



N.O.B.A

TM

NOT ONLINE BATTLE ARENA

RULE BOOK

**N.O.B.A (Not Online Battle Arena)'s:
Name, Logo, Rules, Stories, Characters, Art
are**

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

By ANIME WIFE Inc.

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 a HEX 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.

Original N.O.B.A boards are HEX boards. Put more N.O.B.A game boards together for larger play areas!

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.

Characters:

Basic games are usually played in 3 on 3 games. However, there are many game types in N.O.B.A. Scale the game with as many characters and board sizes as you like!

Basic Concepts

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

2.Character Bubble:  The "bubble" includes the character's space and the adjacent spaces around the character. Enemy characters must use the action **disengage** to leave a characters bubble and avoid a **Counter-Attack**

3.Ability Stack: Ability and actions resolve downwards. EG: When an ability/action is declared an opposing character use a ***SNAP!*** ability as a response The SNAP ability resolves first.

4.AoE (Area of effect): the area of effect shapes are - Circle→  FAN→  Line→  !
The associated number denotes the number of spaces the effect takes place. This is the area in which the Ability effects.

5.Mag's:  Resource used for abilities. Denoted in the top left corner of the skill.



Hey! Maker

RNG	AOE	ROLL	DMG	ELE
1	<-1	F	S	--

2 DOTS' NOT USELESS SNAP! <-3.

RNG	AOE	ROLL	DMG	ELE
1	--	--	--	--

Dot uses his mind control on near by character making them do a basic action.

Use only ONCE per round

1.->5
6+6
F+3
W+3
4.->10

N.O.B.A.
TANK
.Spot
#00

Character Cards

3 colors define the character's role. They are denoted by the border color and text on the left-hand side of the name plate & border. Each Role gets a special rule. These rules are as follows:

Role Rules:

Tanks [BLUE]: 1 Extra defense dice on **basic attack** 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 abilities on 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.



Strength: [Charge Attack]: The character rushes to an enemy. Move up to 2 additional spaces & add +2 to dmg on your basic attack's damage this turn. Must target an enemy. only used on characters' turns.



Focus: [Retreat]: The character can disengage & Move 2 spaces & avoid all damage used **only once** per round. Use as a SNAP ability.



Will: [Rest]: Character can Gain 1 extra Mag's. Use as an Action.

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. 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.

Playing the Game

Rounds: Contains all character turns. completed when all character finish their turns.

Turn Order: Players roll 1D + modifiers. The highest roll goes first and turns go clockwise. Redo this step at the start of every round.

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. The character's turns can be done in any order in every round.

Character 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 **1 ACTION & 1 MOVEMENT** per turn. They can be done in any order. NOTE: You can not stop a movement and then 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 with Gold Icon.

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.

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

Health Points (HP): When a character's HP reaches 0, they are KO'd & out of the game

Mag Abilities: have the same rules for attacking however the details are based on the ability rules. **DEFENDERS ROLL MAIN STAT BUT ONLY 1 Dice even Tanks.**

NOTE: Mag abilities can not receive counter-attacks.

Counter-attack: This happens when a Character tries to leave an enemy character's Bubble without sacrificing their action that turn with the "Disengage" action.

The Focus skill "Retreat" can not be countered.

Terrain Rules

Terrain are usually solid unmovable objects that obstruct a Character's movements & Line of Sight (LoS). Characters can also collide with them under certain conditions.

Terrain Tiles

These tiles add special rules to the center space they occupy. They will be marked with the following:

Ice - The character skips past this space in a straight line and does not cost movement.

Does not add to Range. if they collide with an object they take 2 damage.

Trap - The character automatically stops on this tile & takes 2 damage. The character must spend their action on a turn to leave.

Bomb - Counts as a wall obstacle. At the start of **every round** characters within the space's bubble take 2 damage.

Hidden - Characters on this space are hidden from Line of sight of others but still have LoS on others. Characters in the space's bubble gain LoS again on the Space.

Game Modes

Players can make parties of any characters they have possession of but only 1 of any named character. Try out different setups!

Brawl: 2 or more Players Start with 3 or more Characters on opposite sides of the map. The last character standing wins!

Capture The Flag. CTF: 2 or more players start with 3 or more characters and a flag each. Place the flag anywhere on the first space from your side. Enemy characters pick up the flag when they pass onto the space. They can only use their base movement and no other abilities while carrying the flag. You lose the game if they bring your flag back to their flag. The flag must be in its starting location to win. A character drops the flag on KO & can transfer to other characters on their team in their bubble. If your characters go over the dropped flag, it automatically returns to the starting position. Enemies pick it up.

King of the Hill: Recommended for more than 2 players & more than one play mat and larger parties. Place the Flags as unmovable objects on the field. At the end of each round count the amount of characters within a flag's bubble. Gain 1 point for each character and -1 for each enemy, record the score. The first to 10 points wins. Note: you do not subtract from the recorded score.

With many more to come!

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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