



Eventide of Heroes

RULEBOOK



Eventide of Heroes

♥ EOH

Eventide of Heroes (EoH), the Multiplayer Online Battle Arena (MOBA), has been an eSports staple for more than a decade. The game has undergone both massive and incremental changes during that time, maintaining its popularity with fast-paced gameplay and an ever-increasing roster of Heroes. Players need strategy, awareness and teamwork to dominate the wastelands, as well as equipping their Heroes with the best gear gold can buy.

A game of EoH plays out the final battle between two warring factions fighting over the remains of a shattered world. Your objective is to destroy your opponent's fortress while protecting your own. So, prepare to clear a path to the heart of your enemy's power, for the Eventide is upon us, and no Hero is safe.

♥ GAMERS

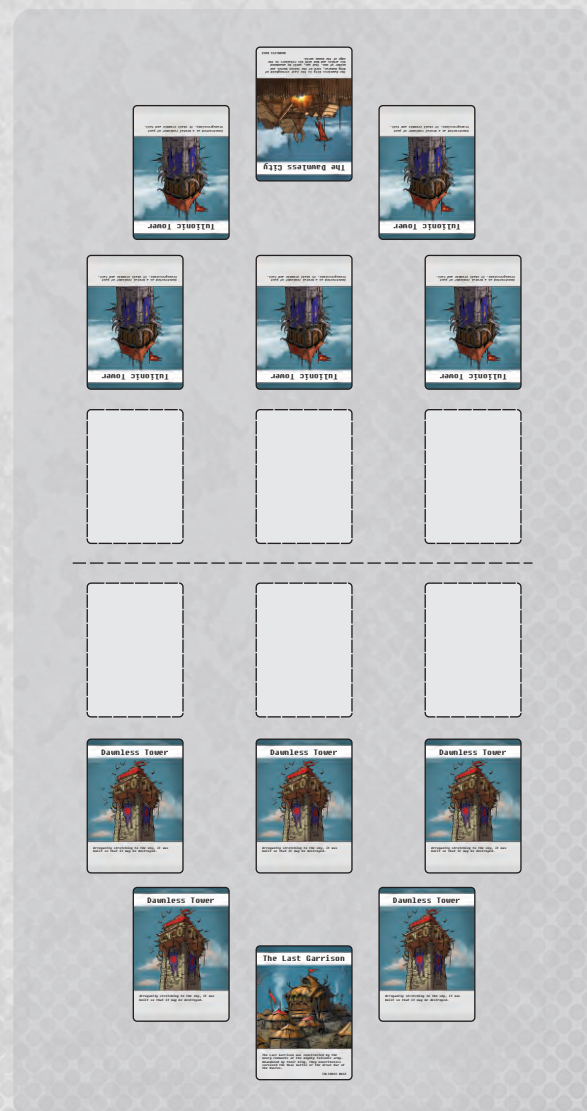
Eventide of Heroes, Partition's MOBA-inspired game, uses Wisdom, Awareness and Synergy. Gamers with high values in one or more of these statistics are sure to dominate in matches of EoH. Also keep an eye out for any Gamers with the MOBA symbol on the top left of their card (the same symbol as the one on the back of the Hero cards) as they are no strangers to the wastelands and will be pivotal in securing victory.

Each player needs 5 Gamers for a match of Eventide of Heroes, who must be selected before Setup. If you are playing EoH separately from the Partition tournament system, you may select Gamers via draft, as described in the Heroes section below, separating the Gamers by Cost instead of Class.

You may also chose to play Eventide of Heroes without Gamers at all. Simply roll three dice whenever a dice roll is needed.

♥ SETUP

Each player takes five towers and one fortress and places them in the configuration shown below. Each player will also need eight lane cards, including one of each Class card (Bruiser, Defender, Provoker, Sorcerer and Wanderer), one Decoy card and one Minion Rush card. Players will begin the game with the five Class cards and one Decoy card, so place the Minion Rush card off to the side for now. Place the dice and various tokens within reach of both players. Finally, place a single gold token on one side of the towers, to identify which lane is "Top" lane.

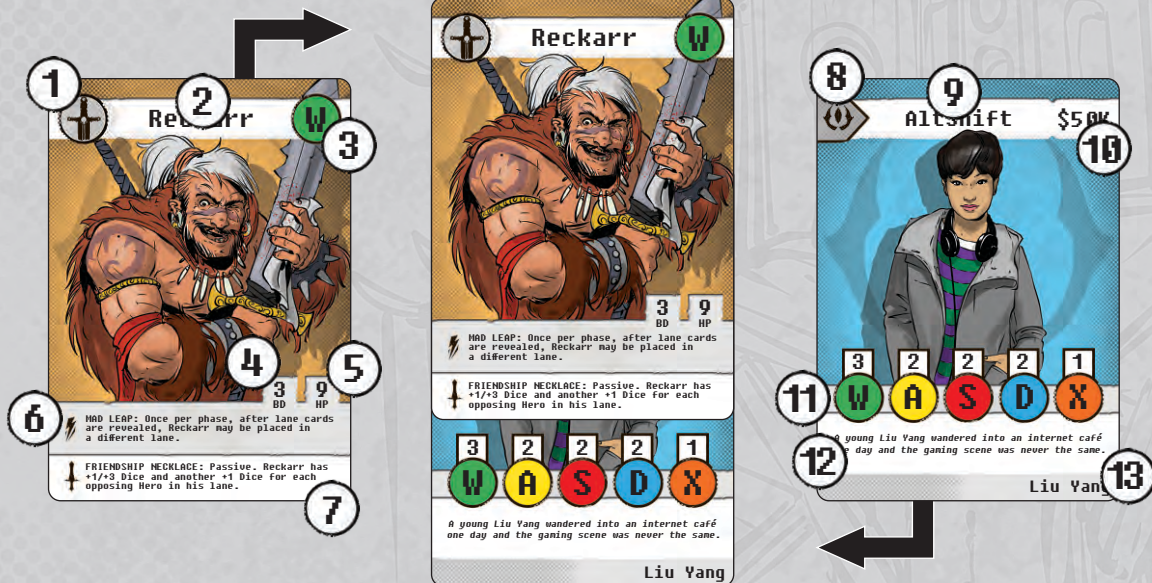


♥ HEROES

Heroes are the Avatars Gamers will use to play EoH. Players must select one Hero from each Class to form their team of five. Players may select Heroes through a general consensus or perform a draft for each Class.

To perform a draft, players roll against each other, using their Gamer in the match with the highest X Factor to determine the number of dice rolled. The winner selects one Bruiser Hero followed by the other player selecting two. The first player then selects two more

Bruiser Heroes and so on until there are no more Bruisers left to select. The player who lost the X Factor roll now selects 1 Defender Hero followed by the other player selecting two, using the same pattern until there are no more Defenders. This continues with each Class in alphabetical order until all Heroes are drafted. The winner of the X Factor roll should have selected first for the Bruiser, Provoker and Wanderer Heroes. Once the draft is over, the players select one Hero from each Class and assign them to their Gamer by placing the Hero card on top of the Gamer card as show below.



♥ HERO CARD

- ① CLASS: The Hero's Class. Each team may only have one Hero from each Class.
- ② NAME: The Name of the Hero.
- ③ FOCUS: Identifies which Gamer Stat is used when attacking with this Hero.
- ④ BASE DAMAGE (BD): The default amount of damage this Hero inflicts when attacking. This is added to the results of the Gamer's dice roll to determine the damage of the attack.
- ⑤ HIT POINTS (HP): The hardness of the Hero. When a Hero receives damage equal to or greater than their HP, they receive a Respawn token and may not participate in the next round.
- ⑥ SKILL: A special ability exclusive to that Hero.
- ⑦ ITEM: A unique piece of equipment that can be purchased and upgraded for gold.

♥ GAMER CARD

- ⑧ Preferred Genre - The genre the Gamer enjoys playing most. There is no gameplay effect; use it as a quick reference when building your eSports team.
- ⑨ Handle - The Gamer's online gaming name/persona.
- ⑩ Salary - How much money it costs to add the Gamer to your eSports team in the Partition tournament system.
- ⑪ Stats - The Gamer's skill and talent with different aspects of games: Wisdom, Awareness, Synergy, Dexterity and X Factor. One of these Stats will be the same as the Focus on the Gamer's chosen Hero.
- ⑫ Talent - A unique ability the Gamer may use to affect the outcome of a match. If the Gamer does not have a Talent, this space is filled with italicized flavor text.
- ⑬ IRL Name - The Gamer's real world name.

♥ SKILLS, ITEMS & TALENTS

Heroes and Gamers have many abilities, each with specific requirements for when they can be used in a match. Generally, there are three types of Skills, Items and Talents:

-Cooldown: Identified as only being usable once per phase or (as is often with Gamers) once per match. Place a Cooldown token on the text of the ability to note it has been used. Abilities with the text, “after lane cards are revealed” must be activated in a specific order, as detailed in the next section.

-Interrupt: Interrupts are special Cooldown abilities a player may activate whenever they feel the need to. Some truly interrupt an opponent's actions while others are add-on effects to make an attack that much more deadly.

-Passive: Permanent bonuses that are always active and cannot be negated or removed.

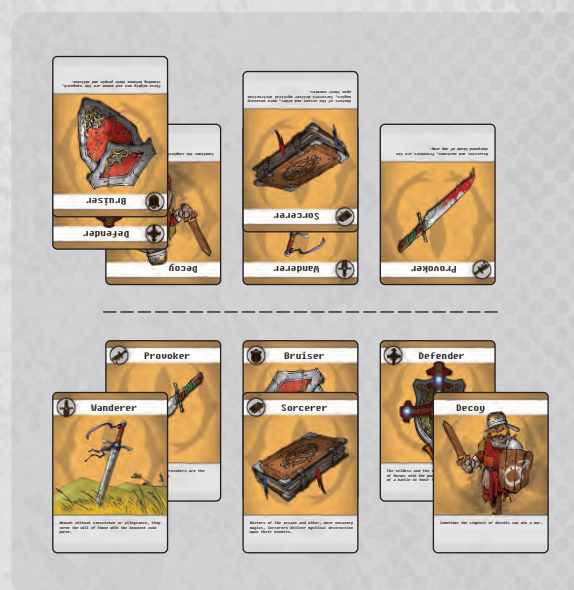
♥ PLAYING THE GAME

Like the MOBA games it is inspired by, Eventide of Heroes has three lanes Heroes may use to attempt to destroy enemy towers. Heroes are placed in secret, using the Class cards as proxies to identify which Hero is in which lane. Players begin by rolling against each other, using their Gamer in the match with the highest X Factor to determine the number of dice rolled. The winner may pick who goes first.

Each game of Eventide of Heroes is split into two phases: Lane and Assault. Each phase consists of multiple rounds, which are divided into three stages: Placement, Reveal and Resolve.

In the Placement stage, the player activating first takes their five Class cards and one Decoy card and places any number of these lane cards they wish in any one of

the three lanes. They may choose to place six cards, no cards or any number in between. The other player then places any number of their six lane cards in any one of the three lanes. The first player then places cards in another lane and so forth until both players have made their designations for each of the three lanes. There is no passing in this sequence; if a player chooses to place no lane cards on their turn, they must choose a lane and will be unable to place cards in that lane this round. After all cards are placed, remove any Respawn tokens on your Heroes; they will be available to use in the next round.



In the Reveal stage, players flip over all of their lane cards as seen in the image above, displaying the location of their Heroes and discarding their Decoys. Many Heroes have Skills or Items that state, “after all lane cards are revealed,” and now is the players' chance to use them. Players take turns activating Skills and Items, the player who placed their Heroes first choosing first. Only one Skill or Item can be activated before the other player may act.

There is no limit to the number Skills or Items (or even Gamer Talents, if they apply) a player can activate as long as it is their turn to do so. The first player may choose to pass a turn and will still be able to take a turn after the other player, but if the second player passes, their Reveal Stage is over (passing twice as the

Lanes

Some cards may make reference to specific lanes: Top, Mid and Bottom. The lane closest to the gold token you placed during setup is Top, the middle lane is always Mid and the lane farthest from the gold token is Bottom.

first player ends their Reveal Stage).

The Resolve stage begins with determining if any towers or fortresses were destroyed. Compare the number of Heroes for each player per lane. If a player's Heroes are outnumbered 2 to 1 in a lane, they are overrun and one of their towers in that lane is destroyed. The two inner towers on either side of a team's fortress may be destroyed from any lane if that lane's outer tower is destroyed, but the fortress itself may not be attacked until both inner towers are destroyed. Any player losing one of their inner towers ends the Lane phase and moves the game to the Assault phase at the start of the next round.

Players are awarded 1 gold for each tower they destroy. Flip the tower card over to signify it has been destroyed.

♥ COMBAT

Once each lane is checked for destroyed towers, players will resolve combat in each lane in order, beginning with Top lane and ending with Bottom lane. The player who placed their lane cards first performs all of their Heroes' attacks and then the other player does the same. As seen in the diagram on the right, combat in each lane occurs simultaneously; Heroes killed by the first player are still allowed to attack.

To attack, select one of your Heroes and one of your opponent's Heroes and roll the Gamer's Stat that corresponds with your Hero's Focus. Each symbol rolled is considered a Success, and each Success is added to the attacker's Base Damage. Place damage tokens on the target Hero equal to the amount of damage inflicted.

If a Hero has damage tokens equal to or greater than their Hit Points, the Hero is killed; place a Resawning token on their Hero card. Players receive 1 gold for each enemy Hero they kill. Once all Heroes have attacked, resolve Mid lane followed Bottom.

♥ END OF THE ROUND

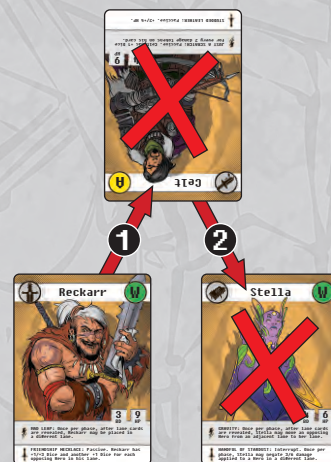
After Bottom lane is resolved, remove the lane cards from play and prepare for the next round. During this time you may spend your gold, if you have any. You may purchase a Hero's Item for 2 gold or

upgrade an already-purchased Item for 3 gold. Use the purchased/upgrade (I/II) tokens to show the Item is available for use.

If any of your Heroes have a Resawning token, they will be unavailable this round, so be sure to keep their Class cards away from your other lane cards. Play continues in the Lane phase until an inner tower is destroyed. Once that happens, the Assault phase begins.

♥ ASSAULT PHASE

The Assault phase is very similar to the Lane phase except players use an additional Lane card: Minion Rush. The Minion Rush card does not attack, but acts as a Hero for the purposes of determining if a lane is overrun (for example, a lane with 1 Hero versus 1 Hero and a Minion Rush is overrun and the single Hero's player loses a tower). When starting the Assault phase, don't forget to remove cooldown tokens from all "once per phase" abilities.



1. Reckarr activates first and kills Celt. Because Celt is the only enemy Hero in this lane, Stella's attack is wasted.
2. Even though he has been killed, Celt still gets to attack. He does six damage to Stella, killing her and tying the score to one kill per side in this lane.

♥ VICTORY

Destroying your opponent's fortress earns you victory, but there is a rare possibility both players will destroy their opponent's fortress in the same round. If that happens, the player who destroys their opponent's fortress from the highest lane wins (Top > Mid > Bottom).

