Rules

Objective: Knock your opponents off the arena and into the water to be the last one standing!
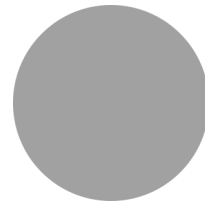
Startup: Pick a hero card and then place your hero's figure on one of the start points on the arena. Take an energy counter (clear stone) and place it on the leftmost hex of the energy track on your hero's card. Determine the most heroic player, they go first.
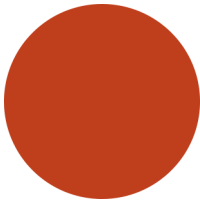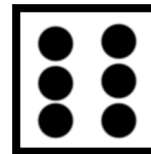
Component List:

8 Hero Cards
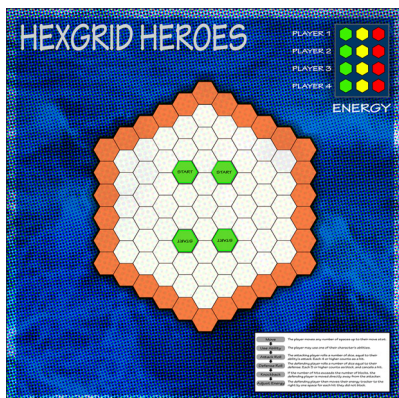

8 Energy Tokens (clear stones)

12 Rage and Dragonling Tokens (root beer stones)

12 Six Sided Dice

1 Quad-Fold Game Board

4 Hero Figures (Meeple)

Rules

Hero Cards:
Each hero has their own unique hero card that explains their basic stats as well as their unique abilities.

Hero Name - The name of your hero.

Move - Determines how many spaces your hero can move each turn.

Defense - Determines how many dice you roll when attacked by another player.

Energy Track - Used to track the energy of your hero. You start with your counter at the left end of the green zone.
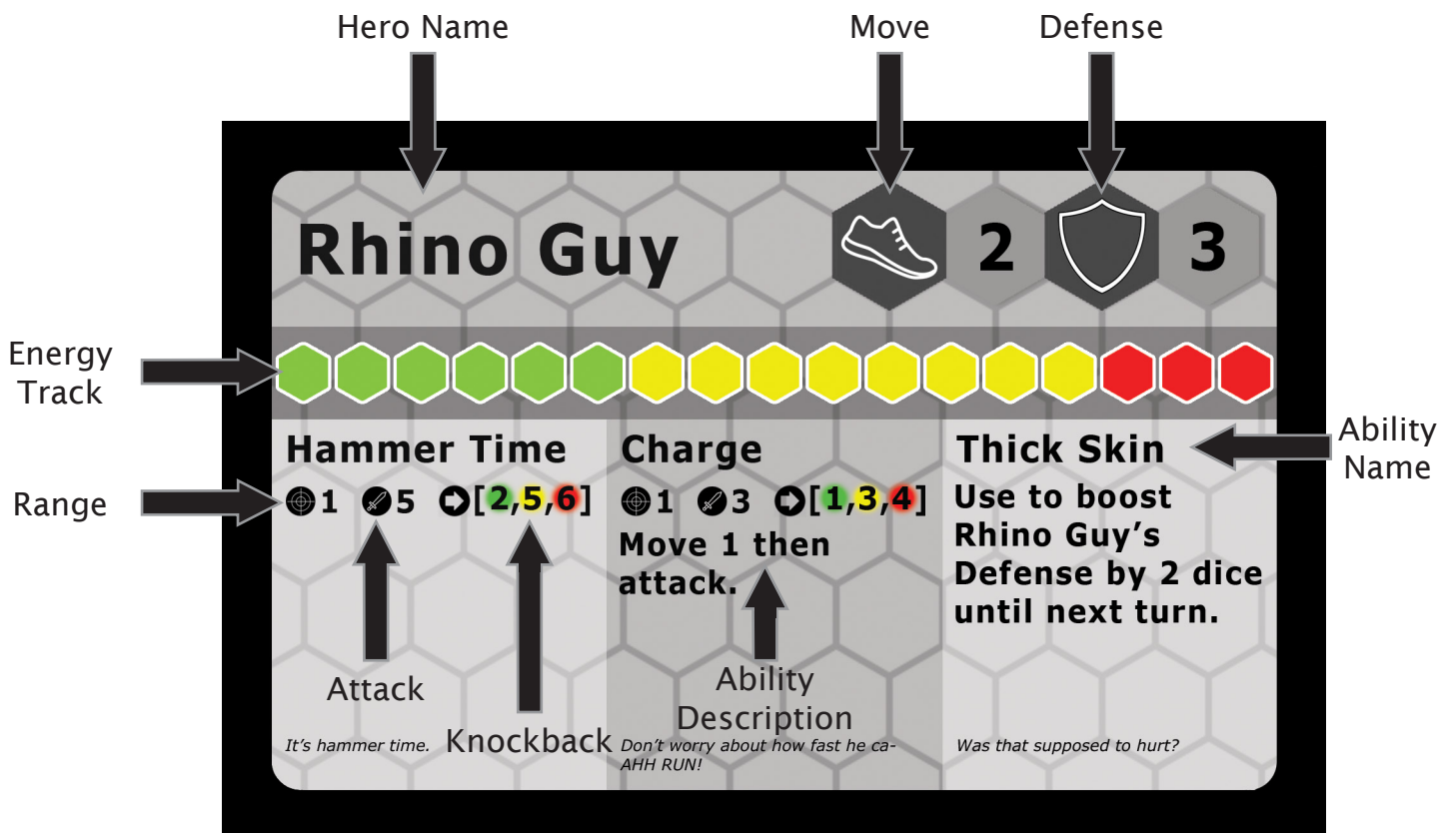
Ability Name - The name of one of your three abilities.

Range - Determines the range of your ability. You may use the ability on any hero within that many spaces of your hero.

Attack - Determines how many dice you use for your attack roll with that ability.

Knockback - Determines how far the defending player is knocked away from you. The number that you use matches the energy level of the defending player.

Ability Description - Certain abilities have special effects. The ability description lists these effects and explains how they work. Abilities with the Passive label do not have to be activated for your hero to receive their effect.

Hero Name   Move   Defense

Rhino Guy   👟 2   🛡 3

Energy Track

Hammer Time
◎1 🗡5 ◐[2,5,6]

Attack

Knockback

It's hammer time.

Charge
◎1 🗡3 ◐[1,3,4]
Move 1 then attack.

Ability Description

Don't worry about how fast he ca-AHH RUN!

Thick Skin
Use to boost Rhino Guy's Defense by 2 dice until next turn.

Ability Name

Was that supposed to hurt?

Range

Rules

Gameplay:

Turn Structure: During your turn, you may move and then use one of the activated abilities of your character, or you may use an ability without using your move. Once you've used an ability it becomes the turn of the player to your left.

Move — You may move any number of spaces up to your move stat. Each hero occupies one space. You may not move through or into a space occupied by another hero or token.

Use Ability — You may use one of your hero's abilities.

Attack Roll — You roll a number of dice equal to your ability's attack. Each 4 or higher counts as a hit, and removes 1 energy from your opponent.

Defense Roll — The player being attacked rolls a number of dice equal to their defense. Each 5 or higher counts as a block, and cancels one hit.

Knockback — If the number of hits exceeds the number of blocks, the defending player is moved directly away from you. The distance they move is determined by the knockback of the attack, and the defender's current energy level.

Adjust Energy — The defending player then moves their energy tracker by one space to the right for each hit they did not block. As a character's energy decreases they are knocked back further by attacks.

Rules

Energy: Energy is the hero's ability to resist being knocked back by attacks. Energy is tracked by placing a counter on the left end of a hero's energy track at the start of the game and moving it to the right one space for each damage they take. The Energy tracker is moved after knockback has been applied. Each character has 3 Energy levels, and once their tracker is in a different colored zone, they are knocked back further by enemy attacks. A character is removed from play only once they fall off the map.

Bow Master 👟 3 🛡 3

Arrowed!	Boxing Arrow	Fast Step
⊙4 ⬤4 ⟳[0,0,0]	⊙3 ⬤1 ⟳[1,3,5] Defending player does not roll defense dice. This attack deals no damage.	Passive: May move 1 space after attacking.
Pew, pew, pew!	*Her arrows hit hard, much like a boxer's uppercut.*	*Always on the move.*

Rhino Guy 👟 2 🛡 3

| Hammer Time	Charge	Thick Skin
⊙1 ⬤5 ⟳[2,5,6]	⊙1 ⬤3 ⟳[1,3,4] Move 1 then attack.	Use to boost Rhino Guy's Defense by 2 dice until next turn.
It's hammer time.	*"A charging rhino is always scary." ~Professor Gastor*	*Rhino Guy is not known for his critical thinking skills.*

Bow Master's energy has been reduced to the second zone.

Rhino Guy's attacks now deal the yellow knockback number when they hit Bow Master.

Knockback: Knockback is determined by the current Energy level of the defending player, and the knockback of the ability they're hit by. A player knocked out of the map by this movement is out of the game. If this movement takes them into a space occupied by another entity, movement is halted and that entity moves the remaining knockback distance minus one space. Knockback cannot be reduced below 1.
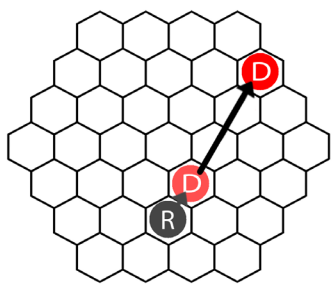
Rhino Guy hits Dragon Hatcher with Hammer Time, dealing 1 damage. DH is knocked back 3 spaces. After that, DH's Energy tracker is moved one space to the right on the energy track.
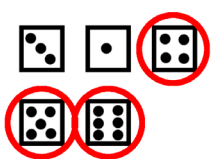
Attack Roll
3 Hits
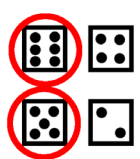
Defense Roll
2 Block

Rules

Multi-Knockback: Dragon Hatcher hits a target and knocks it back 3 spaces. This resolves differently based on what is in its path.

Fig 1: Dragon Hatcher (D) hits Bow Master (B) for 3 knockback.

Bow Master is knocked back 1 space and collides with Valasca (V).

Valasca takes the remaining knockback of 2 minus 1, for a total of 1 knockback. Valasca ends up on the space Bow Master would've landed on.

Fig 2: Dragon Hatcher (D) hits Bow Master (B) for 3 knockback.

Bow Master is knocked back 2 spaces and collides with Valasca (V).

Valasca takes the remaining knockback of 1 minus 1. However, knockback cannot be 0, so Valasca is knocked back 1 space.

Fig 3: Dragon Hatcher (D) hits the dragonling (d) for 3 knockback.

Each dragonling collides with another character, before being knocked out of its current space. Each collision reduces the knockback by 1.

When the last dragonling collides with Valasca (V) the total knockback would be 1 minus 1. However, knockback cannot be 0 so Valasca is knocked back 1space by the collision.

Rules

Ranged Knockback: When calculating non-linear ranged knockback, the defending player chooses a valid space to move to. They must move as directly away as possible. In the example here, Dragon Hatcher must move along a horizontal path west, but may choose where she ultimatley ends up. In Rhino Guy's case, he must move at least one more space north than he does at an angle. This pattern can be mirrored and used for any angle at range 3.