2 vs 2: Game Rules

Starting the Game

1. Firstly all players must select their character. There may only be one character of each class per team.
2. The players of each team choose which of their team's starting spaces to start on.
3. All players roll a die to determine turn order. The highest roll goes first, continuing with the highest rolling player on the opposite team, then the other player from the first team, and lastly the other player from the second team.
4. All players start the game at level 1 with only their **Passive** and **Basic Attack**, no **Abilities** are unlocked yet.
5. All players also start with 1 Energy.

On Your Turn

1. Begin your turn by drawing one energy card.
2. Begin your **Movement Phase**: Roll the die and move in any one direction of your choosing, not diagonally. Once you leave your start space, you cannot enter or pass through that tile again.
3. Take the effect of the space landed on.
4. Proceed into the **Attack Phase**: spending energy to cast your attacks. The Attack Phase is skipped during the first round.
5. All basic attacks and abilities go on cooldown when they're used, disabling them for the rest of this turn. (unless otherwise stated)
6. End your turn

Spaces on the Board

+ Energy	Gain the amount of energy specified
- Energy	Lose the amount of energy specified
End Turn	Your current turn ends, without allowing you to attack
Level Up	Gain a level! Gaining your next locked ability. If you're level 5, gain 2 energy. When the first person in the game reaches level 5, any players below level 3 (level 1-2) are granted 1 level up.
Level Down	Go down a level, losing access to your last unlocked ability. Cannot go below level 1.
Monster!	See 'Monster!' section.
Energy Swap	Swap energy with the opponent of your choosing.
Team 1 Start Spaces	The spaces available to be the chosen spawns of players on team 1. Both players must choose a different spawn. Once you leave your

	start space, that tile cannot be passed through again.
Team 2 Start Spaces	The spaces available to be the chosen spawns of players on team 2. Both players must choose a different spawn. Once you leave your start space, that tile cannot be passed through again.
Partner Level Up	Your partner gains 1 level up.
Partner Gain Energy	Your partner gains +2 energy.
Duo Monster!	Draw Two Monster cards. You and your partner each must engage in combat with both Monsters individually. See 'Monster!' section for Monster combat details.
SPAR (*Notre Dame Sparring Grounds*)	If two players of opposite teams are standing on SPAR spaces at any point, and there are no other players also on SPAR spaces, they enter a duel immediately. At the start of the duel, each player is granted 3 energy. The second player to land on a SPAR space, starting this duel, goes first. Each player may use one attack or pass, before play swaps to their opponent. Each player gets 3 turns before the duel ends. After the duel ends, the SPAR spaces go on cooldown, becoming deactivated for 2 turns.

Damage, Health, and Winning the Game!

All characters start the game with 100 Health (hp). Attacks made to enemy players will deal damage, reducing their hp. Health pools after damage calculations are rounded to the nearest half number. When a player's hp reaches 0, they are Knocked Out, being removed from the game. Defeating an enemy player grants you 1 Level Up, and a +10 hp *True Heal*. In order to win the game, all opponents on the opposite team need to have been knocked out before you and your partner. There is no '*friendly fire*' and attacks may not hit team members by default, unless specifically stated.

Monster!

Uh-oh, you stepped on a Monster space and now must engage in combat with a Monster! Monsters range from being very easy to very hard to kill, all you need to fight them is your d20. Monsters are assigned a combat level 1-19, and to fight them you must roll higher than their combat level using your d20. Monster Combat Levels may be modified due to the Monster's passive. Ties are granted to the player.

As a level 1 fighter cannot, you cannot pull a Monster above Combat Power 10. At level 2, you cannot pull above a 12. At 3, you cannot pull above a 14. At 4, you cannot pull above a 16. At level 5, you may pull any Monster in the deck.

Victory

Well done! Upon defeating a monster gain 1 Level, unlocking your next ability. If you are already level 5, instead, gain 2 energy. You also receive a +5 hp heal. (This heal value is *True*, meaning it doesn't take into account any *anti-heal*, *immunities*, or *heal amplifications*).

Defeat

Upon losing to a monster take 5 Damage (This damage value is *True*, meaning it doesn't take into account any *damage mitigations*, *immunities*, or *damage amplifications*).

The Classes

There are five different battle classes; Warriors, Mages, Hunters, Assassins, and Classless. They each play a little differently and have unique passives tied to each class. You can read about them all below to see which one is for you.

Warriors

Warriors tend to rely more on their sustain and control to win a fight, rather than raw damage output. They tend to be strong against Hunters, but weaker against Mages.

***Passive*:** Upon slaying a Monster, the heal proc is increased by +1 (still true healing)

Mages

Mages are versatile spell-casters, who tend to have a lot of burst damage, but also bring utility with some control and sustain. They fare well against Warriors but are countered by Assassins.

***Passive*:** Upon slaying a Monster, Mages receive +1 energy

Hunters

Hunters usually have high single target crowd control, and consistent single target damage. They counter Assassins but are weaker in a matchup against Warriors.

***Passive*:** Upon slaying a Monster, the next instance of basic attack damage is increased by +2 base damage (does not stack).

Assassins

Assassins are a more mobile class, with some control and good burst. They like to end fights quickly and effectively. They tend to fare well against Mages but are checked by Hunters.

***Passive*:** Upon slaying a Monster, Assassins can *dash* an amount of spaces equal to their level in the direction of their choosing.

Classless

Classless characters do not excel or lack in any area. They are a Jack-of-all trades, master of none.

***Passive*:** Classless fighters may spawn on any open start space and choose which class passive they would like to mirror.

Subclasses

Some fighters may also have a subclass that specifies an even more precise playstyle. Subclasses also have a passive, but the player must choose between activating either their main or sub class passive.

Support

Support's strengths lie in aiding their allies. They will typically have some form of healing as well as buffs/debuffs. They will be weaker in a Free-For-All match but excel in 2v2s.

***Passive*:** Upon slaying a Monster, you may choose to give this *Monster Victory* credit to your ally.

Terminology

Aggro (*Soft CC***)**	If the Aggroed target uses a targeted attack, it must be targeted at the player who applied the Aggro.
Airborne (*Buff***)**	An Airborne fighter is unaffected by abilities on the ground below them, and can only be hit with targeted attacks.
Anti-heal (*Debuff***)**	Reduces the amount of healing received.
Area of Effect (*AoE***)**	An Area of Effect attack will hit everything in a set radius. These attacks cannot hit Airborne fighters.
Basic Abilities	Refers to a fighter's core abilities; Ability 1, Ability 2, Ability 3. Excludes *Ultimate*.
Basic Attack	The first attack unlocked on every fighter at level 1.
Basic Skills	Refers to a fighter's *Basic Attack* **and** *Basic Abilities*. Excludes *Ultimate*.
Blind (*Soft CC***)**	The blinded target cannot use targeted abilities.
Channeled Ability	This is an ability that needs to be constantly active, and can be canceled by interrupts.
Cleanse	Removes all debuffs, and Crowd Control. May specify if it only a cleanse for debuffs or CC Specifically.
Cripple (*Soft CC***)**	Cannot cast *Mobility* (*dash*, *teleport*, *leap*) Abilities.
Crowd Control	Limiting or prohibiting the target's movement or attack options in any way. Abbreviated as "CC". Classified between "*Hard CC*", "*Soft CC*", and "*DR Applicable CC*".
Dash (*Mobility***)**	The fighter moves the specified distance in the set direction.
Deafen (*Soft CC***)**	The deafened target cannot use Reactions.

Deployable	A deployable will occupy the space it's placed on or the border between 2 spaces (ability dependent). Only 1 deployable may occupy a space at a time. Deployables can have a set HP pool allowing them to be targeted and destroyed by attacks.
Diminishing Returns (*DR***)**	When a target is hit with a *DR Applicable CC*, they are immune to all other *DR Applicable CC*s for 1 Round after the *DR Applicable CC* wears off.
Disarm (*Soft CC***)**	Basic attacks are disabled, however, the target can still cast Abilities.
Execute	Will instantly kill the target if they're within the HP threshold. Executes can counter specific resurrect abilities.
Fear (*Soft CC***)**	The feared target must move in the opposite direction from the origin of the fear during the movement phase of their turn.
Frenzy (*Soft CC***)**	Forces an attack to be used. At their turn start a Frenzied fighter rolls a **D4** (4= Ultimate) to determine which Ability will be forced. If the Ability is *Targeted* they must target an ally with this Ability if they have one, and the fighter that applied the Frenzy cannot be targeted. They must use their own energy to cast this Ability. If this ability cannot be cast for any reason, they are silenced this turn instead.
Global	An attack or ability with Global Range can hit anywhere on the map.
Ground Target	An attack that is targeted at a specific area of the map instead of at a specific player. These attacks cannot hit Airborne fighters.
Interrupt (*Soft CC***)**	An interrupt attack cancels abilities that are currently being channeled.
Intoxicate (*Soft CC***)**	When an Intoxicated enemy casts their next targeted attack they must roll a d4, if they roll a 4, the attack misfires and they target themself with it instead. This die roll removes the Intoxication stack. Each stack increases the chance of misfire happening by 25% (max 4 stacks).
Knock-Back (*Hard CC***)**	Target is pushed backward the number of spaces specified. If a target is mid-movement when hit by a knockback, their movement stops on this space they're pushed to and they take its effect.
Knock-Up (*Hard CC***)**	The target is knocked upwards into the air and takes an additional 50% damage from the next instance of damage they take in this same turn. If a target is mid-movement when hit by a knockup, their movement stops on this space and they take its effect.
Leap (*Mobility***)**	Similar to *Dash* except the fighter counts as *Airborne* while traveling.
Mesmerize (*Hard CC***) (***DR Applicable CC***)**	The target is stunned, but this effect ends when they take damage.

Minion	Usually a creature summoned, belonging to another fighter. Always has a set HP pool and can be destroyed similar to some deployables, but are regarded as a living entity.
Mitigation (*Buff***)**	Reduces incoming damage by the specified amount.
Movement Speed Increase (*Buff***)**	Increases the target's movement die roll by the specified amount. Generally these cannot stack together, unless otherwise stated.
Piercing Attack	A piercing attack will hit everything between its origin and its target.
Player-Made Walls	A deployable that cannot be walked or dashed past.
Projectile	An attack that is thrown or launched, taking the shortest path of spaces on the board to its destination. Can be stopped by certain abilities.
Pull (*Hard CC***)**	The target gets pulled the specified amount of spaces in the direction of the pull. If a target is mid-movement when hit by a pull, their movement stops on this space and they take its effect.
Reaction	A Reaction ability may be cast at any point (including other player's turns).
Resurrect	This fighter defies death and comes back to life. Can be countered by executes.
Root (*Soft CC***)** **(***DR Applicable CC***)**	Cannot move by rolling the die. While rooted, during your movement phase, you still roll the die and take the effect of a space that many spaces away from you without moving your Fighter.
Round	Refers to a full rotation of all players turns. If an ability duration is "1 Round" it will last until the end of the next turn of the player that cast it.
Shield HP (*Buff***)**	An additional pool of HP that goes in front of the player's HP bar. Any damage the player takes is first applied to the Shield HP pool, and any remainder is then applied to the player's HP. Shield HP cannot be healed. True damage will bypass Shield HP and be applied directly to the player's HP.
Silence (*Soft CC***)**	Abilities are disabled, however, the target can still Basic Attack.
Slow (*Soft CC***)**	Reduces the target's movement die roll by 50% unless otherwise stated. Generally these cannot stack, unless otherwise stated.
Stance Change	Which abilities/ attacks can be accessed is changed.
Stealth (*Buff***)**	A stealthed fighter is hidden from other players. While in stealth all of their movement in the combat log is blocked out by "???", until they are visible again when the "???"s will be replaced with what actually happened. Stealthed fighters cannot be directly targeted

	by enemies. Using an attack causes the Stealth duration to end early.
Stun (*Hard CC***)** **(***DR Applicable CC***)**	Target's entire turn is skipped, except for turn start energy.
Targeted Attack	An attack that is made on a specified valid target or targets.
Taunt (*Soft CC***)**	The taunted target must move towards the origin of the taunt during the movement phase of their turn, if a taunted enemy reaches where they are being taunted to, their movement stops here and they take the effect of this space.
Teleport (*Mobility***)**	The fighter goes directly from their current location to the specified space, bypassing anything between.
Tether	Links two targets together. If the maximum range is exceeded, the Tether is broken.
True Damage	A true damage value can not be reduced or negated. Can still be amplified/ increased.
True Healing	A true healing value cannot be reduced or negated. Can still be amplified/ increased.
True Stealth (*Buff***)**	The same as Stealth, except it is not broken by attacking.
Turn	Refers to a single player's turn. If an ability duration is "1 Turn" it will last until the end of the affected targets next turn.
Untargeted Attack	An untargeted attack can be made with no target and will just affect everything in the designated area (usually originating from the player). These attacks cannot hit Airborne fighters.