FIELDS OF ELERIA

Hero Card Layout

1 - Name and Subtitle
2 - Shard Cost
3 - Card Type
4 - Faction
5 - Keyword Abilities
6 - Race/Class
7 - Abilities and special text
8 - Card Parameters
   from left to right:
   • Inventory Slots
   • Actions
   • Attack
   • Health

Ryss Farlanna
Captain of the Guard

Hero   Senda

Quickstrike
Guardian   Human Knight

• Ryss gets +1 Attack for each Armor she wields and +1 Armor for each weapon she wields.

5, Sacrifice an attached weapon card: Deal damage equal to its +Attack to a nearby enemy. You may play a gear card that costs 4 or less near Ryss and she wields it for free.

Gear Card Layout

1 - Name and Subtitle
2 - Shard Cost
3 - Card Type
4 - Faction
5 - Keyword Abilities
6 - Race/Class
7 - Abilities and special text
8 - Card Parameters
   from left to right:
   • Inventory Slots
   • Actions
   • Attack
   • Health
9 - Cost to Wield and Slots Required

Dreadnought Hide
Gift of Perses

Gear-Armor   Armor

May Upgrade from Fighter's Plate for 4.

Grants "+5 Armor."
Grants "[Command], 2 : Gains +3 Attack."
Grants "When Hero wielding Dreadnought Hide would die, sacrifice Dreadnought Hide instead and set your Hero's Health to 5."

Fields of Eleria, 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. Develop your strategy, build your deck, manage your heroes, power through three lanes of combat, siege your opponent's Core, and come out victorious!

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 40 cards to comprise their draw Deck (maximum 1 of any Hero, 3 of any other card), 3 Field cards to represent their forward bases, and a Core base card. 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, maybe through a dice roll or a coin flip.

Draft Phase

Whoever goes first now drafts their first Hero from their deck and places it next to their Core. Whoever plays second now drafts their first Hero card and places it next to their Core. The first player then drafts another Hero and the second player drafts a second hero. For the third Hero the player going second drafts their pick first and then the player going first 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. 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 they add 5 Shards every Resource Phase.

Turn Order

- **Ready**
- **Draw**
- **Resource**
- **Main**
- **Command**
- **Skirmish**
- **Discard**
- **End Step**

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. Your Shards do not dissipate at the end of the turn, instead they accumulate for you to use as you please.

Main Phase

The player now moves to their Main Phase. During this phase they may play cards to their Core, Fields they control, and Fields they have influence in, so long as they do not have the [Command] parameter.

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.

Unless a card states otherwise, it may only be played to a location where you have influence. Influence is defined as either having control of the location, as in a Field you control, or to have a Hero present at that location.

For example, if you have a Hero at one of your opponent's Fields then you may play Ward, Ability, and Action cards to that location. If all of your Heroes are at your Core then you can't play any of those cards at a Field controlled by your opponent unless the card says so, otherwise.

Command Phase

Once the active player plays all of the Main 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.

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 move, use abilities with the [Command] trait, and Heroes may also wield Gear cards that are nearby by paying their wield cost.

Couriers are specialized Heroes that are primarily used to ferry gear around to the various battlefield locations. They may move to other Fields like a normal Hero, but may also drop off and pick up gear. Heroes may wield gear off of a Courier as if it were present on the Field by paying its wield cost.

Skirmish Phase

Any time during the Command Phase or at the end of the Command Phase when all 3 Commands have been used tethe 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 attacking against; if a character is already Exerted then it may not declare skirmish. Once all skirmishers are declared you may move to the Ranged Damage phase.

Taking each Field into account 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, each player distributing their damage points as they wish.

Surviving skirmishers now assign their Attack values to the card that they are attacking, and those cards that are defending assign their Attack values to the skirmisher, if applicable.

Whenever a card reaches 0 Health it dies and is put into its owner's graveyard.

Discard Phase

After the Command and Skirmish Phases comes the Discard Phase. At the start of this phase a player may choose to discard a card from their hand to draw one from the top of their Deck. At the end of this phase if a player has more cards than their maximum hand size (starting 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.

FIELD CARD LAYOUT

1 The Emerald Vale
Sanctuary of the Glade

2 Field

3 [Command] 2 : Return a Ward card from your graveyard to your hand.

4 2   20

1 - Name and Subtitle
2 - Card Type
3 - Abilities and special text
4 - Card Parameters:

- Fortification Slots
- Health

Cerberus Mode

If you want something more team-oriented, you and your friends can take on Cerberus Mode. In Cerberus Mode each player constructs a regular 30-card deck but selects only 1 Field to control and share a single Core to defend. Each player goes through their turn like normal except that they only have 1 Command to execute and the Skirmish Phase doesn't occur until all 6 players have taken their Command phases, with each team playing the attacking role every other turn.

Example: Players 1 through 6 take their individual turns then Team A gets to skirmish against Team B. The game progresses through another set of all of the players taking their turn then it's Team B's turn to skirmish against Tteam A.

Players may customize their decks specifically to work with their Cerberus partners, choosing to create general decks as they normally would or have their card choices specialize in specific aspects of the game, i.e. Team A may have their first 2players focus on Heroes and Minions with their 3rd player focusing on Gear and Action cards.

It's meant to be a fun, but competitive variant play style with a lot of potential for wild, swingy strategies. If you're looking for another means to play Fields of Eleria, then consider getting a few friends together and giving Cerberus Mode a try!

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. Ability and Action cards, however, may only be played during your Main Phase, unless specified.

• Whenever a player would play a card or ability or 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.

• 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 at no cost.

• Couriers are unique Heroes that ferry Gear cards to different areas of the game. Other Heroes may use actions during the Command Step to wield Gear cards that a nearby Courier has in its inventory.

Keep in mind that a Courier functions as a Hero card, too, so moving it to a location would use up one of your Commands. Plan accordingly!

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 : A character with Cloak cannot be skirmished against, players may not play abilities or actions on it, and it takes no Ranged damage unless it is exerted. 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.

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.

Innverate: Cards with innervate may be commanded as if they did not have Phase Fatigue.

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 the game it may not be Commanded or use any abilities that require it to exert until it has started the turn under your control.

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.

Vitality: Characters with Vitality aren't affected by Phase Fatigue and once per turn they may Ready as a Swift Action.

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.

Additional Info

Thank you very much for your support with getting this project off the ground, for additional info please consider visiting any of the following sites:

Website : http://www.FieldsOfEleria.com
Art & Updates : http://www.Denjin108.com

Reddit: http://www.reddit.com/r/FieldsOfEleria

Facebook : https://www.facebook.com/FieldsOfEleria/
Twitter : @FOEcardgame // @Cobaltplasma