

HENSHIN FIGHTERS

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The Game Loop

Players take turns taking actions trying to accomplish victory conditions. During the game the heroes take on multiple forms which grant them powers

Turns and order of activation

A Round goes like this:

- Start of Round Procedure
 - Respawn NPCs
 - Beginning Step
 - Initiative player resolves all Beginning Step abilities
 - Non-Initiative Player resolves all Beginning Step abilities
- Turn 1
 - Initiative Player Activation
 - Non-Initiative Player activation
 - NPC Activation
- Turn 2
 - Initiative Player Activation
 - Non-Initiative Player activation
 - NPC Activation
- Turn 3
 - Initiative Player Activation
 - Non-Initiative Player activation
 - NPC Activation
- End of Round Procedure
 - Rest Heroes
 - Heroes become un-exhausted
 - Heroes get set to half stamina
 - Determine initiative Player
- Each hero may only be selected once per round
- Start of Action Step
 - Any "Start of Action" effects are resolved first by the active player then by the non active player
- Modify action pool step
 - Roll a number of additional D6 equal to the fighters highest Form level
 - Each hero has a way to modify these dice which represents their heroic ability to choose specific actions
 - These are taken by active player then taken by non active player
- Group Action Dice Step
 - Action Dice are made from the action pool by grouping dice by their number. If only one of the dice show a number that is a Single, 2 of a kind are a Double, three are a triple, and four are a quad.
- Spend Action Dice
 - During your turn you can spend action dice on **Basic Actions** that all heroes can take or **Special Actions** that come from your Heroes Special abilities or the Forms they take on
 - You May perform **Basic Actions** any number of times during your activation
 - You may only perform **Special Actions** once per turn unless the special action lists otherwise.

Activations & Actions

- Roll Your Dice
 - Dice are a pool of 5 six-sided Dice
 - Later you will make action dice by grouping these by their number, for now they make up your action pool
- Select Hero to activate
 - Each hero may only be selected once per round
- Start of Action Step
 - Any "Start of Action" effects are resolved first by the active player then by the non active player
- Modify action pool step
 - Roll a number of additional D6 equal to the fighters highest Form level
 - Each hero has a way to modify these dice which represents their heroic ability to choose specific actions
 - These are taken by active player then taken by non active player
- Group Action Dice Step
 - Action Dice are made from the action pool by grouping dice by their number. If only one of the dice show a number that is a Single, 2 of a kind are a Double, three are a triple, and four are a quad.
- Spend Action Dice
 - During your turn you can spend action dice on **Basic Actions** that all heroes can take or **Special Actions** that come from your Heroes Special abilities or the Forms they take on
 - You May perform **Basic Actions** any number of times during your activation
 - You may only perform **Special Actions** once per turn unless the special action lists otherwise.
- End of Action Step

- Any "End of Action" effects end

Basic Actions

Move - You can spend a Single, Double, Triple, or Quad to Move and gain benefits based on what you spend. You cannot Move while you are adjacent to a non-friendly model

- Single - move 2 hexes, if you end adjacent to a non-friendly model, you may deal damage equal to $\frac{1}{3}$ the value of this action die rounded down
- Double - Move 3 hexes, if you end adjacent to a non-friendly model you may deal damage equal to $\frac{1}{3}$ the value of this action die rounded up
- Triple - Move 4 hexes, if you end adjacent to a non-friendly model, you may deal 3 damage to the model.
- Quad - Move 6 hexes, if you end adjacent to a non-friendly model, you may deal 6 damage to the model.

Attack - While adjacent to a non friendly model you may apply the following effects based on what you spend.

- Single - Choose One:
 - Deal damage to one adjacent model equal to $\frac{1}{2}$ the value of this action die rounded down
 - Throw one adjacent model 2 hexes
- Double - Choose two (you may choose the same mode more than once):
 - Deal Damage to one adjacent model equal to $\frac{1}{2}$

the value of this action die, rounded up

- Throw an adjacent model 3 hexes
- Triple - Choose one
 - Deal 4 damage to one adjacent non-friendly model and throw it 4 hexes
 - Deal 2 damage to two adjacent non-friendly models and throw each 3 hexes
- Quad
 - Deal 5 damage to each adjacent model, and throw them each 5 hexes

Fighter Kick - Only take when at max momentum and in a form. Where X is your momentum + your Form level + the count of dice spent on this action:

- Move up to X spaces in a straight line
 - This movement can go through terrain, enemy fighters, and NPCs but cannot end on any of them
- Deal X damage to each target you end adjacent too or whose space you passed through
- If you end adjacent to an exhausted target, that target is sent back to base.

Then lose all momentum and increase your form level.

Transform - only take when at max momentum. You may take a form that an ally is not currently in. Increase your form level, and then lose all momentum.

End of Round Procedure

Reset Exhausted heroes

If a hero is exhausted, they become un-exhausted

Set Heroes to Half stamina

If a hero is below half stamina, they get set to half stamina.

Start of Game Procedure

Setup Scenario

Either randomly choose or use a scenario that the players have agreed upon. Then setup the board according to the scenario map.

Determine Priority

Players roll off

The winning player chooses which player has priority.

The player with Priority, places terrain first and has initiative at the start of the game

The player without priority chooses board side, and deploys heroes first

Choose board side

The player without Priority chooses which base they will be using and thus which board side they will be using.

This also defines which of the spawn points will be used for their NPCs

Place Terrain

Before the game players take turns placing friendly terrain.

This comes in two configurations and you have 2 of each configuration.

Each player places 2 pieces of terrain.

Players alternate placing terrain starting with the priority player

Terrain cannot be placed adjacent to other terrain, spawn zones, or bases

Deploy Heroes

Heroes are deployed in alternating player order, starting with the player without Priority. Players deploy their heroes on or adjacent to their base in unoccupied hexes

Begin Round 1

You are now ready to start your first round of Henshin Fighters

Fighter Mechanics

Momentum

Whenever a fighter takes an action that includes moving yourself, throwing an

enemy, or dealing damage to an enemy they gain 1 momentum.

Each fighter has a momentum stat that is the maximum amount of momentum that they can have. Any additional momentum they would gain is disregarded

Some scenarios award momentum for scenario actions.

Some actions can only be taken when you are at maximum momentum.

When a fighter becomes exhausted they lose all of their momentum.

Stamina

When a fighter is dealt damage they lose stamina. Their stamina is reduced to a minimum of 0

When their stamina is reduced to 0 they become exhausted.

Transforming

A form represents an augmentation of a heroes powers. Taking on a form also modifies it. When a fighter takes a form they permanently unlock abilities for the form whether they are in it or not.

- When a fighter takes a form they gain all the abilities that form has unlocked.
- When a fighter leaves a form they lose all abilities that form granted them in exchange for a new form.
- When a fighter in a form increases their form level they unlock the next ability for that form for each element the fighter shares with the form.
 - If Shoto is in Grasshopper form and increases the form level, he only unlocks the next light ability.
- When a fighter takes on a form that has already been taken on, the form still has the form levels that were unlocked by its previous user, even if those abilities come from an element

the current user doesn't have affinity with

Heroism

You start the game with 3 heroism.

When you complete any of the following you gain one heroism:

- Increase a fighters form level
- Have a fighter become exhausted
- Destroy an enemy NPC

Players can spend heroism on the following effects:

- **Heroic Stand** - When a fighter is exhausted you may activate them anyway by spending a heroism.
 - They gain one point of stamina.
 - At the end of the action they are returned to base and become exhausted.
- **Heroic Destiny** - During the modify dice pool step before you use your heroes abilities, you may spend any number of heroism to add a result of that value to your action pool.

Additionally some fighters may have ways to spend heroism.

Affinity

- A fighter shares affinity with another fighter if the hero cards or form cards of those fighters share 1 or more elemental affinities.
 - For example Gator Mutant and Whale Mutant share affinity because they both have water affinity.

- If Franklin Stein is in the form [Dark Earth Form Here], then he and Gator Mutant share an affinity because both have affinity for earth.
- A fighter always shares affinity with themselves

Action Dice

Action dice are a group of dice that are used together on an action. They are made out of the action pool during the group action dice step. Action Dice have 2 characteristics, their value (the number shown on their face) and their count (the amount of dice in the action die) Some actions can only be taken of a certain count and others use the count to determine effectiveness. Some actions care about the value of an action die.

NPC Mechanics

Selecting NPCs

For competitive games, each player brings two NPC factions as part of their list and players select which NPC factions will be spawned in initiative order on the first turn during the respawn NPCs step. NPC groups are unique, so if one player plays an NPC group that

For other games or if players don't have 2 NPC groups each determine randomly or agree upon which NPC bands will come to the match. Each player is assigned (either randomly or by agreement) an NPC Group.

An NPC Group

NPC Groups have several parts that make them up. This is both the actual stats of the NPCs as well as the availability of each NPC and the threat track.

The Threat Track dictates which NPCs are able to spawn. It starts at 0 and goes up to 6. The threat track increases by an NPC's threat score when they are destroyed. When it fills increase the Malice of the NPC groups by 1.

Malice is tracked on the NPC group and determines which members can spawn. Malice starts at 1. NPC's can only spawn if their Malice is less than or equal to the Malice level of the group. Malice is maxed out at 3.

NPC Behavior Generically is Move towards the nearest Fighter, then if they are in Range deal damage to that fighter equal to the damage value. NPC behavior can be overridden in the scenario and by character abilities. NPCs will act based on the behavior in this order of precedence: Most Recent Character Behavior > Scenario Behavior > Card Behavior

Availability represents how many of an NPC can be spawned to the board at a time.

Health - NPCs have a health value, when their health value is reduced to 0 they are destroyed.

NPCs do not have affinity unless specified. NPCs are immune to damage from dangerous terrain.

Respawn NPC step

During the Respawn NPC step NPCs are spawned in Malice order.

The NPC with the highest Malice value that can be spawned on the card spawns first. NPCs are spawned until 3 members from each group are on the board or there are no more available NPCs to spawn.

When an NPC is spawned, the player that owns the NPC card chooses which NPC spawn point they will spawn to. They cannot choose spaces that are occupied by heroes. If all spawn points are occupied you cannot respawn NPCs.

NPC Turns

Keywords

Dangerous Terrain [Element]

Dangerous Terrain deals 1 damage whenever you enter that hex. If it has an element appended, fighters with affinity for that element are immune to the dangerous terrain.

Rotate

Literally take a d6 and turn it so an adjacent side to the one facing up is facing up.

Shocked

State

When a model with Shocked activates, they must discard an action die at the end of the modify dice step.

Throw

One NPC from each card activates on the NPC activation part of a turn.

Cards activate in player turn order.

NPCs activate based on the following criteria:

- The NPC that has activated the least amount of times in the round
- If NPCs are tied for the least amount of times activated, The Highest Malice NPC among those activates
- If NPCs are tied for highest malice, the NPC with the lowest health among those activates
- If NPCs are still tied, determine randomly.

Move a model in a straight line the designated amount of hexes.

If a model encounters the board edge, another fighter or NPC, or a piece of impassible terrain that fighter takes damage equal to the remaining amount of hexes they were thrown.

Wisdom

When a fighter or form with wisdom is put into play. If you don't have a wisdom die, roll a d6. It becomes your wisdom die.

The Wisdom die remains even if you no longer have a form or fighter with wisdom on the battlefield.

It is an action die and you may only have one wisdom die at a time.