUCTIBLE OBJECTS

After revealing an Order Marker on the Army Card of any figures occupying the object, before moving, you may place any of those figures from the object's Army Card on any empty spaces adjacent to the object. If a figure cannot be placed, it must remain in the object.

## Occupying Destructible Objects Rules (3 of 3)

### DESTROYING OBJECTS

If an object receives enough wounds to be destroyed, remove it from the battlefield. Any figures occupying that object are also destroyed.

### DESTRUCTIBLE OBJECT SPECIAL ABILITIES

Some destructible objects have special abilities on their Army Cards. For example, the Bacta Tank has the special ability Bacta Healing which allows the figure in the Bacta Tank to remove a wound marker or exit the Bacta Tank when any figure you control reveals an Order Marker. The special abilities on a destructible object's Army Card overrule the normal Heroscape rules and the rules in this rulebook.

## FORCE PUSH

Once per turn, before or after moving or attacking, you may choose a small or medium object or opponent's figure within 2 clear sight spaces to Force Push. Choose up to 2 empty, same-level or lower spaces in a straight line from the chosen object or figure and move that object or figure onto either of the chosen spaces. Figures affected by Force Push may not be moved closer to this figure. Figures moved by Force Push never take any leaving engagement attacks but will receive any falling damage that may apply. Figures with a Force Leap or Force Push symbol may not be moved onto a molten lava space.

## FORCE LEAP

Instead of a normal move, this figure may Force Leap. Force Leap has a move of 3. When counting spaces for Force Leap, ignore elevations. This figure may Force Leap over water without stopping. Force Leap over figures without becoming engaged, and Force Leap over obstacles such as ruins. This figure may not Force Leap more than 25 levels up or down in a single Force Leap. If this figure is engaged when it starts to Force Leap, it will take any leaving engagement attacks. Figures with the Force Leap symbol are not affected by Falling or Major Falling but are affected by Extreme Falling.

## FORCE SENSITIVE

The Force Sensitive Symbol has no powers attached to the symbol. We added this symbol to denote figures who are sensitive to the Force, but have not been trained in its use.

