. Arena of Death .

By TheDog

**Introduction**

You are a bored God, who whiles away their time by plucking fantasy heroes from your believers on the world below and pit them against your fellow Gods heroes.

This is a small tactical skirmish map with 4-6-ish fantasy heroes per side.

**Features**

* Map has a stacking limit of 2 allied and 2 enemy units per hex, total of 4 units
* 2 sides in the Arena with their own Spawning Points
* Pick from 7 heroes, Archer, Barbarian, Priest, Rogue, Summoner, Warrior, Wizard
* At game start you can only have 4 heroes and only one of each type
* The first wound reduces a heroes movement by 1
* Each wound a hero takes, usually reduces their Attack & Defence by one
* A Priest and Healing Well can heal one hero and usually increase Attack, Defence & movement by one, this happens just before the Purchase Phase.
* Wounds remaining are shown as red bars at the bottom of the unit icon
* There are only 5 hexes that generate 1pu each turn, they are also Victory Centres.
* 20pu can buy another hero that you don’t have 1 of
* Dice are 6-sided.
* Turn sequence, Combat Moves, Non-Combat Moves, Heal Heroes, Purchases then Placements.
* Battles are only **1** battle round.

**Heroic Units:**

Each Gods faction share the same unit list;

Where eg. **Archer-1** (Blue) is the wounded version of **Archer**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| UNIT  Wounded | Atk | Def | Move | Hit Points | Notes |
| Archer | 1 | 2 | **2** | **2** | Archer–Shot Range 9, Atk=1 |
| Archer-1 | 0 | 1 | **1** | **1** | Archer-Shot-1 Range 5, Atk=1 |
|  |  |  |  |  |  |
| Barbarian | 2x3 | 3 | **3** | **3** | Rage=2 attacks |
| Barbarian-2 | 2x2 | 2 | **2** | **2** | Rage=2 attacks |
| Barbarian-1 | 2x1 | 1 | **1** | **1** | Rage=2 attacks |
|  |  |  |  |  |  |
| Priest | 1 | 1 | **2** | **2** | Heals 1 hit-point of a wounded friendly unit in the same hex, just before the purchase phase, requires 3 PriestMana. Generates 1 PriestMana per turn. |
| Priest-1 | 0 | 0 | **1** | **1** | Self-Heal 1 hit-point of a wounded Priest-1, just before the purchase phase, requires 3 PriestMana. Generates 1 PriestMana per turn. |
|  |  |  |  |  |  |
| Rogue | 3 | 3 | **3** | **3** | First Strike |
| Rogue-2 | 2 | 2 | **2** | **2** | First Strike |
| Rogue-1 | 1 | 1 | **1** | **1** | First Strike |
|  |  |  |  |  |  |
| Summoner | 1 | 2 | **2** | **2** | Summon 1-2 Elementals, Generates 2 SummonerMana per turn. |
| Summoner-1 | 0 | 1 | **1** | **1** | Summon 1-2 Elementals, Generates 1 SummonerMana per turn. |
|  |  |  |  |  |  |
| Elemental | 1 | 1 | **1** | **1** | To Summon requires 2 Mana & 1 Mana per turn to maintain. Can be placed anywhere owned last turn. |
|  |  |  |  |  |  |
| Warrior | 4 | 4 | **2** | **4** |  |
| Warrior-3 | 3 | 3 | **1** | **3** |  |
| Warrior-2 | 2 | 2 | **1** | **2** |  |
| Warrior-1 | 1 | 1 | **1** | **1** |  |
|  |  |  |  |  |  |
| Wizard | 3 | 1 | **4** | **2** | First Strike, +1 movement to other heroes |
| Wizard-1 | 2 | 0 | **3** | **1** | First Strike |
|  |  |  |  |  |  |

**Territory Effects:**

* Healing Well – heals 1 hit-point of a wounded friendly unit in the same hex, just before the purchase phase.
* Spawn Point – place a newly bought hero in this hex, **if you don’t own a Spawn-Point you cannot place a new hero.**

**Win Conditions**, below both are **Default**, in Map Options, they can be deselected;

* Triggered Victory by killing 5 enemy heroes = 100TUV+ **or**
* Projection of Power VC, 5 of 5VC, these VCs have a yellow star in the territory.

**Game Play**

It is a **small** map, with **100** land locations and is intended for;

* solo play with 1 v 1 using **FAST AI** (DO NOT use Hard AI, it does not work well)
* Head to head players 1 v 1

**The Factions**

**Side Starting PU**

Blue 80 Initially only 4 Heroes can be bought

Darkred 80 Initially only 4 Heroes can be bought

**Tactics**

* Encircle the hexes around a fight this stops your enemy retreating from combat.
* The **Archer** is a Shoot and Scoot guy and should target the Barbarian, Scout or Wizard to reduce their movement and eventually the Archer will wear them down at range.
* **Barbarian** is not subtle just move on your objective or enemy with its move 3 and 2 attacks.
* **Priest** is ideal if you need that reassurance of a mobile healer, but the there is a Healing-Well, decisions decisions. Pairing with the Barbarian is a good tactic.
* **Rogue** with 3 in everything and FirstStrike, jack of all trades.
* **Summoner** looks weak, but let the Elementals do the blocking and dying. Wait till turn 3+ to Summon 2 Elementals. You do not need to place them immediately.
* **Warrior** is a defensive solid hero with an attack of 4 and 4 wounds. Ideal for holding the Healing-Well.
* **Wizard** is a long game hero. They can boost the movement of another allied hero if stacked with them, ideal for taking the Healing-Well first. With a move 4 they are ideal for taking;
* Victory Centres and so building up PU to buy another hero for 20pu.
* Enemy Spawn Points, so the enemy cannot spawn another hero and one of them is also a Victory Centre, a double bonus.