

Fields of Eleria, an Expandable Card Game where Multiplayer Online Battle Arenas (MOBAs) meets strategic deck building and tactical card play. This is League meets Magic, a high fantasy world with a touch of sci-fi, where you'll develop and grow your strategy, build your deck, manage your heroes, and power through three lanes of combat to siege your opponent's Core!

Objective

The goal of each player is to destroy their opponent's Core base, reducing its Health down to 0. This is usually done through damage dealt by Heroes and Minions that a player controls.

Components

Each player will need to build a deck of 50 cards to comprise their draw Deck, 3 Field cards to represent their forward bases, and a Core base card. Players may put up to 1 of any Hero, Heroic, Artifact, or Unique card along with up to 3 of any other card into their deck.

Additional components such as dice or markers to keep track of resources and damage taken will be helpful, too.

Setup

Arrange each of your fields spread out in front of you in a horizontal line near the middle of the table and your Core closer towards you in the center. Place your Deck to your right. Now randomly decide which player will go first.

Whoever goes first now "drafts" their first Hero from their deck by searching their deck for a Hero card, revealing it, and placing it behind their Core. This may be any hero unless it is stated otherwise on the card, also Master Heroes may not be drafted. The player going second now drafts their first Hero card and places it behind their Core. The second player then drafts another Hero and then first player drafts a second hero. For the third Hero the player going first drafts and the player going second drafts after them. Finally the player going first drafts a non-Hero card with a cost of 2 or less, placing it in their hand. The player going second does the same.

Starting The Game

Both players draw a hand of 5 cards, including their drafted card, for a total of 6 cards. Each player may then select any number of cards, set those aside, and draw that many from their Deck. The players then shuffle the cards they set aside into their Deck. This comprises their starting hand.

The player going first skips their Ready and Draw Phases and proceeds to their Resource Phase where they add 1 Shard to their resource pool; every subsequent turn onward will have players adding Shards equal to their current turn up until 5, from then on players gain 5 Shards every Resource Phase.

Ready Phase

Cards that were Exerted (turned sideways to denote activation or use) are readied and rotated back into their starting positions.

Draw Phase

Draw a card from the top of your Deck.

Resource Phase

Add Shards equal to what turn it is, up to a maximum of 5. For every turn after the 5th, you add 5 Shards to your pool during this phase.

Main Phase

The player now moves to their Main Phase. During this phase they may play cards and any Swift Abilities. Swift Abilities are any ability that has a cost but does not have a notation as to when it can be played, i.e. [Command].

Heroes, Minions, and Gear are played to your Core, Fortifications may be played to any Field or Core that has a slot open and is under your control. Wards are usually played attached to Hero or Minion cards, there are no limits to the number of Wards that can be attached to another card.

Ability and Action cards may also be played. Ability cards may be attached to a Hero that meets the criteria to learn the ability (i.e. "Mage" abilities may be attached to a character with the Mage class), this turns it into a Command ability that may be repeatedly played throughout the game.

Minion Phase

After the player plays all of their Main Phase cards they move to their Minion Phase. During this phase a player may control their Minions that do not have Phase Fatigue and move them up to one Field away and use any of their Command abilities, if they have any. Even though you can command your minions during this phase you may not Skirmish with them until during the Command Phase, when you could call for a Skirmish to begin.

Command Phase

Once the active player is done controlling of their Minion cards that they wish to they move on to the Command Phase. During the Command Phase a player may issue up to 3 commands, taking subsequent control of up to 3 cards in play and may call for a Skirmish Phase at any point during the Command Phase. If no Skirmish was called before a player goes through all of their commands then it occurs at the end of the Command Phase. A player may finish issuing any remaining Commands after the Skirmish Phase resolves.

Once a player takes command of a card they may execute a variety of actions but must perform all actions for that card before completing their command and moving on to the next one. Heroes and Minions may be commanded to do any of the following:

- Move
- Use abilities with the [Command] trait, including Command cards that were attached during the Main Phase.
- Heroes may also wield Gear cards that are nearby.

Some cards may be played only during this phase, they are marked by "Command" on the middle right. Playing a Command card uses up a Command.

Couriers may move to other Fields, drop off and pick up gear.

Skirmish

Any time during the Command Phase or at the end of the Command Phase the active player may call for a Skirmish.

To declare a character skirmishing you Exert it, or rotate it 45° to its side and declare what nearby opposing card it is skirmishing against; if a character is already Exerted then it may not skirmish. Once all skirmishers are declared you may move to the Ranged Damage part of the skirmish.

Addressing each Field separately, players will now add up the total Ranged value of all characters they control at a specific field. Once that is done then players simultaneously assign damage values to all characters at that specific Field.

Surviving skirmishers with Quickstrike now assign their Attack values in damage to the card that they are attacking. Characters without Quickstrike who die during this step do not deal their damage during the regular skirmish damage step. When Quickstrike damage has been resolved then players move on to resolving regular skirmish damage.

Skirmishers assign their Attack values in damage to the card they are skirmishing against and those cards that are defending assign their Attack values in damage to the skirmisher.

Whenever a card reaches 0 Health it dies. Minions go to their owner's graveyard while Heroes, and any gear cards attached to them, go to the Staging Area, where they can be played again during their owner's Main Phase.

Discard Phase

After the Command and Skirmish Phases comes the Discard Phase. At the end of this phase if a player has more cards than their maximum hand size (starting maximum hand size is 7), they discard cards until they reach their maximum hand size.

End Phase

After the Discard Phase comes the End Phase. Effects that last until the end of the turn expire at the start of this phase. Any effects or actions that take place during the End Phase resolve in the order of the player's choosing.

Damage does not go away at the end of the turn, it remains until healed.

Winning And Losing The Game

If your enemy's Core Health falls to 0 then you win. If, however, your Core's Health falls to 0 then you lose. If both Core's Health falls to 0 at the same time then the player who went first will win on a tie-break.

If a player has exhausted their Deck and there are no cards remaining, whenever they would draw a card their Core takes 1 damage.

Additional Rules & Content

- Rules on cards override game rules.
- Priority is the right to play a card, card action, or take a special action. If a player does not have priority then they may not play a card, card action, or special action. Priority is passed to another player when the active player chooses not to play any more cards or actions. When all players have passed priority then the last played action or card resolves and then the active player regains priority.
- If an ability on a card in play doesn't have a limiting parameter on it such as [Command] then it is considered to be Swift, and may be played whenever you have priority.

- Whenever a player would move to another Phase or Step they first pass priority to the other player to allow them a chance to respond with Swift Abilities or cards.
- If a player is ever required to draw a card and they cannot then their Core takes 1 damage.
- A Hero may choose to replace a wielded Gear card by wielding a new one as an action. The old one is discarded. Also a gear card that gets upgraded comes into play attached the Hero without paying its cost.
- Couriers are unique Heroes that ferry Gear cards to different areas of the game. They gain no effects or bonuses from any of the gear cards they are carrying. Other Heroes may use actions to wield Gear cards that a nearby Courier has in its inventory and may swap a gear card they are wielding for one that's in the courier's inventory; if a Hero is upgrading a gear card they are wielding then the original card is still destroyed and placed in its owner's graveyard.

Keywords

Actions : The number of actions a card may take when commanded. This includes using its own [Command] abilities, moving to another Field, and wielding a nearby Gear card.

Armor : Armor reduces the first instance of damage received each turn by whatever its value is.

Cloak: Unless it is exerted, a character with Cloak cannot be skirmished against, players may not play abilities or actions on it, and it takes no Ranged damage. When it exerts or takes any damage it loses Cloak.

Drain : At the end of a skirmish, characters that have Drain deal damage equal to their Drain value to the character they're skirmishing against and heal that much Health.

Eternal: Whenever a card with Eternal would go to the graveyard from anywhere shuffle it into your deck, instead. Heroes with Eternal do not go to the Staging Area when they die and are instead shuffled into their owner's deck.

Flying : Characters with Flying have +2 Attack and +2 Armor when skirmishing against characters without Flying.

Fortification : An upgrade card playable only to a Field or Core. Fields and Cores have a limit to how many Fortifications may be attached to them at any time.

Guardian : During a skirmish, if an opposing character has the Guardian ability then it must be attacked first.

Influence : Influence refers to a Field that you either control or have a Hero present at that location.

Master Hero : Master Heroes are very powerful characters that need to have certain requirements met in order to be played. They cannot be a part of your initial Hero draft.

Phase Fatigue : When a character enters play it may not be Commanded or use abilities that require it to exert until it has started the turn under your control. It may still use swift abilities that only have a payment cost.

Quickstrike : Characters with Quickstrike deal their skirmish damage before regular skirmish damage resolves.

Swift : Cards, abilities, and characters with the Swift trait may be played whenever a player has priority.

Taunt : If a character has Taunt then opposing characters may not move out of the area as long as that character remains.

Ward : An upgrade card playable to another card in play. There are no limits to how many Wards may be on a particular card at a time. Some Wards hinder rather than help.

Wield : The number of gear and ability slots a Hero has. Various Gear and Ability cards have different Wield values, so make sure you manage your inventory slots.

Find Out More

For more information on the game and to become a part of our community, check out the following sites:

<http://www.fieldsofeleria.com>

<https://www.reddit.com/r/FieldsOfEleria/>



**QR LINK TO ADDITIONAL GAME MODES
AND QUICKSTART RULES**