

Anera's Arena

Elf, Halfling, Orc & Wizard

“After each Tournament more and more adventurers join the battle in the Arena. New races with new skills are participating every now and then. They've also got just one goal: to beat all others and to acquire the Wisdom.”

- Revilio, Order Cleric

The new Traits



Magic Points (MP)

A hero with Magic Points can cast one spell per turn by using Magic Points and two agility points. Casting spells costs Magic Points.



Magic Resistance (MR)

Indicates your hero's ability to resist a spell. Heroes who don't have a Magic Resistance icon on their card, have no Magic Resistance (i.e. their MR is zero).

Casting spells

You can cast a spell on any other hero, if you can attack him according to the known rules of attack. However, your target does not have to be next to your hero.

Some spells will always succeed while for others you'll need to roll a D20 to cast them; this is noted at the spells. When you need to roll the D20, your spell succeeds when the result of your roll is lower than or equal to: “10” + your current amount of MP - your targets MR.

Only after you have successfully cast a spell, you subtract the spellcost, noted at the spell by (#), from your current amount of Magic Points. When the result of your roll is a “1”, you cast the spell for free, i.e. you don't subtract the spellcost from your Magic Points. Note: the damage done by the spell is not doubled. When the result is “20” the spell fails, but you'll have to subtract the spellcost from your Magic Points. Note: your hero does not tumble.

The Elf

Ability: Ranged Attack

The only way an Elf can attack is by ranged attack. This will cost two agility points, and you'll be able to attack any opponent up to four panes away from you, according to the known rules of attack. The damage done is a D4 armour piercing, i.e. the damage can only be subtracted from health or shield, but not from armour.

Spell: Double Attack (1)

The Elf can immediately make two ranged attacks.

The Halfling

The Halfling can not climb up or jump down a difference of height of three stones.

Ability: Tumble target

The only way the Halfling can attack is by ranged attack. This will cost two agility points, and she can attack any opponent up to two panes away from her, according to the known rules of attack. If you hit, the targeted hero tumbles.

*The Orc***Ability: Hit Twice**

When you hit your opponent with your first attack, you may roll the second attack before you roll for damage. When you hit your opponent twice, roll your damage die twice. When you hit once, roll once for damage. You hit your opponent with the total result. When the result of the attackroll is "1", it is ignored as an Excellent Attack.

*The Wizard***Spell: Fireball (3) [D20]**

When casted succesfully, roll a D8 for damage. All heroes adjacent to your target are hit with the damage done divided by two, rounded up.

Spell: Blast of Pain (2) [D20]

The damage done by a Blast of Pain is a D4 and may only be substracted from the target hero's Health.

Spell: Double Pillar (3)

The movement of a pillar you target is doubled after the next initiative fase, so the pillar can go up or down two stones.

Spell: Forced Move (1) [D20]

When succesfully casted, you may move your target to one of his adjacent panes according to the rules of movement.

Spell: Heal / Repair (#)

You may exchange any amount of your Magic Points to raise Health, Armour or Shield of any character equal to #.

Anera's Arena is a 3D non-collectable but expandable miniatures game. This expansion set contains four new characters; Elf, Halfling, Orc and Wizard.

To play with these new characters, you need the basic game Anera's Arena. The rules of this expansion set are additional to the rules from the basic game and available for download from our website.

Also look for the limited expansion: Knight.