*Basic Info*

* *{*s} : ability can be applied to the hero that uses it
* SP: Summoner Points (drawn from deck)
* BP: Battle Points (add one each turn)
* Poison: does damage at end of round

Spells: cost SP, mainly have small effect on your or the opponent's heroes.

Items: Items are specific to heroes on your team, they cost BP to equip and for the most part they act as late game buffs to your heroes.

Passives: abilities your hero has without any need to pay BP or SP marked by a ⚪ on the character card.

Hero Power: Also don’t have a BP or SP cost but instead the character must meet a certain condition to activate it.

Game Start:

* Roll for initiative (higher number goes first), each draw three cards from deck,
* At start of each turn each player can put down one SP
* Initiative is re-rolled each turn.

Phases:

Each turn is split into 3 phases:

* First Phase
* Mid Phase
* Last Phase

A hero may only be activated during its phase, players switch off during each phase. For example if Player 1 has initiative and two First Phase heroes and PLayer 2 has only 1, the P1 would choose to activate one of those two heroes then P2 would have a chance to activate their. This continues until no heroes are left for that phase.

Activation: Costs 1 BP to activate a character during its phase.

* Movement phase: move up to speed number of spaces
* Attack phase: choose target roll d20 add atk bonus, if higher than target def attack hits.

Resummon:

* Once a hero dies it costs 1 to resummon it, hero can not be activated until the next turn.