

Heroes of the Basicverse

I. Overview

Welcome to *Heroes of the Basicverse*, where teams collide in a fast-paced, card-based hero brawler! You will take on the role of one of many different characters, each with their own unique capabilities.

Your objective is to destroy your opponent's Fortress. This is accomplished by working as a team to bring your enemies' hit points (HP) to zero. Damage to a Fortress is dealt when Heroes die.

II. Gameplay

A. Teams

Heroes of the Basicverse is a team-based game for 4 - 8 players. Teams are divided by color - a Red team and a Blue team. Teams must have the same number of players.

B. Character (Hero) Attributes

Each player will select a character (Hero) to play. Each Hero has a unique set of Abilities to utilize (see **Abilities**). Each character also has a certain maximum amount of HP noted in the upper left corner of their character card. Players begin the game with this amount of HP and cannot heal beyond this maximum. Heroes also have a class noted by a symbol in the top right of the Hero card. A shield represents a Protector class, a sword represents a Damage class, and a heart represents a Support class.

C. Turns

Players take turns playing Basic cards. Players will begin their turn with three available Actions as well as by drawing three cards. Once players have expended all their actions, their turn ends, and the next player takes their turn. Players may choose to end their turn prior to taking three actions if desired. The Red team goes first, and turns must always be alternated by teams and Heroes (play continues in a circle so that all players play in the same static order). When a player's turn ends, the player to their left goes next.

D. Basic cards

Basic cards are the deck of cards that all players use to interact with each other (for example, *Strike*, *Defend*, etc.). Each Basic card has a specific use and a cost. For example, playing *Strike* requires the player to have 1 available Action and an enemy at a range of 1 (see more details below about range). Playing this will attempt to cause damage to an opponent's Hero (reduce their current HP).

Players may only use one Scroll card per turn. When using a Scroll, place it on the Scroll slot on the Hero sheet.

The **Lucky Horseshoe** allows the player who has possession of it 1 additional card drawn at the start of their turn and 1 additional Action. The Lucky Horseshoe does not count as a card in hand; it cannot be discarded or traded by any means, nor does it contribute toward the hand limit. It must also always be passed to the right at the end of the turn of the player who possesses it.

Players may also do the following without discarding a card at the cost of 1 Action:

Train: Gain 1 Mana (1 ●).

Reconstitute: Discard your hand, then redraw the same amount, plus 1.

Short Hop: Move R1 in either direction. (They are still subject to any Stonewall effects.)

Donate: Once during an ally's turn, give them 1 card and start with 1 less ⚡ on your next turn. The given card must be used on the recipient's next Action this turn, and all costs of using the card still apply.

E. Mana

Mana ● is shared by the entire team, and are vital to a team's success, as they have two important uses.

- 1) When a player Resurrects on their turn, they may spend Mana to heal themselves and draw extra cards. This must be done prior to taking their turn.
- 2) All Heroes have a powerful Ability that costs Mana in addition to Actions. (See **Abilities** for more details.)

Mana can be obtained by playing the Basic card *Gather Mana*, using certain Abilities, and killing enemy Heroes. In addition, at any point during a player's turn, they may expend 1 Action to gain 1 Mana without discarding any cards. A team cannot obtain a pool of Mana greater than the number of players in a game, plus 4. For example, in a 3v3, there are 6 players. $6 + 4 = 10$. Therefore a team cannot have a pool of more than 10 Mana in a 3v3 game.

F. Death & Resawning

If a player's HP reaches zero or less after any Reactions are played (and after resolving all Ability instructions), they are considered dead. (A Hero's HP may be negative for calculating whether a Reaction would save them.) Upon death, place a "DEAD" card on the player's

character card. The player must discard half the cards in their hand (rounded down). In addition, the opposing team is granted Mana and deals damage to the dead player's Fortress equal to the current Counter, and the Counter increases by 1 slot (until it reaches 4). If a player dies during their turn, their turn immediately ends. Dead players cannot play cards, use Abilities, and cannot be targeted by enemies.

On the dead player's next turn, they automatically Resurrect. The number next to the ♫ ankh symbol, directly below their maximum HP, notes the amount of HP that they obtain upon Resurrection. They may also trade in Mana to heal themselves beyond this amount at a rate of 1 Mana per 1 HP. In addition, they may expend Mana to draw additional cards when they take their turn at a rate of 1 Mana per additional card (with a maximum of 2 Mana spent for cards). Extra healing and drawing must be done prior to drawing cards and taking their turn. The Resurrecting Hero then takes their turn as they normally would.

G. Tracker

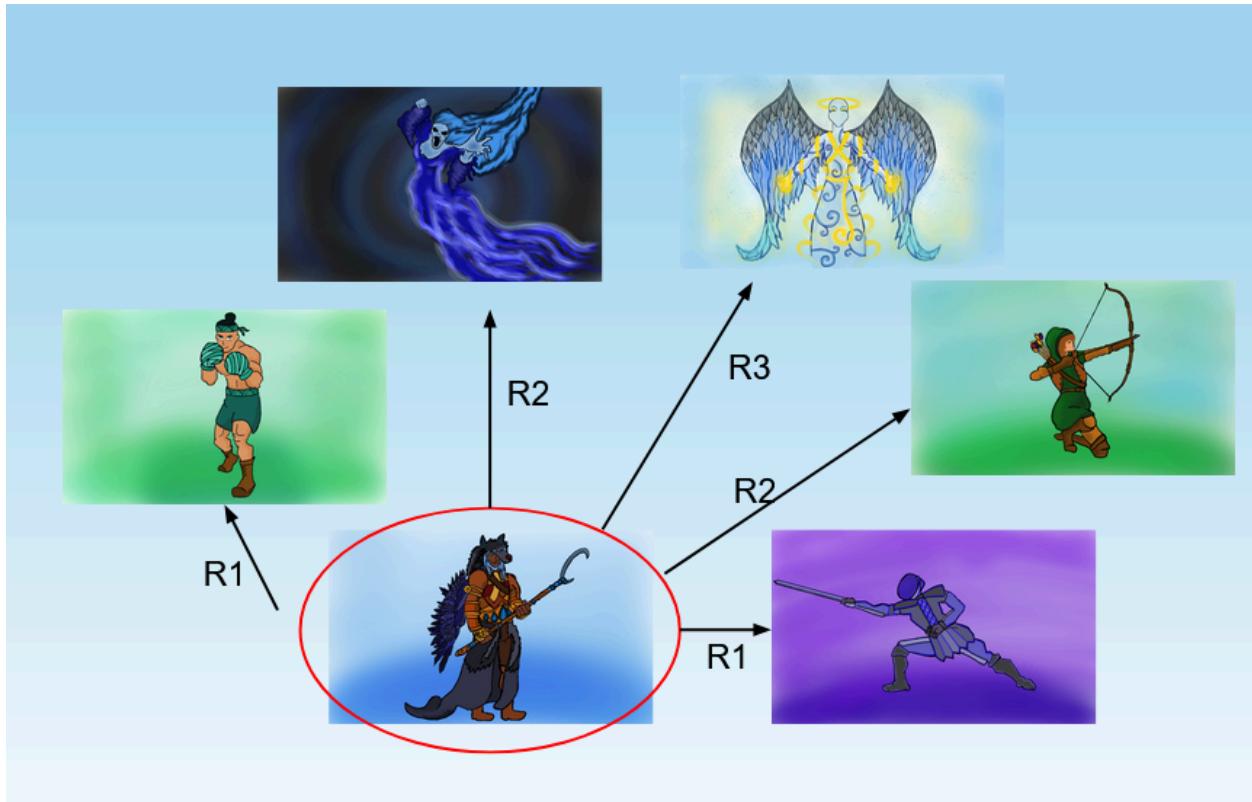
The Tracker shows how much HP remains on each team's Fortress, as well as the Mana and Fortress damage awarded for kills. The amount of Mana granted and damage dealt to a Fortress for kills starts at 2 and increases by 1 slot for each death that occurs, regardless of the team they are on. Games may start with either 20, 15, 12, or 10 HP on the Fortress (players may choose prior to beginning the game).

Each time a player is killed, calculate the amount of damage done to their Fortress, and move the tracker accordingly: Award the amount of Mana noted in the damage center tracker, then increase it by 1 slot. Thus, the first kill by either team is worth 2 damage and 2 Mana, and the third kill is worth 3 damage and 3 Mana, etc.

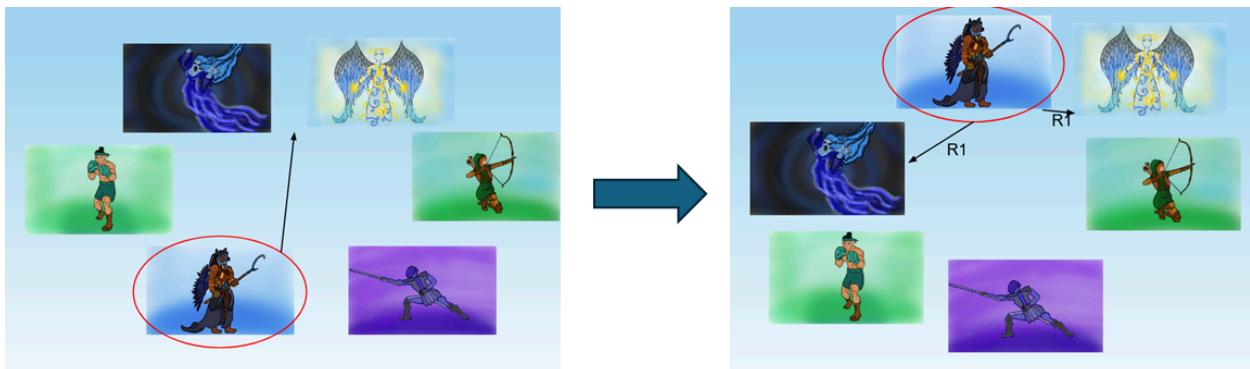
H. Range & Movement

Certain Basic cards and Abilities require allied or enemy players to be within a certain range. Range is relative to each player and extends in both directions. The players directly next to your character are a range of 1 away, then one further out are 2, etc. Range is noted as , where the number next to the symbol represents how many units of distance it applies. For example, an Ability that can affect a Hero at a range of two will show .

In the example below, Xarius the Shifty is a range of 1 () away from Middle Mac and Jacques the C-Ranked, and a range of  away from Donna LaFontaine and Juno the Huntress. Furthest away from him is Sans Seraph, who is a range of  away.



Throughout the game, players will be able to move to different places in the Circle of Battle. When this occurs, the player that moves goes in between two other characters, changing the dynamics of range for all other players. In the example below, Xarius the Shifty is moving to a new location, changing the range between himself and other characters. Prior to moving, he was 2 \leftrightarrow away from Donna LaFontaine, but afterward, he is now a range of 1 \leftrightarrow away. Additionally, Jacques and Mac are now 1 \leftrightarrow away from each other as a result of Xarius moving.



To move, players can play the Basic card *Reposition*, the non-discard Action Short Hop, or use certain Abilities. The Reaction card *Stonewall* can be used in response to an enemy moving to within 1 \leftrightarrow of you - play it to prevent them from moving!

Death does not affect range. You are still considered in the Circle of Battle even when dead.

When repositioning, or using an Ability that repositions you, you must move to another location; you cannot remain in the same place. If an Ability Repositions an ally or enemy, Stonewall may still be played. Repositioning done by an ally or enemy is considered the same effect. (Example: When Bark Entony uses Branch Slap and places target at R3 of him, it is also considered that target having used *Reposition* to move to that location. Thus, any effects of that player being moved - such as Mac using Block to damage them as a Reaction to them being placed there - can be used.) A Hero is not considered moving as a result of another Hero being the target of some kind of Reposition.

I. Abilities

Each Hero has a set of Abilities that are unique to them. It is up to the players to choose a team of Heroes and a strategy based on the Heroes that they choose. Abilities fall into 4 categories: Passive Abilities, Reaction Abilities, Basic Abilities, and Ultimate Abilities. Passive Abilities are noted by the P in the upper left corner, while Reactions have an R in the upper left corner. Basic Abilities cost Actions and cards, and Ultimate Abilities cost Actions, cards, and Mana.

Each Ability will note its Action cost in the upper left corner, as well as any Mana costs to use it. The symbols on the upper right corner of the card will tell the player which Basic cards can be discarded in order to play it. A player only needs to discard one of the Basic cards noted in the upper right corner to use an Ability. Resolve the damage or healing of the Ability first, then follow the instructions in order (unless otherwise noted in the instructions). The Basic card that is discarded for using an Ability does not have any effect, only the Ability.



Example: Juno the Huntress has an Ability called *Focused Shot* (left image). Juno must have at least 2 Actions (2 \blacktriangleleft) remaining to use this Ability. After discarding a *Strike* or *Gather Mana* Basic card, she deals 2 damage (2 \blacktriangleright) to an enemy that is at most 2 range away (2 \leftrightarrow). After resolving the attack, Juno then draws a card; if it is a *Strike*, she may play it by itself immediately at no Action cost before taking other Actions.

Each character also has one Passive Ability noted by the P in the upper left corner. These Abilities are always active and do not require specific circumstances to work (unless otherwise specified). Middle Mac's passive Ability, called *Fast as Lightning* (right image), allows him to use *Reposition* at no

Action cost (instead of 1 Action) and the card *Reposition* can be used as if it were a *Strike* or *Stonewall*. This includes discarding it to use an Ability.

Players cannot directly negatively impact (e.g. play *Strike*) against an ally.

J. Reactions

Reaction cards are a type of Basic card that can be played out of turn. They are noted by the R and shield symbol in the upper left corner. For example, if a player plays *Strike* against you, you may play *Defend* in response to avoid taking damage. When using a Reaction Ability, discard one of the Ability's cost cards, then alter the damage calculation or other effects happening to the Hero taking damage. “Allies” are always other Heroes (i.e. not yourself).



Only one Reaction can occur per card or Ability. For example, if Juno uses *Vault* in response to an enemy attack, her ally Jacques the C-Ranked cannot also use *En Garde* in response to the same attack. When Abilities hit multiple targets, each player that is the target of the attack may play a Reaction, or have an ally play a Reaction on their behalf.

For example, Freya the Frigid hits 2 targets with *Avalanche*. One of her targets uses *Defend*, and Morus uses *Divine Intervention* to protect Freya’s second target. The second target cannot use *Defend* in conjunction with Morus using *Divine Intervention*.

Damage and blocking from Reactions occurs before any Ability instructions. For example, Bark Entony uses *Branch Slap* on Middle Mac. Mac plays a *Deflect* in response. *Deflect* is resolved first because it is more recent, therefore Mac takes 1 damage and inflicts one damage at Bark. Bark plays *Defend* in response to the damage from *Deflect*, triggering his *Thorns* Ability. Mac then plays a *Defend* to avoid the damage. Then, the rest of *Branch Slap* is resolved - Bark places Mac at $\leftrightarrow 3$.

K. Turn order

Players take turns playing cards. The turn order must always alternate between teams, starting with the Red team. Team player order follows the order in which they are drafted or chosen. Thus, the first Red player will go first, followed by the first Blue player, followed by the second Red player, and so on. Turn order is not affected by the positions of Heroes in the Circle of Battle. At the end of a player’s turn, they must discard down to 6 cards (if needed).

The player to the right of the first player to take Actions (i.e. the last Blue player) gets first possession of the Lucky Horseshoe card.

L. Symbols

The table below shows the key for each symbol in the game. On Ability cards, the number of symbols refer to how many of that attribute apply. For example, since  refers to damage, 2 refers to dealing 2 damage. Similarly, when an Ability says to “block 1 ”, it prevents 1 damage.

Range/Distance	Damage	Targets	Actions	Mana
				

III. Drafting

Assign players to teams randomly or by choice. Once players have been assigned a team, teams can either simply choose Heroes, or draft characters. If draft is the chosen method, the draft process differs by how many players are on each team. See the table below for details.

Game type	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
2v2	Blue team picks 1 Hero	Red team picks 2 Heroes	Blue team picks 1 Hero	-	-	-
3v3	Blue team picks 1 Hero	Red team picks 2 Heroes	Blue team picks 2 Heroes	Red team picks 1 Hero	-	-
4v4	Blue team picks 1 Hero	Red team picks 2 Heroes	Blue team picks 2 Heroes	Red team picks 2 Heroes	Blue team picks 1 Hero	-
5v5	Blue team picks 1 Hero	Red team picks 2 Heroes	Blue team picks 2 Heroes	Red team picks 2 Heroes	Blue team picks 2 Heroes	Red team picks 1 Hero

IV. Initial setup

- A. 6 - 8 players (preferred)

To set up the game, arrange the Heroes that have been chosen into a circle. There are two set up formations that players can choose from.

- 1) Team Setup: In this setup, divide the circle in half and have each team altogether on either side of the circle. Place each Hero in the order they were drafted.
- 2) Brawl Setup: Arrange the Heroes around the circle in the same order as the turn order (Red 1, Blue 1, Red 2, etc.).

After setting the initial formation, place red or blue gems (corresponding to each player's team) on their Hero card equal to their maximum HP, and deal 3 cards from the deck of Basic cards to each player.

B. 4 player games

When playing a game with 4 players, use 2 Neutral Field cards to separate starting positions into 2 Heroes on either side. The Neutral Field cards count as being in the circle as distance between Heroes, just like another Hero would. Players are free to move around the Neutral Fields in any way when Repositioning.

If the players are arranged so that the two Neutral Fields are directly adjacent to each other, and a player has the Lucky Horseshoe at the start of their turn, the Neutral Fields must be reset so that they are at opposite ends from each other **before** that player takes their turn or Resurrects.

NOTE: Support class Heroes (the + symbol on the top right of their character card) **cannot** be selected in a 2v2 game.

C. Starting hand

After drafting Heroes, players choose an Ability and are given the cards that are that Ability's cost. For example, if Juno chooses *Vault*, she is given a Reposition, Defend, and Deflect as her starting hand. If a player chooses an Ability with only 2 cost symbols, they draw a random card to get up to 3 starting cards. If they choose their Passive or an Ability with no Basic Card costs, they draw 3 random cards.

V. Victory

Each team's ultimate goal is to destroy their opponent's Fortress by dealing enough damage to it. This is accomplished by slaying enemy Heroes, or by playing the Basic card *Assault Fortress*.

If the Red team destroys Blue team's Fortress first, whoever the next player is for Blue will get a turn to attempt a tie-breaker situation (see below). However, if Blue does this first, they win immediately.

In the event that Blue also destroys Red's Fortress on their very next turn, the winner is the team with the most **Mana**. If still tied, the winner is the team with the **most HP when combining all Heroes current HP**. If still tied, the game is a draw.

VI. Card Index

The table below gives information about each Basic card.

Card	Action action cost	Raw number in deck	Ratio	Effect
Gather Mana	1	12	14.1%	Gain 2 
Strike	1	20	23.5%	1  to 1  within 1↔
First Aid	1	6	7.1%	Heal 1 
Reposition	1	7	8.2%	Move
Regroup	1	4	4.7%	Reveal X cards, take 1, give 1 to each ally
Assault Fortress	1	4	4.7%	Deal X damage directly to enemy Fortress
Defend	R	8	Block 1 	Block 1 
Deflect	R	7	8.2%	block 1  , then deal 1  to an enemy within 1↔
Stonewall	R	6	7.1%	Prevent enemy from using Reposition or a Scroll
Scroll of Haste	0	3	3.5%	Gain 1 extra Action this turn; draw card
Scroll of Vision	0	3	3.5%	Gain 1 additional range until next turn; draw card
Scroll of Shadows	R	2	2.4%	Enemies view you 1 range further away this turn
Scroll of Wisdom	1	3	3.5%	Choose: +X Mana. or +2 cards for team