

# Mini Grid Battle – Heroes & Enemies (Mana + Elite)

## Core Rules

Hit: roll d6 > Armor = hit

Advantage: roll 2d6, take higher

Disadvantage: roll 2d6, take lower

Basic attacks cost 0 Mana. Skills cost Mana. No Mana regeneration.

## KNIGHT (6 Mana)

HP 18 | Armor 3 | Speed 3

Basic: Sword – Range 1, 1d6

Swing (1 MP): 3-square line, Range 1, 1d6

Cripple (1 MP): Range 1, 1d4, target cannot move next turn

Taunt (2 MP): Range 4, enemies must move toward and basic-attack Knight

## MAGE (8 Mana)

HP 11 | Armor 1 | Speed 3

Basic: Magic Missiles – Range 4, 2d4 (can split targets)

Fireball (2 MP): Range 4, 2x2 area, 1d6

Arcane Swap (1 MP): Range 5, swap positions of any two characters

Slow (1 MP): Range 4, target speed halved next turn

Mega Missiles (3 MP): 5d4, split freely

## RANGER (6 Mana)

HP 13 | Armor 2 | Speed 4

Basic: Arrow – Range 6, 3 + 1d4

Melee Disadvantage: if enemy adjacent, basic damage becomes 1d4

Power Shot (2 MP): Range 6, 2d6

Bleeding Arrow (1 MP): Range 6, 1d4 + bleed 2 dmg for 2 turns

Evasive Shot (1 MP): Trigger if enemy adjacent, 1d4 damage and jump 3 squares without opportunity attacks

## HEALER (6 Mana)

HP 13 | Armor 2 | Speed 3

Basic: Light Ray – Range 3, 1d4

Heal (1 MP): Range 3, heal 2 + 1d4

Fortify (2 MP): Range 3, target gains +2 Armor for 2 turns

Group Heal (2 MP): heal all allies 1d4

Revive (2 MP): revive ally at half HP (self-revive allowed if Mana  $\geq$  2 before death)

## MINION

HP 8 | Armor 1 | Speed 3

Attack: Range 1, 1d6

Passive: Opportunity Strike – if hero leaves melee range, deal 1d4 damage (once per turn)

## ELITE BRUISER (3 Mana)

HP 12 | Armor 2 | Speed 3

Attack: Range 1, 1d6

Passive: Thick Hide – takes 1 less damage from all sources (min 1)

Dash Cleave (2 MP): Dash 3 squares in a line, deal 1d6 to all enemies in path and push them 1 square perpendicular to dash direction

## BOSS – BRUTE LORD (10 Mana)

HP 32 | Armor 3 | Speed 3

Basic: Smash – Range 1, 1d6 + 1

Hook Pull (1 MP): Range 4, pull target 2 squares; if adjacent, free basic attack

Ground Smash (2 MP): adjacent area, 2d6

Passive: Enrage at half HP – +1 damage and regenerate 2 HP at start of turn