Key:

* BP: Battle Points (add one each turn, max of 10)
* Passives: abilities your hero has without any need to pay BP marked by a 🜳 on the character card.
* Hero Power: Special signature skill marked of the hero by 🜲
* Skills: abilities your heroes have, have a BP cost
* Walls: Heroes can not attack or move through walls (unless otherwise stated)

Mode- Destroy the Statue:

* Game Start:
* Roll for initiative (higher number goes first)
* Round Start: each round consists of:
  + Summoner Actions, Phases and Hero Activation,
* Summoner Actions: At the start of each round summoners have several actions available to them.
  + Equip Items: costs 1 BP.
  + Resummon Hero: costs 1 BP
  + Create Shrine: costs 3 BP
* Phases: Each round consists of 3 phases:
* First Phase, Mid Phase, Last Phase
* Summoners will assign one phase to each of their heroes.
* On any given phase only heroes of that phase may be activated. The summoner with initiative gets to go first on each phase.
* Activation: Consists of three actions.
* Movement: move up to speed number of spaces
* Attack: choose target roll d20 add atk bonus, if higher than target def attack hits.
* Skill: Character skills usually take up one of the other actions but some do not.

Resummon:

* Once a hero dies it costs 1BP to resummon it, hero can not be activated until the next turn. Upon re summon the hero is placed anywhere within the team base or within 1 space of a shrine.

Shrine:

* At start of turn summoner can spend 3 BP and create a shrine in a space within 1 space of one of their heroes.
* Shrines have 3 hp and can be destroyed by the enemy team.
* Dead heroes can be re summoned from the shrine and any ally heroes within 1 space of the shrine heal 1 hp on their turn.
* Can only have one shrine on the field at a time, can not build shrine within enemy territory,

Items:

* Items are special cards that can be equiped to their corresponding hero, all items cost 1BP to equip.
* You can only equip items at the start if the round.
* When a hero dies their item becomes unequipped.
* A hero can only equip one item at a time.
* Items can be received as rewards for killing Monsters.

Monsters:

* Monsters can be fought in order to win rewards, monster can not leave its area nor can it attack or be attacked from outside its area.
* Upon the death of the monster the summoner who defeated it chooses one of the possible rewards.
  + Beta: Item, Spell
  + Alpha: Item, Spell, +1BP
* When a hero enters a monster's area, a battle instantly starts, opposing summoner rolls and acts for the monster.
* Hero always has initiative
* Monsters respawn after the specified number of turns pass.
* Upon respawn all of the monsters stats are increased by 1.

Effects:

* Area Control: instead of taking up one space hero occupies specified spaces, no other units may stay there, if they are currently they are pushed outward, hero may be attacked if any space of the controlled area is within range.
* Burn: at start of turn all burnt enemies must roll 10+ or take 1 dmg, if 9- then they recover and don’t need to roll on next turn.
* Freeze: frozen enemies are unable to move from their current space until their next turn but they can still use non-movement based skills.
* Shield: similar to a wall but units can pass through, units occupying same space as shield can be attacked normally, if an attack is passing through a space within the shield then it is affected by the effects of the shield.
* Disadvantage: when making an attack roll twice and take the lower number.
* Advantage: when making an attack roll twice and take the higher number.
* Rough Terrain: movement over rough terrain costs and extra speed per space effected.
* Reaction: ability can be activated in response to being attacked.
* Untargetable: hero can not be targeted by basic attacks or skills for duration.
* *{*s} : ability can be applied to the hero that uses it
* Fly/Jump: movement which is unaffected by the effect of Rough Terrain and Walls.
* Resurrect: Unit is brought back into active state, unit immediately receives a turn upon resurrection and fades after that turn. The unit must be re summoned afterwards.
* Splash: Attack affects the spaces on opposite sides of the target, which spaces are up to the player's choice.
* Stun: target inflicted with stun has their speed halved until the end of their next turn.