ONE-HIT HEROES

PvP Mode - Experimental

Rules

It's a Hero vs. Hero battle!
Your goal is to lead an attack against the opposing team. Send out minions to lower their defenses, gain resources and take them down!

Your team wins if: either Hero on the opposing team gets Hit and can't block (i.e. the same way that you would lose when fighting regular bosses).

Setup

Cut out the Minion Cards and loosely shuffle them, then reveal 4 cards next to the deck.

Choose two Heroes to be on the same team. *(In 4-player games, each player controls one Hero. If there are 2-3 players, one or more players will have two Hero Mats to manage.)* Ensure Heroes on the same team are seated next to each other.

Set up the Armory: Shuffle your Armory Deck and reveal 4 cards next to it to form a trade row.

Prepare to Battle: Do one Armory draft (like New Game Plus) and set up Heroes for the fight as normal.

Red Team goes first. Blue picks any two revealed minions to place in front of Red team.

Gameplay

Most rules are the same as regular One-Hit Heroes, except:

Once per turn, each team can either summon a Minion of their choice to their opponent's side of the field, or draw a card from the Armory.

When you draw a card from the Armory, you may draw a revealed card (immediately replacing it) or you may take a card from the top of the deck. If you take a card from the top of the deck, shuffle the revealed Armory cards under the deck and replace them.

Clarifications

Cards that mention the "Boss Turn" happen during your Survive phase when the opposing team is picking building effects to use against you.

Your card effects that target other Heroes only affect Heroes on your own team.

Red Slime

When Destroyed:
Restore this and draw a card from the Armory.

Blue Slime

When Destroyed:
Restore this and draw a card from the Armory.

ONE-HIT HEROES
Wiggles 3D

Missile Drone

Aggro Crab

Tiny Vermin

ALL HEROES:
Burn a card in your hand or destroy an Item.

Blood Hound

ALL HEROES:
Gain 2 Aggro.

Songbird

ALL HEROES:
Your opponent plays the top Minion from the deck.

Major Ursa

If your team has Red Aggro:
You can't damage other minions.

Missile Drone

Knife Crab

Tiny Vermin

ALL HEROES:
Burn a card in your hand or destroy an Item.

Seeking Eagle

ALL HEROES:
Gain 4 Aggro.

Supply Pigeon

If your team has Red Aggro:
Your opponents may draw an extra card from the Armory.

Giant Tortoise

You can only have 2 minions out at a time.

Tiny Spider

ALL HEROES:
Gain 9 Aggro.

Bronze Bull

If your team has Red Aggro:

Aggro Crab

If your team has Red Aggro: