

Hero vs. hero tournament rules (version 2.0)

Hero vs. hero combat is when two players fight each other using their heroes. Combat is fought in exactly the same way to normal combat – with just two differences. Firstly, heroes start the fight with double their current number of health points. Secondly, heroes cannot use any items from their backpack, such as potions and elixirs. They can, however, use all of their special abilities and equipment bonuses.

As with the main DestinyQuest rules, heroes may only play one speed ability and one combat ability a round. Heroes can play as many modifier and passive abilities as they wish, subject to that ability's description.

If a player's hero is equipped with an item from a loot card, this card must be displayed next to their hero sheet throughout the combat.

Quick start check list

1. Double health
2. Can't use backpack items
3. Must display a loot card if the item is equipped



The combat round

The following numbered steps outline the official hero vs. hero tournament rules:

1. Speed abilities

- 1.1 Both players may use a speed ability, if available.
- 1.2 The player with the lowest speed attribute must reveal their speed ability first.
- 1.3 The player with the higher speed attribute can then decide if they wish to use a speed ability. If so, they now reveal it to their opponent.
- 1.4 If both players have the same speed attribute then speed abilities are written on a piece of paper and revealed at the same time. (A player can write 'no ability' on their paper if they wish, to bluff their opponent).

2. Attack speed

- 2.1 Both players roll two dice to determine their attack speed (adding their speed attribute to the total, just like in normal combat). Any speed abilities that have been announced, are played.
- 2.2 The winner of the round is the player with the highest attack speed.

3. Dodges and interrupts

- 3.1 Before the winner of the round rolls for damage, the losing player may use one of the following combat abilities to dodge or interrupt their opponent's attack.
 - Interrupt abilities include: banshee's wail, brutality, command, confound, deflect, dirge, head butt, overpower, parry, slam.

- Dodge abilities include: blink, evade, prophecy, sidestep, spider sense, vanish, veil.

3.2 If an ability is played, damage is applied (if relevant to the ability) and the combat round then advances to step 8. If command, is played, the loser of the round becomes the winner. The loser now has opportunity to interrupt or dodge. Return to step 3.1.

4. Rolling damage dice

4.1 The winner of the round may play a damage dice combat ability.

- Damage dice abilities include: back fire, black rain, blood hail, bolt, cleave, double punch, flurry, ice shards, ignite, ley line infusion, nature's revenge, puncture, rake, skewer, stone rain, swarm, thorn cage, trample, volley, vortex.

4.2 Damage is applied to the loser of the round (these abilities ignore *armour*).

4.3 If the loser of the round has the necromancer's ability sacrifice, this ability can be played to avoid all damage. The combat round then advances to step 8.

4.4 If sacrifice is not played, the combat round advances to step 7.

5. Rolling for damage score

5.1 If the winner has not played a damage dice combat ability, they may roll for a damage score.

5.2 They must announce if they are playing one of the following damage score combat abilities:

- Damage score abilities: compulsion, dark pact, deep wound, fatal blow, feral fury, focused strike, heavy blow, impale, overload, piercing, pound, shadow fury, slick, surge, windwalker.

5.3 The winner rolls one dice (or more – depending on ability), adding their *brawn* or *magic* score as normal. The result is their damage score.

5.4 If the loser of the round has the necromancer's ability sacrifice, this ability can be played to avoid all damage. The combat round advances to step 8.

6. Applying damage score

6.1 The loser of the round subtracts their *armour* from the damage score (if they are able to do so).

6.2 Any damage score remaining is subtracted from their *health*.

6.3 If health damage is caused and the winner hasn't already played a combat ability (see 4.1 and 5.2), they can now play one of the following combat abilities if available:

- Combat abilities: convulsions, corrode, corruption, cripple, disrupt, doom, fatal blow, frostbite, melt, rust, shatter, shock, shunt, stagger.

7. Strike back

7.1 The loser of the round may now use a 'strike back' ability, providing they have not already used a combat ability in this round.

- Strike back abilities include: avenging spirit, backdraft, counter, demon claws, judgment, retaliation, shield wall, sideswipe, spore cloud, riposte, thorn armour, thorn fist.

8. Passive abilities

8.1 Both players may now apply any relevant passive effects to their opponent (such as barbs, bleed, burn, disease, fire aura, thorns and venom). This damage is assumed to take place simultaneously.

9. End of combat round

9.1 The combat round ends and a new round begins. Return to step 1.

10. Modifier abilities

10.1 Players can use modifier abilities whenever they wish, subject to the ability's description.

