Starting a PvP Match

Both Teams: Place Heroes

• Each team must place its heroes. The winners of the die roll choose a half of the Battlegrid.

Deploying the Heroes

PLAYERS: Place Heroes in any empty room in the chosen half of the Battlegrid.

DOORS, WALLS & FURNITURE: Any furniture, doors, or walls in the room can be placed as long as they do not interfere with the placement of heroes.

Game Guides & Descriptions

• Describes the scenario in detail.
• Includes all special features, rooms, foes, and map notes.

The Fores

There are five groups of foreseers, each with their own characteristics and strengths.

1. Attacker:这些 are fast-moving fighters, with high mobility and offensive power.
2. Defender: These heroes have thicker skin, with high defense and a focus on sustained damage.
3. Supporter: These heroes can boost their allies, providing healing and utility abilities.
4. Controller: These heroes can manipulate the battlefield, with abilities that control or influence the environment.
5. Supporter: These heroes can provide support to their allies, with abilities that boost or protect them.

The Heroes

Heroes excel in combat in different ways. Each hero has unique abilities that allow them to excel in specific roles.

• 1-Attacker: These heroes have high attack power and mobility, making them ideal for front-line engagements.
• 2-Defender: These heroes have high defense and durability, allowing them to absorb take on heavy damage.
• 3-Supporter: These heroes have high healing and support abilities, making them ideal for tanking and providing healing to allies.
• 4-Controller: These heroes have high control and manipulation abilities, allowing them to manipulate the battlefield.
• 5-Supporter: These heroes have high utility and support abilities, making them ideal for providing support to allies.

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Making a Attack

1. Choose a hero from your Heropad.
2. Roll a die, apply the modifier(s) of the effect and hit the target's Defende.
3. Check the result: if it's a Hit, the target is hit and you may apply additional damage; if it's a Miss, the target is not hit.
4. Apply any Temporary Effects applied by you that the target is affected by.

Essentials

- Effect: Special features of attacks that change the circumstances of combat
- Attack Card: Attack cards are placed on the Battlegrid and are used to take a hero's turn.
- Hero: Any character from the opposing Team or the hero to revive an ally.

Critical Action

- Critical Miss: You may apply a hero's Special Attack even if the target had a Critical Miss.
- Critical Hit: If the result is lower, apply the damage described; if it's a critical hit, apply automatically (they don't require new die rolls).

Reading an Attack

1. Choose a hero from your Heropad.
2. Roll a die, apply the modifier(s) of the effect and hit the target's Defense.
3. Check the result: if it's a Hit, the target is hit and you may apply additional damage; if it's a Miss, the target is not hit.
4. Apply any Temporary Effects applied by you that the target is affected by.

Essentials Terms on Attack Cards:

- HP Track: Shows a hero's HP, this turn's HP and available Magic Points.
- Stats: Shows detailed information about an attack.
- Figure: Shows a hero's current position on the Battlegrid.
- Prime Action: Shows a hero's current position on the Battlegrid.
- Action: Shows a hero's current position on the Battlegrid.
- Move Action: Shows a hero's current position on the Battlegrid.
- Time: Shows a hero's current position on the Battlegrid.
- Vision: Shows a hero's current position on the Battlegrid.
- Resilient combatants who fight huge amounts of damage.
- Savage strikers who deal huge Damage.
- Resourceful combatants who fight huge amounts of damage.
- Indicators: Shows a hero's current position on the Battlegrid.
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