Hero’s Arena

Objective:

* Form your team of Heroes to defeat your opponent’s by utilizing each Heroes unique skills and abilities to construct the ultimate strategy.

Resources:

* Heroes: Each team consists of three characters with unique abilities, different combinations result in different strategies.
* 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 works clockwise from the winner) players then choose Heroes for their team alternating after each pick until all players have a team of three Heroes.
* Each Game consists of three Matches, the Player that has won the majority is the winner.

Match Start:

* Each Player may swap one of their characters for one that is not currently on their team.
* 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 for the first match, for every following match rotate to the left.
* The match ends when either team loses their captain.

Round Start:

* 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)
* Each player has three turns per round, one for each character.
* On their turn the Player can move any of their characters, but each character only has one turn per round.
* Once a Player has used one of their character turns, the next player may choose one of their characters. This continues in a cyclical manor until all Players have used all three of their character turns, thus ending the round.

Turns:

* A character’s turn consists of an ability phase, movement phase, attack phase.
* These phases can be used in any order during the turn, but each Hero can only do one of each on any given turn.
  + Ability Phase:
    - Abilities consist of two Skills, one Passive, and one Ultimate.
    - During the phase the Player may choose any of these abilities and pay its cost to utilize it.
    - Each Character’s Skills and Ultimate have a BP cost, but Passives are always in effect throughout the game (some Passives even come into effect outside of the character’s turn).
    - Some Skills and Ultimate might also prevent the Hero from using their other phases during that turn. If the character has already used a phase that would be used by the Skill, then the Skill can not be used for that turn.
  + Movement Phase:
    - During their turn a character may move up to a number of tiles equal to their speed stat in any direction (including diagonal spaces).
    - A character can pass through a space occupied by an ally but not by an enemy.
    - Typically, most Heroes are unable to move through spaces obstructed by a wall (see specific Hero Cards for exceptions)
    - If a character's last movement would place it in an obstructed space it may not move there.
  + 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 on any target within a number of tiles up to the attacking character’s Range stat (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 equal to or 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 and the target takes no damage.

Character Death:

* If a team loses their Captain, the Match is over, and the opponent wins that Match.
* If any other member of the team is lost, then the player who lost that Hero 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 places the player who controls the Hero gets to choose.

Additional Rules:

* Players can look at each other’s character cards at any time during the game.
* For any dice roll players still pass the roll

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 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) to cure the poison condition, this persists until the poison 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. 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 if 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.