

SOMETIMES THERE IS JUST TOO MUCH EVIL IN THE WORLD FOR 5 HEROES TO HANDLE...

EPIC SENTINELS (6 VS 2 VARIANT)

GAME SETUP

THE GAME IS SET UP IN ALMOST THE SAME MANNER AS A REGULAR SOTM GAME WITH A VILLAIN TAKING UP THE FIRST TURN POSITION, THE ENVIRONMENT TAKING UP THE LAST TURN POSITION AND THE HEROES TAKING THE POSITIONS IN BETWEEN. THE ONE MAJOR DIFFERENCE IS THE ADDITION OF A SECOND VILLAIN, WHICH IS INSERTED IN THE 5TH TURN POSITION (AFTER THE 3RD HERO). SO THE FINAL LAYOUT WILL LOOK LIKE THIS:



TURN ORDER: **VILLAIN 1, HERO 1, HERO 2, HERO 3, VILLAIN 2, HERO 4, HERO 5, HERO 6, ENVIRONMENT.**

ADDITIONALLY, EACH HERO WILL CHOOSE WHICH VILLAIN HE OR SHE WILL BE FACING AT THE BEGINNING OF THE GAME.

- NO HERO MAY FACE A VILLAIN WHO WILL NOT HAVE TAKEN AN ACTION AS OF THAT HERO'S FIRST TURN. THIS MEANS HERO 1, HERO 2, AND HERO 3 MUST FACE VILLAIN 1.
- AT LEAST ONE HERO MUST FACE EACH VILLAIN.

USE THE MARKERS PROVIDED TO DENOTE TURN ORDER AND THE DIRECTION THE HEROES ARE FACING. NOTE THAT THESE MARKERS, AND NOT THE SEATING ARRANGEMENT, WILL DETERMINE THE TURN ORDER DURING THE GAME.

FACING A VILLAIN

ALL ACTIVE HEROES MUST BE FACING EXACTLY ONE VILLAIN AT ALL TIMES DURING THE GAME.

NO ACTION BY ANY HERO MAY DIRECTLY AFFECT A VILLAIN CARD CONTROLLED BY A VILLAIN WHICH THE HERO IS NOT FACING. THIS INCLUDES START AND END OF TURN ACTIONS, CARDS PLAYED, ONGOINGS, AND POWERS USED.

WHEN A HERO BECOMES INCAPACITATED HE OR SHE IS THEN CONSIDERED TO BE FACING BOTH VILLAINS (THE ARROW MARKER MAY BE REMOVED AT THAT TIME).

TURN SEQUENCE

THE TURN SEQUENCE FOR THE VILLAIN AND THE ENVIRONMENT REMAINS THE SAME.

THE TURN SEQUENCE FOR THE HEROES IS AMENDED TO ADD THE FOLLOWING OPTIONS:

TURN AROUND: DURING HIS OR HER TURN, A HERO MAY SKIP HIS OR HER PLAY, POWER, OR DRAW PHASE ENTIRELY TO TURN AROUND AND FACE THE VILLAIN THAT HE OR SHE IS CURRENTLY NOT FACING.

ANY HERO CARDS BELONGING TO THIS HERO WHICH ARE IN PLAY AT THE TIME THE HERO TURNS AROUND REMAIN IN PLAY AND CONTINUE TO FUNCTION AS NORMAL.

GAIN INITIATIVE: DURING HIS OR HER TURN, A HERO MAY SKIP HIS OR HER PLAY, POWER, OR DRAW PHASE ENTIRELY TO MOVE TO ANY TURN POSITION ABOVE HIS OR HER CURRENT POSITION (1ST POSITION BEING THE HIGHEST). THAT HERO WILL FINISH HIS OR HER TURN IN THE CURRENT POSITION FIRST AND THEN TAKE THE NEW POSITION MARKER. ALL IMPACTED HEROES (THOSE BETWEEN THE HERO'S CURRENT POSITION AND THE DESIRED POSITION) MOVE ONE POSITION DOWN THE TURN ORDER. REDISTRIBUTE TURN MARKERS TO REFLECT ALL CHANGES IN TURN ORDER. THE HERO GAINING INITIATIVE MAY CHOOSE WHICH SIDE TO FACE IN THE NEW POSITION.

IF ANY CARD OR EFFECT MAKES A HERO SKIP ANY PHASE OF HIS OR HER TURN FOR OTHER PURPOSES, THAT SKIPPED PHASE DOES NOT COUNT AS A CHANCE TO TURN AROUND OR GAIN INITIATIVE, THE PHASE MUST BE SKIPPED EXCLUSIVELY FOR EITHER OF THESE PURPOSES.

THE PHASE MUST BE SKIPPED ENTIRELY, IF ANY EFFECT OR POWER ALLOWS A HERO TO TAKE MULTIPLE ACTIONS DURING THE PHASE ALL ACTIONS MUST BE SKIPPED.

TURN ORDER

HERO ORDER IS DETERMINED BY THE MARKERS PROVIDED, NOT BY THE SEATING ORDER OF THE HEROES, AND SHOULD ALWAYS REFLECT ANY INITIATIVE GAINED BY A HERO (SEE TURN SEQUENCE SECTION BELOW).

HOWEVER, VILLAIN 1 WILL ALWAYS PLAY ITS TURN BEFORE HERO 1, VILLAIN 2 WILL ALWAYS PLAY AFTER HERO 3, AND THE ENVIRONMENT WILL ALWAYS PLAY THE LAST TURN OF EACH ROUND. THIS REMAINS CONSTANT DURING THE GAME REGARDLESS OF HERO ORDER OR WHICH HERO HAS TAKEN THE ABOVE MENTIONED POSITIONS.

BATTLE

HERO EFFECTS MAY ONLY AFFECT VILLAIN CARDS OR THAT THE HERO CAUSING THE EFFECT IS FACING AT THE TIME THE EFFECT TAKES PLACE.

ALL HERO CARDS ARE CONSIDERED TO BE FACING THE SAME DIRECTION AS THE HERO WHOSE DECK THEY CAME FROM, EXCEPT FOR HERO CARDS THAT ARE ATTACHED TO OTHER TARGETS. THESE ATTACHED HERO CARDS ARE CONSIDERED TO BE FACING THE SAME DIRECTION AS THE CARD THEY ARE ATTACHED TO.

ALL HEROES MAY INTERACT WITH THE ENVIRONMENT OR WITH OTHER HEROES FREELY, REGARDLESS OF WHICH WAY THE HERO IS FACING.

ENVIRONMENT EFFECTS AFFECT ALL CARDS, REGARDLESS OF WHICH WAY EACH HERO IS FACING.

VILLAIN EFFECTS FROM EACH VILLAIN AFFECT ALL CARDS, REGARDLESS OF WHICH WAY EACH HERO IS FACING.

BLINDSIDE (FLANKING) BONUS

ANY TIME A HERO IS DEALT DAMAGE BY A VILLAIN CARD OR VILLAIN TARGET WHICH HE OR SHE IS NOT FACING, INCREASE THAT DAMAGE BY 1.

THE ENVIRONMENT DOES NOT DEAL THIS BONUS.

THE ICON

FOR EACH VILLAIN,  IS CONSIDERED TO BE THE NUMBER OF HEROES FACING THAT VILLAIN (INCLUDING ALL INCAPACITATED HEROES) AT THE TIME THE VILLAIN EFFECT TAKES PLACE. HOWEVER,  CAN NEVER DROP BELOW 3, REGARDLESS OF THE NUMBER OF HEROES FACING THE VILLAIN.

IF ONE OF THE VILLAINS IS DESTROYED,  WILL AUTOMATICALLY BE RAISED TO INCLUDE ALL HEROES CURRENTLY IN THE GAME (ACTIVE AND INCAPACITATED), REGARDLESS OF WHICH WAY EACH HERO IS FACING (THIS WILL USUALLY MEAN  = 6, UNLESS A HERO HAS SOMEHOW BEEN REMOVED FROM THE GAME).

WHEN DEALING WITH ENVIRONMENT EFFECTS,  ALWAYS INCLUDES ALL HEROES CURRENTLY IN THE GAME (ACTIVE AND INCAPACITATED), REGARDLESS OF WHICH WAY EACH HERO IS FACING (THIS WILL USUALLY MEAN  = 6, UNLESS A HERO HAS SOMEHOW BEEN REMOVED FROM THE GAME).