Hero’s Arena

Objective:

* Utilize your team of characters that you draft to defeat your opponents team through strategy.

Resources:

* Characters: Each team consists of three characters with unique abilities, different combinations result in different strategies to be possible.
* Battle Points {BP}: A resource characters can use to utilize their abilities.

Game Start:

* Each Player chooses three characters to form a team with.
* Decide which player picks first (roll die highest number wins, turn order is left of the dealer) then alternate picks to the left until both players have chosen 3 characters.
* Each Game consists of three Matches the Player with the most points at the end is the winner.

Match Start:

* Each Player may swap one of their characters for one that is not currently in game.
* Both Players designate one character as their captain.(Upon each Match Start during the game the Players may choose to change their captain)
* The player who chose last gets to go first the first match, for every following match rotate to the left.
* The match ends when either team loses their captain.

Round Start:

* Each player has three turns per round, one for each character.
* On their turn the Player can move any of their characters but a character only has one turn per round.
* Turns pass back and forth until the Players have used up all their turns.
* At the start of each round both players have their BP returned to them and one additional BP is added to their BP pool (both players have one BP to start each Match)

Turns:

* A character’s turn consists of ability phase, movement phase, attack phase.
* These phases can be used in any order during the turn.
  + Ability Phase:
    - Abilities consist of two skill, one passive, one ultimate.
    - Skills and Ultimates have a BP cost but passives are always in effect throughout the game.
    - During the phase the Player may choose any of these abilities and pay its cost to utilize it.
  + Movement Phase:
    - During their turn a character may move up to its speed stat in any direction (this include diagonal spaces)
    - A character can pass through a space occupied by an ally but not by an enemy.
    - If a character's last movement would place it in an obstructed space it may not move their.
  + Attack Phase:
    - In addition to their abilities all characters can make one basic attack during their turn.
    - Attacks can be made in a straight line within that character’s range (this includes diagonals).
    - To make an attack designate a target within Range and roll the d20.
    - Add your character’s ATK stat to the roll, if the resulting number is higher than the target’s DEF stat the attack hits and they lose HP equal to your character’s Damage stat, if the number is lower the attack misses.

Character Death:

* If a team loses their captain the match is over and the opponent wins.
* If any other member of the team is lost then the player who lost that player chooses one of the outer tiles of the board to remove from the remainder of that match.
* If any characters are on the chosen tile place them on the nearest open tile still in game. If there are multiple such place the player who controls the hero gets to choose.

Additional Rules:

* Players are allowed to look at each others character cards at any time during the game.
* For any dice roll players still pass the roll if they rolled that number exactly.

Effects: Many skills allow characters to apply helpful effects to their attacks or allies and some also allow them to put harmful effects to their enemies. These effects are marked by \_\_\_\_ on the hero cards.

* Disadvantage: when making an attack roll twice and take the lower number.
* Advantage: when making an attack roll twice and take the higher number.
* Fly, Throw, Jump: The movement granted by this effect ignores walls (the characters is still unable to be placed in an obstructed space).
* Freeze: frozen enemies are unable to move from their current space until their next turn but are still able to use non-movement based skills and make basic attacks.
* Burn: while burn is active, at the start their turn all burnt enemies take 1 damage, afterwards they must pass a roll of 11 or higher in order to cure the burn condition, this persists until the burn is cured.
* Reaction: ability can be activated in response to being attacked (meaning it can be activated outside of that character’s turn).
* Stun: target afflicted with stun has their speed halved until the end of their next turn.
* Poison: while poison is active effected character has their ATK stat reduced by 2. They must pass a roll of 11 or higher (at the end of their turn) in order to cure the poisson condition, this persists until the poisson is cured.
* {s}: signifies that this ability can be applied to the character themselves.
* Bleed: While bleed is active effected character takes 1 damage at the start of their turn. In order to remove the effect the character must spend a full turn in one position (i.e. they must choose to move 0 spaces).
* Breakthrough: Attacks with this effect can go through walls.
* Fear: target afflicted with fear is unable to move within two spaces of enemy who inflicted them with fear. If they are already within two spaces they must move away on their next turn. The target also has disadvantage against that enemy for the duration.
* Revive: Return dead character to the field, player who revived the character controls them as usual during their turn. Target is revived with half health (rounded down) with speed reduced by 2, they are still able to use all their abilities as long as the player has the required BP.
* Heal: Any ability that would heal a target must first pass a roll of 10+ before restoring the designated amount of hp.