

Advanced rules: Team battles

Occasionally some monsters are just too powerful to overcome, even for your hero. To stand a chance of defeating these epic foes you will need to team up with a second hero – either your own or a friend’s hero from *DestinyQuest 1: The Legion of Shadow*.

A team combat is shown on the map as a black sword symbol. These battles follow a slightly different set of combat rules to take into account two heroes fighting alongside each other against a powerful opponent.

The combat sequence

In each combat round:

1. Each hero can decide if they will *attack* or *support*. **If a hero attacks they roll for their attack speed as normal (using speed abilities if they wish)**. If one hero chooses to be a support hero, then they do *not* roll for attack speed. (See support heroes, below.) One hero *must* attack in each round.
2. Roll 2 *dice* for your opponent and add their *speed* score to the total. This is your opponent’s attack speed.
3. **The combatant with the highest attack speed wins the combat round.** If the highest set of scores are the same (for a hero and their opponent), it is a stand off – the combat round ends (see step 6) and a new one begins. If two attacking heroes get the same score, then they can choose which hero will strike against the opponent.
4. **If a hero wins a combat round, they can roll for damage as normal against their opponent.** Damage is applied and the combat round ends (see step 6).
5. **If the opponent wins the combat round, then they strike against the hero who last dealt health damage to them** (this excludes passive effects, such as *bleed* and *venom*). **If no hero has caused health damage,**

then the opponent strikes against the hero with the highest armour. The hero who is being attacked can use their combat and modifier abilities as normal. Their ally can also play any helpful modifier abilities (depending on the ability’s description).

6. At the end of each combat round, any damage from passive effects (such as *bleed* or *venom*) are applied to each combatant. If opponents still have *health* remaining, then a new combat round begins. Return to step 1.

Support heroes

Heroes who choose not to attack during a combat round (see step 1) are referred to as support heroes. They can still be hit in combat if the opponent wins (see step 5), but by choosing not to attack they give their ally a chance to win combat rounds and apply abilities/damage. **A support hero can use modifier abilities on themselves or their ally as normal (depending on the ability’s description).** This includes abilities like *heal* and *greater heal*.

Passive abilities

If both heroes have the same passive effect (such as *bleed* or *venom*) then these abilities can *all* be applied to an opponent (providing each hero has met the criteria for applying that passive). For example, if both heroes have the *bleed* ability and both have done health damage to their opponent, then the opponent takes damage from each *bleed* effect (2 damage (1+1) at the end of each round).

Defeating and looting an epic monster

Providing one hero is still alive at the end of the combat, then both heroes are considered to have defeated the monster. This means that each hero can now choose one reward from those on offer. (NOTE: a hero can only choose a reward when they defeat the monster for the first time. If they fight the monster multiple times to aid other heroes then they cannot choose further rewards.)