

Dota 2

Boardgame Rules

Starting the game: All Random

Each player takes a **Hero Card** and rolls each of the 3 dice 3 times.

The player then sets their *strength* on the card to the value of the orange die (or first role), their *agility* to the value of the green die (or second role), and their *intelligence* to the value of the blue die (or third role).

The highest number determines if their hero is going to be Strength, Agility, or Intelligence. The player must set their Hero Card to be Strength, Agility or Intelligence. This cannot be changed again in game and the Hero Card can be played at any time only as a + hero type.

On the Hero Card they set their Health to 10 + their strength.

Players do not yet take a **Level Card** as everyone starts out on Level 0.

Starting the game: All Pick

Starting the game: AI

Farming

Aka earning gold coin.

Each player receives a passive income from every wave (round). where they receive 5 **Gold Coin**.

An alternative is an active income, or creeping, where the player can move to a creep spawn point. Every turn on a creep spawn point the player will take the damage shown by that point, but also gain the amount shown on that point in Gold Coin.

Moving

Each turn a player chooses to move. A move can involve staying on the same tile, moving to any connected tile, or moving through multiple connected tile with the use of a modifier card.

Once the move is made, the player can perform an action, such as attacking or shopping.

If a player receives a second move, e.g. the player has moved onto a **Rune Chance** and received a *Haste Rune*, then that move is performed immediately and the player may perform an additional action at end of that move.

A player can only move along the shown paths. A player can only move 1 tile at a time, unless otherwise indicated by an item/skill card.

Attacking

When choosing to attack, the player will first announce the hero they want to attack. The player then rolls all three attack dice. If the player has cards or items which give them additional dice, they may play those. Every 10 Agility will also count toward an additional die. The player then plays their **Hero Card** to add the value of their hero type. E.g. a Strength Hero with a strength value on their Hero Card of 12 will add 12 to their damage. The player can add any other cards in their hand to the attack total.

Defence

The Hero's armour will reduce damage by the value of the armour on the **Hero Card**.

When being attacked, a player might have a number of skill or item cards they wish to play to reduce their damage in addition to the armour value when playing their Hero Card.

Standing on a **Tower** tile will give a reduction in damage of the attack points shown on that tower.

Any player on an enemy Tower tile will immediately receive damage of the attack points shown on that tower.

An enemy player on a tile within the Tree/Throne circle will immediately receive damage of 30 points, while an allied player will receive a reduction in damage to the same value.

Leveling up

Players have a maximum of 25 levels. When a player dies, the player to deal the killing blow and all allies adjacent to dead player gain a level.

Players who are not able to kill another hero may purchase a level up to the value of the level they wish to become multiplied by 10. E.g. purchasing level 6 will cost 60 *Gold Coin*.

Upon a level up, the player draws **Skill Cards** to the value of their new current level. E.g. a level 6 player could draw 6 level 1 cards, 3 level 2 cards or 1 level 6 card, etc.

Skill Cards, unlike Item Cards, are kept hidden and discarded to the bottom of the pile upon use, or when their counter has run out and they are no longer in play.

Shopping

Any number of Item can only be bought by a player who is physically at the **Support Shop**, **Fountain Shop** or **Secret Shop**. Shops are arranged with 3 Support Shop cards, 3 Fountain Shop cards and 2 Secret Shop Cards face up on display for each team. When a card is purchased, a new one is drawn from the top of the pile and displayed face up.

Purchasing a *Courier* will remove the need to run back to a shop for a purchase. See **Courier** and **Flying Courier** for more information.

The **Secret Shop** has items that can only be bought by a *Flying Courier*, or when the player is physically at the Secret Shop tile.

Buying items costs *Gold Coin* or the ingredient cards defined by that item's recipe. Cards can be sold for their displayed sell value.

Shops will only display 3 cards at a time. When a card is bought, another is drawn from the top of that pile and displayed for sale.

Healing

When a player is low on health they can either use an item/skill card to increase their health, or move back to the **Fountain**. Upon arriving at the Fountain, the player will instantly regain full health.

Some skills or items allow the player to heal passively each turn.

Mana

Mana is a form of counter for the game. Whenever returning to **Fountain**, or using a skill or item card, mana can be replenished to the value of the players intelligence.

When playing a skill or item card that allows it, mana (or counters) can be placed on the card to extend the effect of the card. E.g. A *Poison Damage* skill Card may have space for up to 5 counters. The card and counters are then added to the attacked player who applies the damage of the card and removes 1 counter on each turn.

Some cards may have a mana cost to use. E.g. The *Mekanism* item Card cost 2 mana to use, but will heal all allied players to a value of 5 HP.

Roshan

When a player moves onto the Roshan tile, the game pauses and each member of the team throws 1 die once. Then each member of the opposing team throws 1 die once. The totals are tallied and if the Roshan challenger's team wins, then the challenger gets 100 **Gold Coin**. But if the opponent's team (representing Roshan) wins, then the challenger's HP will instantly drop to zero.

Dying

When all health points on the **Level Card** are reduced to 0, then the player dies and is returned to the **Fountain** with full health where they await their next turn.

Dying imposes a penalty 10 coin multiplied by player level (or everything the player has if less) which is given to the player who dealt the killing blow.

Glossary

Top/Mid/Bot - board is divided into 3 tower defended paths

Tile - circle spot where players can stand

HP - hit points/health

Farming - earning money

Creeping - killing neutral creeps to earn money

Ganking - teaming up to kill an enemy

Roshan - a high damage / high reward creep

Fountain - base for healing and shop

Items

Courier

The Courier will allow all players in the team to purchase a single item per turn without having to make the trek to a Support Shop or back to the Fountain. Unfortunately the Secret Shop is too well hidden for the Courier to find.

Flying Courier

The Flying Courier is an upgrade to the **Courier**. This will allow all players in the team to purchase any number of items from the Support Shop, Fountain Shop AND Secret Shop as if they were standing on the shop tile themselves.

Bottle

The Bottle will hold up to 5 additional mana over and above the users *Intelligence Limit*. The mana stored in the bottle can be replenished when returning to the Fountain.

The Bottle can also store a single **Rune Card**. Before adding a Rune Card to the bottle, the player must use or discard any mana or rune currently in the bottle.