

Welcome to N.O.B.A (Not Online Battle Arena)

v1.0

By ANIME WIFE

Welcome to the exciting world of N.O.B.A! This guide will help you understand the game rules. Let's get started!



SETUP

Game Board: The game is played on any board or any surface you like! Use a hex board, an octo board, or even a chess board! Or use any consistent unit to measure the spaces like a ruler. Make each Space equal to 1 of your chosen unit of measurement. Eg. 1" = 1 Space. Custom N.O.B.A boards will become available in the future so check back often for new content!

Dice: Use a few 6-sided dice or D6s from here on with just a number say 1. So 1D is one 6-sided dice or 1D=D6. For keeping track of Mag's and HP use dice or paper. Free Downloadable token content will be available on the website so check back often for updates.

Characters: Games are usually played in 5 on 5 games however there are many game types in N.O.B.A even both solitaire single-player and multiplayer story modes! and more to come so try them all out! Story supplements and game modes will be released often and for free so check back often!

Basic Concepts

Movement & Range(RNG):  Movement and attacking ranges  are measured in tile spaces. Terrain affects line of sight (LoS). Most abilities need LoS unless stated otherwise. Characters can move up to or target the number of spaces listed.

Character Bubble: The "bubble" includes the character's space and the adjacent spaces around the character.

Ability Stack: Ability and action resolve downwards. EG: If an ability or action is declared then an opposing character uses a SNAP ability as a response The SNAP ability resolves first.

AoE (Area of effect): the area of effect shapes are = Circle->



Cone->



Line->  The associated number denotes the number of spaces. These are the areas in which the Ability affects.

Mag's: Resource used for abilities.

Character Cards

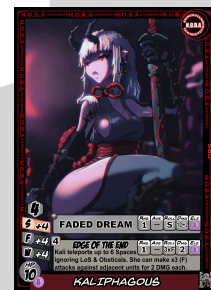
3 colors define character rolls. They are denoted by the border color and text on the right-hand side of the border: Blue = Tank, Red = DPS(Damage), Green = Support. Each Role gets a special rule. These rules are as follows:

Role Rules:

Tanks [BLUE]: 1 Extra defense dice on main stat defense rolls.

DPS [RED] (Damage per Second): 1 Extra attack dice on basic attack rolls.

Support [Green]: Transfer Mag's to any or from another friendly character within their bubble. use as an action on the characters' turn.



Main STATS & Special Actions

Each character has 3 stats. They are Strength, Focus, and Will. These stats are modifiers for mechanics and the main modifiers for rolls. Each character gets a special ability based on the main stat they have. The stats are defined on the left of the card and the main stat is highlighted. In the example, Strength is the main stat. Therefore, they have a charge attack. ALL defense rolls are rolled with the MAIN STAT unless otherwise stated. We will get more into the rules later.



(S)trength: [Charge Attack]: The character can Move up to 3 spaces & add +2 to dmg on your basic attack's damage this turn. **Must target an enemy. only used on characters' turns.**

(F)ocus: [Retreat]: The character can disengage & Move 3 spaces & avoid all damage once per round. **Use as a SNAP ability.**

(W)ill: [Rest]: Character can Gain 1 extra Mag's. **Use as an Action.**

Abilities

Skills, Spells, and Abilities:

The top Skill with the gold icon in the upper left corner is the **basic attack** and will always be at the top of the list.

	RNG	AOE	ROLL	DMG	ELE
Aim High Target character must be selected. If Attack misses add 1D spaces & detonate there or on obstical	6	1	F	1D	F
2 SNAP! TASTE TEETH! Next attack this round do this instead. Target is knocked back 5 spaces & take +2DMG per obstical(X). Others take 2dmg & knockedback 1 space. Stop at hard object	1	5	S	S+X	--

Next is a mag ability, all abilities that cost Mag's can be used anytime during a character's turn before or after movement and Action. Mag's costs are denoted in the Ability's Upper left corner.

Abilities with the SNAP Mechanic can be used anytime for Mag's cost. Passives are unique rules for a character.

Game Round Structure

Rounds: A round is completed when all players have finished all their character turns.

Turn Order: Players roll 1D + modifiers. The highest roll goes first and turns to proceed clockwise.

Character Turns: Players take turns for each character in a round-robin fashion. Each player moves one character back and forth until all characters have had one turn. Characters turns can be done in any order every round.

Turn Steps:

- 1: Gain 1 Mag's (ability energy)
- 2: Perform 1 movement and 1 action
- 3: Do any Mag abilities you choose & have resources for & can be done before or after step 2
- 4: Declare the end of the character's turn

Actions

Each character gets **one ACTION & one MOVEMENT** per turn. They can be done in any order. NOTE: you can not continue moving the character after an action has been declared including Mag abilities even with SNAP.

Basic Actions Available to all Characters

Basic Attack: Listed on character card - As the Top Skill

Disengage: Leave combat without reprisal.

Special Actions: Game or story-dependent actions. EI: Pulling a lever

Combat Mechanics

Attacking: Move into range and declare an attack. Roll 1D + stat + modifiers for both attacker and defender. The higher roll wins: NOTE: Stats can go into the negative (-) and are subtracted from totals.

Defender Wins: No damage. If the attacker is within range, the defender can counter-attack with their basic attack. NOTE: Counter-attacks can only happen on basic attacks

Attacker Wins: Apply damage to the defender's HP. NOTE: Damage can not be less than 0.

Tie: The defender gets a counter-attack if in range. If a counter-attack hits then exchange damage at the same time. Otherwise, apply attacker's damage.

Health Points (HP): When a character's HP reaches 0, they are KO'd. Remove them from the map, or place a marker if they can be revived. Abilities that cost Mag's have the same rules for attacking however the details are based on the ability rules. NOTE: Mag abilities can not receive counter-attacks.

Reprisal Attack: This happens when a Character tries to leave an enemy character's Bubble without sacrificing their action that turns with the "Disengage" action. The Focus skill "Retreat" is also unreprisable.

The rules of N.O.B.A are simple. The rest is in the character cards. Now get out there champion!

N.O.B.A Glossary of Terms

Actions: An attack using a character's base stats.

Attacker: The character initiating an attack.

Ability Stack: Abilities and actions resolve downwards.

Character Bubble: The space a character occupies and the six surrounding spaces.

Character Card: A card providing essential information about a character, including role, abilities, and main stats.

Combat Mechanics: Rules governing how attacks are made and resolved.

(x)D: is the number of 6-sided dice

SNAP: Character can play ability any time

Defender: The character being attacked.

Dice Roll: Rolling a six-sided die (1D6) and adding relevant modifiers to determine outcomes.

Game Board: Where the game is played.

Health Points (HP): A measure of a character's health. Characters with 0 HP are KO'd.

Line of Sight (LoS): A straight, unblocked path between two points, necessary for most abilities.

Mag's: Energy/Ability energy/resource characters are used for special skills, spells, and abilities.

Main Stats: Strength (STR) for strength-based characters; Focus for agile, sleek characters; Will for characters with strong energy.

Modifiers: Additional values are added to dice rolls to determine outcomes denoted by a + or - sign.

Movement & Range: The number of spaces a character can move or the range of their attacks.

Spaces: They are defined by the chosen unit of measure.

Rounds: A complete cycle where all players finish their character turns.

Role & Abilities: Tanks gain extra dice on defense rolls; DPS gain extra dice on attack rolls; Support can transfer Mag's to/from another character within the bubble.

Special Actions: Charge Attack (STR); Retreat (Focus); Rest (Will).

Turn Order: The sequence in which players and characters act, determined by rolling 1D6 + modifiers.

Turn Steps: Steps a character takes in their turn, including gaining 1 Mag's, moving, and performing actions.





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