AGE OF HEROES

FAQ / ERRATA

Q: When reassigning a pawn after a villain is defeated, can it be moved to the large Extraction zone space, even if there is another pawn there?

A: Yes. The rulebook says “unoccupied space”, but the large Extraction zone space is always considered unoccupied as multiple pawns can be placed there.

Q: When placing tokens on a space, what exactly is a space?

A: Tokens may be placed on any basic action spaces, action spaces on Ally or Team-Up cards, spaces on the X-Jet, the large Extraction Zone space and any valid space on a Mission tile (one with a corresponding damage symbol that doesn’t already have a player marker on it).

Q: How do Leader bonuses work?

A: A player who has a Hero pawn on a card with a Leader bonus at the end of the round, gains the Leader bonus of that card.

Q: If you place a pawn on a space with tokens but are unable to gain all of the resources, what happens to the rest of the tokens?

A: Gain as much as you can, but discard the tokens afterwards.

Q: Some cards refer to spaces on the Institute board. What is this?

A: The Institute board is the locations at the top half of the board, from the Headmaster’s Office on the left, to the Dormitories on the right. Essentially, everything on the game board except for the Team-Ups and the Extraction Zone (and the Ally spaces in the Extraction Zone)

Q: If a card effect allows you to use a space as if you placed a student and you use an Ally / Team-Up space, does the recruiter get the bonus?

A: Yes

Q: For cards like Rogue’s Steal Strength, does there need to be a token on the space to activate it?

A: Yes. You must collect a token on the space for the evolution benefit to kick in. The same is true for Absorb Memories.

Q: What happens if a hero on the X-Jet is unable to pay the cost on any available space on a Mission tile, or the Extraction zone space during rounds 4, 5, and 6?

A: It is placed in the extraction zone space with no effect.

FAQ Compiled by Paul Grogan of Gaming Rules!

OPTIONAL PARAMETERS

You can add one or more optional rules to any scenario.

ACCELERATED CONCLUSION – OPTIONAL RULE

ROUNDS 4-6

At the start of the round, each player gains 2 1 1.

ROUNDS 7+

At the start of the round, each player gains 3 2 2.

FINAL STAND – OPTIONAL RULE

AT THE END OF ROUND 8

The game ends. Each player may spend the resources they have remaining on their player boards to gain ★ according to the following conversion formulas:

4 » 3★

2 » 2★

2 » 3★

FIRST CLASS – OPTIONAL RULE

DURING GAME SETUP

Before dealing cards to each player, reveal cards from the Xavier Protocols deck until you have revealed a combined number of and cards equal to the number of players, setting them aside. Return any cards to the deck and reshuffle it.

BEFORE TURN 1

In reverse turn order, each player chooses one of the cards set aside in the step above and Recruits it.

CHILDREN OF THE ATOM – SHORT GAME

DURING GAME SETUP

For a shorter experience well suited to learning the game, the initial enemies should consist of 1 Minor Enemy villain and 1 Challenging Enemy villain.

WHEN THE MINOR ENEMY IS DEFEATED

Do not replace the Minor Enemy with another Challenging Enemy.