

## Heroes of Calamity

### Pre-Game

- Players decide who will pick first or have the first time via 1d20 roll off. Highest number wins and they decide if they want to have the first pick of the Hero Draft or have the first turn of Round 1.
- The first player picks their first Hero then the second Hero picks one (1) hero. This sequence is repeated until both players have drafted three (3) Heroes.
- Each player then takes some time to construct a deck featuring a combination of their Hero's specific cards and the Common cards.
- Each player may only have up to two (2) copies of a single card in their deck.
- Decks must contain at least thirty (30) cards and no more than forty (40) cards.

### Duel

- The duel begins with each player drawing five (5) cards from the top of their decks.
- After the first turn of Round 1, players draw one (1) card at the start of each turn.
- The player who picked second has the first turn. The round begins. The player selects a Hero to activate. The activated Hero can perform up to two (2) actions during their activation (unless stated elsewhere). Actions are: attacking an opposing enemy Hero, and/or using an action listed on their Hero card.
- Each Hero may be activated only once per Round.
- The player may cast as many Spell cards from their hand as they wish per turn and may cast them at anytime during their turn, unless specified in the Spell cards text.
- You may only cast a Hero specific Spell if that Hero is on your side of the field and has not been defeated.
- At the end of their turn, control switches to the second player. Players take turns activating Heroes until all available Heroes have been activated. At this point, the Round ends and a new Round begins.
- Once a Hero reaches zero (0) health, they are defeated and can no longer be activated.
- If a player has a defeated Hero, they still make have a second or third turn (depending

on how many of their Heroes have been defeated). During this turn they may cast Spells per usual, they just have no Heroes they can activate.

- Once a player has all three (3) of their Heroes defeated, they lose.

### **Turn Sequence**

- Round begins (if applicable), increase number on center counter.
- The player begins their turn by drawing a card from the top of their deck.
- Then, the player selects a Hero to activate.
- The rest of the turn consists of casting Spells, making Attacks, and performing actions in any order, at any time.
- Turn ends, control switches to the opposing player.

### **Casting Spells**

- Players may cast a Spell at any time during their turn, as long as all conditions are met per the Spell cards text.

### **Making Attacks**

- After selecting a Hero to activate during their turn, the player may perform an Attack with the activated Hero.
- To perform an Attack, select an enemy Hero as the target. The attacking player then rolls 1d20. If the result of the roll is equal to or higher than the targets armor level, the attack is successful. Damage for the attack is then rolled, using the dice listed on the attacking Hero's card.