



DOTA 2: THE BOARD GAME

Introduction

From the beginning, the universe was fractured. Its creation: violent, traumatic. It left an indelible mark on those who emerged; an urge, a compulsion, a *need* for war. It drove them in the beginning – and it drives them now. The Radiant and Dire factions, eternally at war.

Maybe *you* will be the one to finally end it?

Object of the Game

In Dota 2: The Board Game, two teams of 5 heroes are battling to destroy one another's Ancient, while at the same time, they must defend their own Ancient. The heroes start off weak, but grow in power as the game progresses: gaining new abilities and powers to help them fight their enemies.

Team composition, hero positioning, item choices and using abilities at the correct time are all key elements when playing (and trying to win) Dota 2: The Board Game.

Game Setup and Overview

Choosing Your Team

There are over 100 available heroes in Dota 2: The Board Game, each with their own abilities, stats and positions. The most important things to consider when selecting a team (5 heroes) are the following:

Roles – There are 5 roles for heroes: **mid**, **offlane**, **jungle**, **carry** and **support**. Generally, it is recommended that you have one of each for your team, however, there are no limitations imposed.

Each role has its advantages and disadvantages.

Carry – Carry heroes begin the game with very little gold and may struggle in the early game. They must be protected. As the game progresses, they receive more and more gold (eventually the most of any role) and will be your main damage dealer. **Carry heroes receive double their gold gain when farming the safe lane** (top lane if on Dire, bottom lane if on Radiant). Carry heroes can farm neutral camps.

Support – Support heroes begin the game with the most gold and thus are most effective in the early game. They must make use of their early advantage, or else they may be left behind due to their poor gold gain. **Supports receive double the normal amount of gold awarded for kills and assists**. They cannot farm neutral camps and are only awarded their base gold gain when farming the lanes.

Jungle – Jungle heroes (Junglers) begin the game with an average amount of gold. They are often in the safest position of their team, however, they must traverse between neutral camps constantly and may be ineffective fighters early in the game. If they are left to farm the neutral camps, they will become

formidable. **Junglers receive double their gold gain when farming neutral camps** (includes both Radiant and Dire camps, as well as “Ancient” camps).

Mid – Mid heroes begin the game with an average amount of gold and are often the “playmaker” heroes in the team (along with the support/s). **Mid heroes receive double their gold gain when farming the middle lane, and one extra XP** (on top of the normal amount). Thanks to the extra XP, they will generally have a level advantage over the other heroes.

Offlane – Offlane heroes (Offlaners) begin the game with a slightly above average amount of gold. They tend to have the most difficult lane, as it is often 2v1. If they can manage to get some farm and XP, they have a lot of potential going into the mid and late game. **Offlaners receive double their gold gain and heal 1 extra health--at the end of the round--when farming the offlane** (top lane if on Radiant, bot lane if on Dire) **if they are alone** (no ally within 10 tiles).

Synergy – How heroes interact when picked together should be a major consideration when drafting. Choosing Keeper of the Light—who can drain an enemy’s mana—and then Anti-Mage who has an ability that deals damage based on the amount of mana an enemy has lost (from their maximum), is an example of good synergy.

Choosing a hero such as Drow Ranger—who increases allied ranged heroes damage—and then 4 melee heroes is an example of poor synergy.

Counterpicking – If you see that the enemy team is picking a lot of “nuke” heavy heroes, you may wish to counter them with high strength/health heroes. If they have high physical damage dealers, you may wish to counter with high armor heroes. It’s important to understand the opposing teams strengths and try to mitigate them as much as possible with your team draft.

The Draft



To begin, one of the players must flip a coin. If the other player guesses correctly, they may choose between picking and banning first, **or** whether they want to be on Dire or Radiant. If they guess incorrectly, the player who flipped the coin has first choice instead.

Place the Radiant and Dire icons in their relevant locations and start the timer for the player banning first. Once they have decided, they place the hero card in the banned slot, stop their timer and start the other player's timer, moving the "Draft Progress Tracker" in the process. Continue on as outlined by the "Draft Pick/Ban Order" tab. **Each player has 3 minutes (180 seconds) to both ban and pick 5 heroes.**

When the draft is over, each player takes their chosen heroes (cards), as well as their associated bag, places both in front of them and prepares for the start of the game.

Starting Locations, Items and the Game Board

Starting Locations – Each hero role has an ideal starting location, indicated by the following icons:



However, only the Jungle hero **must** (if one is picked) start on their designated tile. If there is more than one jungle hero (not recommended!), then the second jungle hero must start within 1 tile of the other jungler. The other hero roles are allowed to start the game on any of the indicated tiles, or exactly 1 tile away from it if it is already occupied.

Example: If your team consists of two carries, two supports and a mid, the second carry may start on the offlaner's starting position with the second support exactly 1 tile away from him.

Place your hero tokens down, then, it is time to buy items!

Items – There are over 60 items in Dota 2: The Board Game, with varying effects and purposes. Items may be bought after placing all hero tokens at the beginning of the game, and then only on each hero's turn.

Example: If you have the hero Faceless Void in your team and you want to buy an item for him, you must wait until it is his turn.

Heroes begin the game with 10 x their gold gain. Cheap items will generally provide little stat increases, or a small amount of utility, however, they are crucial to surviving the early game. When beginning the game, take note of the opponents heroes in each lane, and buy items which may help you survive against their specific strengths (if high physical damage, purchase armor, etc).

Each hero may hold up to 6 items in their inventory. If they have run out of space and wish to buy another item, they may sell back any* item for half of its original price. Selling items can only be done on the hero's turn: even if they have less than 6 items, they may sell their items, losing any stats/benefits they previously provided.

*Items with charges cannot be sold, nor can Gem of Truesight or Divine Rapier. Once everyone has purchased their starting items, the game is ready to begin.

For more detailed information on items and their interactions, please see **pages 20-21** of the rulebook.

The Game Board – The game board is made up of two halves, split by a river. On the bottom half of the board is the **Radiant** side, green and flourishing. On the top half of the board is the **Dire** side, grey and dreary.



The board has 3 defined lanes with towers jotted along them. They are the mid lane (middle), safe lane (bottom lane for Radiant, top lane for Dire), and offlane (top lane for Radiant, bottom lane for Dire). In addition to the 3 lanes, there are two areas littered with neutral camps, known as the jungle.

Zones --There are 3 zones in each lane; they are the Gold/XP zones indicated by green rectangles. The majority of heroes will do their “farming” in these lane zones. As towers are destroyed, different zones become active.

Example: If the Radiant team destroys the tier 1 Dire tower in middle, in order for the mid hero to receive their bonus gold/XP, they must “farm” in the zone closer to the Dire tier 2 tower. If

they “farm” the zone in the river, they will only receive their base gold gain. On the other hand, the Dire mid hero may farm either zone and receive their bonus gold. This is a comeback mechanic and it remains in place until the Dire destroys the tier 1 Radiant tower in middle.

The Gold/XP zones are critical to your success in Dota 2: The Board Game. Controlling them should be a top priority, as they are key to increasing your heroes power through leveling up (gaining access to new abilities and increasing stats) and acquiring gold which allows heroes to buy stronger items. Denying the enemy access to the zones is equally as important as farming them.

Tiles – The board is made up of many tiles, which are used when dealing with movement, attack range and ability range. Any tile that is marked with an “X” is unpathable, unless otherwise stated. The boundary of the board (denoted by red and black tiles) cannot be interacted with in any way, other than when a hero is in the graveyard/dead. This is indicated by the white skulls with the respawn time beneath them.

Towers – There are 3 towers in each lane, blocking the way to The Ancient.



Radiant towers.



Dire towers.

The player must first destroy these 3 towers (in a single lane) to be able to damage The Ancient. Each tier of tower has varying health and power. They are as follows:

Tier 1 : 100 HP -- 3 Power

Tier 2 : 400 HP -- 6 Power

Tier 3 : 800 HP -- 10 Power

Each time a hero attacks a tower, their current power total is dealt as damage to the tower. Immediately after, they are dealt damage based on the tower's power (unless the tower is destroyed in the attack, in which case the damage will be avoided). Heroes will also be damaged if they enter an enemy tower's zone, denoted by a red square. For every tile they move through the red zone, they will take a new instance of damage.

Tower damage ignores armor.

Tower damage can be mitigated to a degree. For each additional ally hero that is within 5 tiles of the tower when attacking, the tower power/damage decreases by 1 (**down to a minimum of 1 power**).

Example: If a hero is attacking a tier 1 tower alone, they will take 3 damage. However, if an ally is with them, the tower will do only 2 damage. If there are two allies with the attacker (all within 5 tiles of the tower), the tower will only do 1 damage to the attacker.

The Ancient – There are two Ancient's on the board, situated in the Dire and Radiant bases, respectively. **Destroying the enemy Ancient is the only way to win Dota 2: The Board Game.** Thus, it's importance cannot be overstated. You must not only defend your own Ancient, but also find a way to attack and destroy the enemy's Ancient.

The Ancient is protected by 3 towers in each lane, however, if the 3 towers are destroyed, not only will you/the enemy have access to attack The Ancient, it will also immediately take 500 damage (when the tier 3 tower is destroyed).



Radiant Ancient : 2000 HP -- 0 Power



Dire Ancient : 2000 HP -- 0 Power

Due to the damage dealt when the tier 3 is destroyed, it can be a better strategic idea to attack all of them, rather than simply going straight for The Ancient. However, the choice is yours, and the correct path may be different from game to game. When attacked directly, Ancients take damage based on the attacker's current power.

Day & Night, Neutral Camps and Roshan

Day & Night – The game begins in the day and at the end of the round, changes to night. This continues back and forth the whole game, except if the hero Night Stalker has been selected. Night Stalker may increase the duration of night, and in doing so, increase his ability power. Day and Night generally has little impact on the game, though, some heroes may have abilities which benefit from one or the other. Day & Night is indicated by the sun/moon in the top middle of the board.

Neutral Camps and Ancient Camps – There are 6 neutral camps and 1 ancient camp on either side of the board. All heroes **except supports** can farm the neutral camps. Junglers receive double their gold gain and the other roles receive their base gold gain. Once a camp has been farmed, it cannot be farmed for the next two rounds. Neutral camps do not deal any damage to their attackers, they give up their gold/xp if a hero ends the round in their camp (blue square for neutral camps).

Ancient camps **do** damage their attackers. All heroes **except supports** can farm the ancient camps. Junglers receive triple their gold gain and the other roles receive double their gold gain. The ancient camps have the same two round cooldown as neutral camps, though, they will deal 10 damage (ignores armor) to any hero that farms them (ends the round in their camp, denoted by a pink square).

Roshan – Killing the ferocious beast known as Roshan can provide a sizable advantage to a team. As well as granting gold and XP when killed, Roshan also drops an item: The Aegis of the Immortal, which grants the hero who carries it a second life. From his third death onward, Roshan drops cheese—an item which restores a hero's health and mana—in addition to The Aegis of the Immortal.



Roshan : 100 HP -- 5 Power

Roshan's health points increase by 20 every 5 rounds and his power increases by 2 every 5 rounds. If he is killed, he will respawn after 4 rounds, with his HP and power newly calculated.

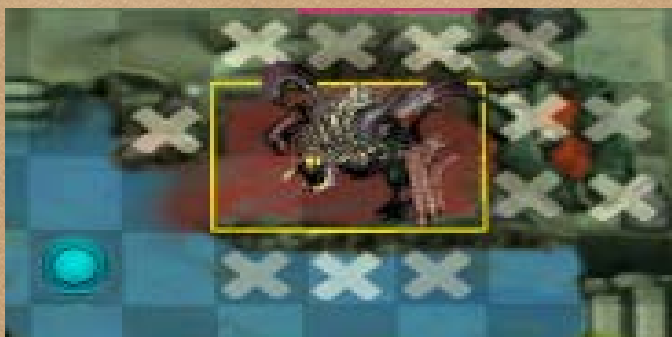
Example: If Roshan is killed on the 17th round of the game, he will respawn on the 21st round of the game with a total HP of 180 and a total power of 13.

To deal damage to Roshan, a hero must end the round in his pit (denoted by a yellow rectangle). They will deal damage to him equivalent to their current power. Roshan will deal damage back to the hero/heroes (at the end of the round, **before end of round regeneration**) based on his current power. If two heroes from opposing teams are in the pit, they must kill or force the other hero out before being able to damage Roshan. Roshan is still able to damage them!

For each hero in the pit, Roshan's power is decreased by 1 (down to a minimum of 1). When he is killed, any hero in the pit may claim the Aegis – it is up to the player to decide.

Roshan awards an initial bounty of 50 gold and 10 XP when killed. Both the gold and XP are shared as evenly as possible amongst those in the pit. The gold bounty increases equal to the amount of rounds. The XP always remains at 10.

Example: If Roshan is killed on the 12th round of the game, he will award a bounty of 62 gold and 10 XP.



Pictured: Roshan in his pit.

Playing the Game

Turns and Rounds

Dota 2: The Board Game is split into **turns** and **rounds**. Each round consists of 10 turns: 1 for each hero. The turns alternate between the factions: 1 hero from Radiant has their turn, then 1 hero from Dire, etc. On a heroes turn, they may do any of the following:

Movement Roll – The player rolls two 6 sided dice. The number rolled indicates the amount of tiles the hero may move, though, a heroes current movement speed must be taken into consideration.

Example: If a 5 is rolled and heroes current movement speed is 3, they may move up to 8 tiles. Alternatively, if a 5 is rolled and the heroes current movement speed is -3, they may only move 2 tiles.

The player may choose not to move their hero, or, to only move the hero a certain amount (if an 8 is rolled, they could move 8 tiles or less). They can move before and/or after any action.

Example: The player rolls a 10. They use an ability, then move 4 tiles, attack an enemy, then move the remaining 6 tiles.

Items can be bought to increase a heroes movement speed. Some abilities may also increase or decrease movement speed.

Combat Roll – If a hero is within attack range of an enemy hero (the attack range is indicated on their hero card), they may initiate a combat roll. They roll the combat dice: if more swords are rolled than armor, the attack succeeds. The attacker's power is first used to damage the enemy's armor and then (once it reaches 0) their health. If more armor is rolled than swords (or an equal

amount), the attack fails and the attacker loses a quarter of their health. If only blanks are rolled, it is considered a stalemate; nothing happens.



Pictured: The combat dice, showing a successful roll of 3 swords.

Use Abilities – Depending on the heroes level—and if they have enough mana—they may use up to 4 abilities in a single turn. All of the heroes in Dota 2: The Board Game have 4 unique abilities, displayed on their hero cards. The correct use of abilities can greatly turn the tide of battle and must not be underestimated.

Attack Towers/The Ancient – To attack a tower, a hero must be within attack range of it. The tower will be dealt damage equal to the heroes power, and the hero will also take damage, based on which tier the tower is. The Ancient behaves in the same way, except it does not deal any damage.

The End of the Round

At the end of the round, any hero in a “Gold/XP” zone, neutral camp or ancient camp are awarded a specified amount of gold and XP. The exact amounts are covered in the “**Gold and XP**” section of the rulebook. If a hero ends the round in Roshan’s Pit, they will deal damage to him based on their power and have damage done to them (based on Roshan’s power).

End of Round Regeneration – At the end of every round, all heroes regenerate 1 health. At the end of every second (even) round, they regenerate 1 mana in addition to the 1 health. There are heroes with abilities which increase regeneration, or stop it all together, as well as items which increase regeneration.

Heroes regenerate a quarter of their maximum armor (rounded down) at the end of every second (even) round.

Cooldowns – At the end of the round, move all cooldown markers down 1 (unless otherwise stated). If a hero is affected by an ability and it expires, remove the effect from the hero.

Gold and XP

Kills & Assists – At a base level, kills are worth 15 gold and 3 XP. A hero is awarded kill gold and XP if an enemy dies due to damage caused by them (or their abilities).

Assists are always worth 8 gold and 1 XP. Assists are awarded to any hero (on the same team as the killer) within 5 tiles of an enemy hero at the time of their death.

If a hero kills an enemy that is a higher level than them, they receive 5 extra gold for each level of difference. If a hero kills an enemy that is a lower level than them, 2 gold is taken away from the normal amount for each level of difference.

If a hero kills a higher level enemy, add 1 XP (on top of the normal 3 XP) for each level of difference. There is no change if a lower level enemy is killed; 3 XP is the minimum amount awarded for a kill.

Example: A level 4 hero kills a level 6 enemy hero; the hero is awarded 25 gold (15 base, 10 for the 2 level difference) and 5 XP (3 base, 2 for the 2 level difference).

Example 2: A level 8 hero kills a level 5 hero; the hero is awarded 9 gold (15 base, -6 for the 2 level difference) and 3 XP (the minimum).

Farming – If you end the round in a gold/XP zone or a neutral/ancient camp, this is referred to as “farming”. Heroes need to farm in order to level up (increasing their stats and abilities) and to allow them to buy items to make them more powerful. The more efficient you are with your farming, the greater the advantage between you and your enemy. Ultimately, if you can farm faster than the enemy, you will level up faster and have access to items and abilities quicker.

The gold/XP zone (denoted by a green rectangle) will always provide *at least* the base level of a heroes gold gain **unless** more than one hero from the same team is within the zone. **In which case, they all receive half of their base gold gain** (regardless of potential bonuses for being in the correct lane). Neutral/ancient camps are the same, except supports cannot farm them.

Breakdown of All Gold and XP Values

Farming – Minimum of half a hero’s base gold gain (if more than one hero from a single team is in the zone). Normal is their exact base gold gain and with bonuses, it is double their base gold gain.

Example: A hero has a base gold gain of 4. If another hero is farming the zone with them at the end of the round, they will receive 2 gold. If they are farming a zone, but not their designated one (a carry farming the jungle, etc) they will receive 4 gold. If they are farming their designated lane, they will receive 8 gold.

The XP awarded for farming is 2, however, if more than one hero from a single

team is in the zone, it is reduced to 1 XP for all. “Mid” heroes are the only heroes who receive bonus XP (other than through abilities).

Kills & Assists – The base gold for kills is 15 and the base XP is 3. Assists are worth 8 gold and 1 XP. Please refer to page 16 for additional information on kills and the effect levels have on their bounty.

Roshan – The base gold for killing Roshan is 50 and the XP awarded is always 10. The gold increases based on the number of the current round. Please refer to page 13 for additional information on Roshan’s bounty.

Destroying Towers – Destroying a tower provides the whole team with 20 gold, and the hero who got the killing blow on the tower receives an extra 20 on top (40 total).

Dying, Respawning & Buyback

Dying & Respawning – At levels 1, 2 and 3, heroes that die will go to the graveyard for 1 round. At the end of the round (that they died) they will respawn in their fountain and be granted an instant, free teleport—though it must be their turn—to any tower on their side of the map that is not destroyed.



Pictured: The graveyard. Each number below the skulls represents how many rounds a hero must wait until they rejoin the game.

At levels 4, 5, 6, 7, and 8, heroes that die will go to the graveyard for 2 rounds. They do not receive a free teleport.

At levels 9 and 10, heroes that die will go to the graveyard for 3 round. They do

not receive a free teleport.

No gold or XP is lost on death.

Buyback – When in the graveyard, a hero may exchange their current gold to immediately rejoin the game (and instantly have their turn). The amount required to buyback changes based on the heroes level.

Levels 1, 2 and 3 require 50 gold to buyback.

Levels 4, 5 and 6 require 100 gold to buyback.

Levels 7, 8 and 9 require 150 gold to buyback.

Level 10 requires 200 gold to buyback.

Each hero may only buyback twice in the whole game. **Use buyback wisely.**

Item Shop & Item Rules

*The movement speed from multiple boots **does not stack**. The boots in the inventory with the highest amount of move speed are added to the heroes movement speed stat, the others are ignored. The active (if there is one) does work on all boots.

*Items may be bought at any stage during a heroes turn, from anywhere. If the item has an active, it may be used on the same turn it is bought.



Pictured: The item shop!

*The majority of items can be sold for half of their shop value, at any stage during a heroes turn. The exceptions are items with charges, Divine Rapier and Gem of True Sight.

*Items cannot be shared with allies, with the exception of Gem of True Sight.

*If a hero buys two of the same item and they have an active with a cooldown, when one is used they are both put on cooldown. The effect is not doubled. Multiples of the same item spread across heroes **do stack** however.

Example: Two heroes on the same team--Lich and Rubick--have bought a Mekansm. They both may use their Mekansm (on their turn) to provide 8 healing total (4 from each Mekansm).

*A hero may have 6 items maximum in their inventory at any given time, unless they are the nearest hero when an enemy dies with Gem of True Sight or Divine Rapier. In which case, it is added to their inventory.

*Gem of True Sight is the only item that can be deliberately dropped. The hero must be in the fountain. Once dropped, any of his/her allies can then pick up the Gem if they return to the fountain.

*Dust of Appearance, Enchanted Mango and Healing Salve all must be face down in the heroes inventory, before use. This is to prevent enemy heroes with invisibility from knowing for sure whether a hero has Dust of Appearance to reveal them.

*The majority of items with “actives” require mana to use. If a hero has insufficient mana, the item cannot be activated.

Runes, Status Effects and Stat Gain

Runes – From the beginning of round 2 and every second round onward (4, 6, 8 etc), a dice known as the “Rune Dice” is rolled. It is a 6 sided dice, with each side representing a rune. Two runes are spawned in the river every 2 rounds, based on the rune dice rolls. The potential runes are as follows:

Regeneration Rune – The “Regeneration Rune” is green in colour. The hero who collects it immediately regenerates their health and mana to its maximum.

Haste Rune – The “Haste Rune” is red in colour. The hero who collects it immediately adds 5 to their current movement speed stat. Lasts 2 rounds.

Invisibility Rune – The “Invisibility Rune” is purple in colour. The hero who collects it is immediately granted invisibility. It lasts 2 rounds.

Double Damage Rune – The “Double Damage Rune” is blue in colour. The hero who collects it doubles their power when attacking, for 2 rounds.

Bounty Rune – The “Bounty Rune” is yellow in colour. The hero who collects it immediately gains double their current gold gain and 2 XP.

Arcane Rune – The “Arcane Rune” is pink in colour. The hero who collects it immediately reduces all of their ability cooldowns by 1.



Pictured: The Rune Dice.

Status Effects – Status effects can be both positive and negative. They can be gained or inflicted upon a hero by abilities or items. Red indicates a negative status effect, green indicates a positive status effect. The list of potential status effects are as follows:

Stunned – The hero is stunned and misses their turn.

Blinded – If a hero initiates a combat role while blinded, they must roll 3 swords for the attack to succeed.

Teleporting – The hero is currently teleporting and cannot move, use abilities or items. The teleport may be interrupted.

Channeling – The hero is channeling and cannot move, use abilities or items. Channeling heroes can be interrupted by an attack or ability.

Asleep – The hero is asleep and cannot move, use abilities or items. If the hero is attacked, hit by an ability/targeted by one or is damaged in any way while asleep, they will wake up and thus have the “Asleep” status removed.

Invisible – The hero is invisible and cannot be attacked, unless the enemy has detection (Gem of True Sight, Dust of Appearance). If an invisible hero attacks or uses an ability, invisibility will be lost*.

*There are heroes which can use abilities and remain invisible, though it is uncommon.

Ethereal – The hero is made ethereal. In this state, they cannot attack or be attacked, but can still use abilities and be targeted by enemy abilities. Being ethereal can be positive or negative, depending on the situation.

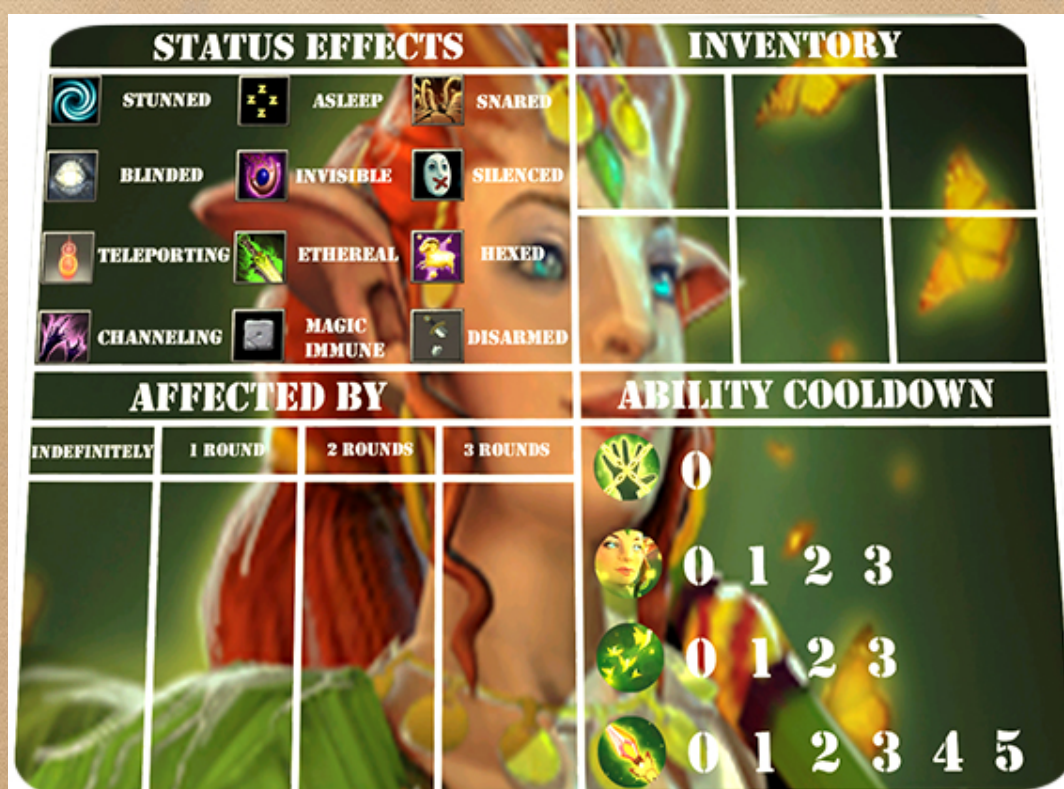
Magic Immune – The hero is immune to all abilities and any negative status effects are removed.

Snared – The hero is snared and cannot move. They may still attack and use abilities (if in range).

Silenced – The hero cannot use any abilities while silenced.

Hexed – The hero is hexed and unable to attack or use abilities/items. They may still move, but only a maximum of 3 tiles.

Disarmed – The hero is disarmed and cannot attack (initiate a combat roll).



Pictured: Status Effect Sheet.

Stat Gain – Each hero has their own individual stat gain. As they level up, they (may) gain increased stats in any/or all of the following:

Health Points -- **Mana Points** – **Power** – **Armor** -- **Gold Gain**

While they may start the game with a deficiency in a certain area, as they level

up, it may become a strength. Each heroes starting stats and overall stats (level 10) are documented on [pages 34-44](#).

MAXIMUM STATS			STAT GAIN					
-1	OHP	+1	LEVEL					
-1	OMP	+1	TWO	1	1	1	1	1
-1	OPWR	+1	THREE	1	2	1	1	1
-1	OARM	+1	FOUR	0	2	2	1	1
-1	OMS	+1	FIVE	0	2	1	1	2
-1	OGLDG	+1	SIX	1	2	2	1	2
			SEVEN	1	2	1	1	0
			EIGHT	1	2	2	1	1
			NINE	1	2	0	1	0
			TEN	0	2	0	1	0

Pictured: Stat Gain Sheet/Maximum Stat Tracker.

Level Progression

Level Progression – A hero can reach a level maximum of 10. 72 XP is required to reach level 10, with each individual level requiring 8 XP. At level 1, only 1 ability is available to each hero. Additional abilities are acquired at levels 2, 4 and 5.

XP Chart

Level 1 – 0 XP
Level 2 – 8 XP
Level 3 – 16 XP
Level 4 – 24 XP
Level 5 – 32 XP
Level 6 – 40 XP
Level 7 – 48 XP
Level 8 – 56 XP
Level 9 – 64 XP
Level 10 – 72 XP

Hero Cards, Abilities and Range

OGRE MAGI

5 3 4 8 5 0

5 **Melee - Attack Range 1**

1  **Fireblast | Mana Cost: 2**
Ogre Magi targets an enemy within 3 tiles; they are dealt 1 damage and stunned for 1 round. The cooldown is 3 rounds

2  **Ignite | Mana Cost: 2**
Ogre Magi targets an enemy within 4 tiles; they are dealt 2 damage immediately. If they have less than half their health, they take a further 2 damage. Ignite also slows the enemy by 3 for 1 round. The cooldown is 4 rounds.

4  **Bloodlust | Mana Cost: 1**
Ogre Magi targets an ally within 3 tiles; they are granted 3 bonus power and 1 extra movement speed for 1 round. The cooldown is 2 rounds.

5  **Multicast | Mana Cost: 0 (Passive)**
Each time Ogre Magi uses an ability, he rolls a single combat dice. If it is a blank, double the effect of the ability and roll the dice again. If it is another blank, double the effect again (double the doubled effect). There is no maximum, Ogre Magi keeps rolling until a blank is not rolled.

Pictured: A Hero Card.

1 -- The hero's role (Support).

2 -- The hero's name (Ogre Magi).

- 3 -- The hero's primary attribute (Intelligence).
- 4 -- The hero's starting stats*.
- 5 -- The hero's attack range (1 tile).
- 6 -- The name of the ability (Ignite).
- 7 -- The mana needed to use the ability ("2", indicated in blue).
- 8 -- A description of the ability.
- 9 -- The hero level required to use the ability (Level 4).
- 10 -- The ability icon.

*Each hero has 6 stats shown on their hero card and an amount, indicating how many points in that stat they start with. The stats are:



Health Points – If a hero's health reaches 0, they die.



Mana Points – Mana is required for some abilities and items.



Power – When attacking an enemy, power first tears through an enemy's armor then their health.



Armor – Armor shields against physical damage. If a hero attacks, they must first get through your armor, to be able to do damage to your health.



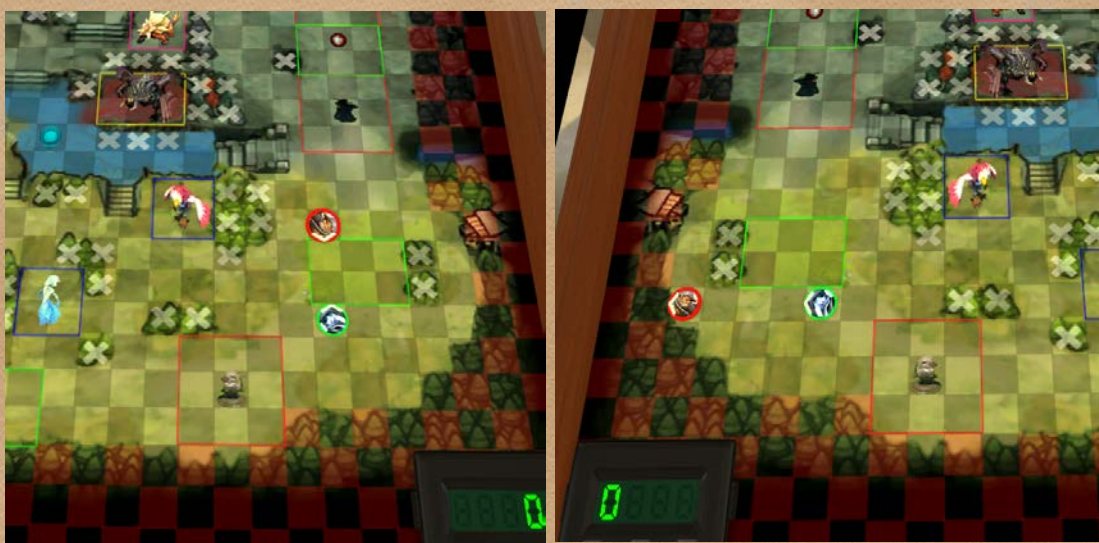
Gold Gain – Gold gain indicates how much gold a hero will get when farming, at a base level. **At the beginning of the game, the amount of gold a hero starts with is 10 x their gold gain** (Ogre Magi would start with 50 gold).



Movement Speed – A hero's movement speed is added to their movement roll.

Range – Understanding “range” is absolutely critical when playing Dota 2: The Board Game. All hero attacks have a range limit (as indicated on their hero card). Melee heroes always have 1 attack range, whereas, ranged have 2-8 attack range (normally). What this means, is that a melee hero may only initiate a combat roll when they are 1 tile away from the enemy, whereas, ranged heroes are allowed a greater distance.

*Example: It is the hero Drow Ranger's turn. She has an attack range of 4 and there is an enemy within 3 tiles of her. She may attack them (initiate a combat roll). If the enemy were 5 tiles away from her, she would not be able to attack them. **The hero must be in line with the enemy!***



The hero can attack/initiate a combat role in the above pictures, since they're in line.



The hero cannot attack/initiate a combat role in the above pictures, because they are not in line.

Abilities do not require the hero to be in line with the enemy!* Here is the same picture (as the one on the right), showing an ability with 2 range (indicated by the white square).



In the above picture, you would simply count 2 tiles to the right (the direction of the enemy) and then 2 tiles up. This is considered within 2 tile range.

***Unless specifically stated in their description.**

Abilities – All heroes have 4 abilities. Abilities that state “deals x amount of damage” ignore armor and deal damage directly to the enemy’s health.

Abilities augment a hero’s capabilities, allowing them greater strategic options and in many cases, providing temporary bonuses to their stats.

Abilities generally fall into “Active” and “Passive” categories.

Active abilities usually require mana to use and must be activated/intentionally used by the player.

Passive abilities usually do not require mana, and activate without the player’s input.

There are also targeted abilities and area of effect abilities. The former usually only affects a single target, whereas area of effect abilities deal damage in an area (duh!).

Many abilities have cooldowns (time during which the spell cannot be used), this is indicated in their description.

Tips and Clarifications

*A hero may only initiate a combat roll (physical attack) on each enemy hero once per turn.

*Negative status effects do not stack on top of themselves.

Example: If a hero is hit by two separate stun abilities in 1 round and they both say they stun the target for 1 round, the stun duration is exactly 1 round. The stuns are not added on top of one another (ie the target is not stunned for 2 rounds).

*Black King Bar and Black Prince Bar cannot be activated if the hero is stunned. If they are not stunned and either is activated, it will grant them magic immunity and remove all negative status effects.

*The runes spawn at either end of the river, on the blue circles. The actual runes are depicted by player pawns.

*The direction a hero is facing (indicated by a large white arrow on their token) can be important depending on the heroes in the game. Also, for Force Staff use.

*If an ability has a cooldown of 1, it will be available for use again at the beginning of the next round.

*If an ability has a **duration** of 1 round, it will last only for the current round.

*Ability and item cooldowns persist through death.

*Some abilities may be placed on the board, as long as the tile is unoccupied.

*Two heroes may not occupy the same tile (unless an ability states otherwise).

*When moving, a hero may move over another hero, but must count the tile they're on towards their movement. This prevents heroes from being trapped.

Starting Stats and Overall Stats – All Heroes

The format is as follows: Starting HP, MP, PWR, ARM, GLDG, MS
then Overall (base stats level 10) HP, MP, PWR, ARM, GLDG, MS

Abaddon

Base = 5 – 4 – 3 – 1 – 6 – 2 Overall = 22 – 13 – 13 – 9 – 13 – 2

Alchemist

Base = 6 – 6 – 2 – 1 – 2 – 0 Overall = 18 – 18 – 13 – 8 – 11 – 0

Ancient Apparition

Base = 3 – 6 – 2 – 2 – 6 – 0 Overall = 11 – 18 – 11 – 12 – 13 – 0

Anti-Mage

Base = 4 – 2 – 2 – 2 – 2 – 2 Overall = 15 – 8 – 21 – 14 – 15 – 2

Arc Warden

Base = 5 – 5 – 3 – 0 – 2 – 0 Overall = 20 – 17 – 18 – 9 – 14 – 0

Axe

Base = 6 – 2 – 2 – 2 – 4 – 0 Overall = 25 – 9 – 13 – 12 – 12 – 0

Bane

Base = 4 – 4 – 3 – 4 – 6 – 2 Overall = 14 – 14 – 12 – 14 – 12 – 2

Batrider

Base = 5 – 6 – 2 – 2 – 4 – 0 Overall = 15 – 16 – 8 – 10 – 11 – 0

Beastmaster

Base = 5 – 2 – 4 – 4 – 5 – 2 Overall = 20 – 10 – 14 – 13 – 12 – 2

Bloodseeker

Base = 5 – 3 – 3 – 3 – 3 – 0 Overall = 20 – 12 – 16 – 16 – 12 – 0

Bounty Hunter

Base = 2 - 3 - 3 - 6 - 6 - 2 Overall = 10 - 12 - 12 - 19 - 12 - 2

Brewmaster

Base = 5 - 1 - 3 - 2 - 3 - 1 Overall = 23 - 7 - 15 - 11 - 12 - 1

Bristleback

Base = 4 - 1 - 3 - 3 - 4 - 0 Overall = 21 - 17 - 14 - 12 - 13 - 0

Broodmother

Base = 3 - 2 - 3 - 2 - 4 - 0 Overall = 16 - 12 - 10 - 13 - 12 - 0

Centaur Warrunner

Base = 5 - 1 - 3 - 3 - 4 - 1 Overall = 30 - 7 - 13 - 13 - 12 - 1

Chaos Knight

Base = 3 - 1 - 3 - 4 - 1 - 3 Overall = 22 - 6 - 17 - 14 - 14 - 3

Chen

Base = 5 - 4 - 2 - 1 - 4 - 1 Overall = 12 - 20 - 12 - 11 - 11 - 1

Clinkz

Base = 2 - 2 - 2 - 2 - 5 - 1 Overall = 9 - 8 - 16 - 16 - 14 - 1

Clockwerk

Base = 5 - 2 - 3 - 2 - 4 - 2 Overall = 23 - 7 - 10 - 12 - 12 - 2

Crystal Maiden

Base = 2 - 2 - 2 - 1 - 8 - 0 Overall = 13 - 21 - 12 - 9 - 12 - 0

Dark Seer

Base = 5 - 6 - 3 - 6 - 6 - 1 Overall = 15 - 17 - 13 - 14 - 12 - 1

Dazzle

Base = 2 - 7 - 3 - 2 - 6 - 1 Overall = 13 - 24 - 13 - 10 - 11 - 1

Death Prophet

Base = 3 - 5 - 3 - 3 - 4 - 2 Overall = 13 - 21 - 14 - 10 - 13 - 2

Disruptor

Base = 3 - 4 - 3 - 1 - 6 - 1 Overall = 14 - 17 - 12 - 9 - 12 - 1

Doom

Base = 6 - 1 - 4 - 0 - 4 - 0 Overall = 25 - 10 - 11 - 6 - 11 - 0

Dragon Knight

Base = 3 - 1 - 3 - 4 - 3 - 0 Overall = 22 - 7 - 16 - 14 - 13 - 0

Drow Ranger

Base = 2 - 2 - 2 - 1 - 4 - 1 Overall = 13 - 7 - 18 - 10 - 15 - 1

Earth Spirit

Base = 4 - 3 - 2 - 3 - 6 - 0 Overall = 22 - 14 - 13 - 11 - 13 - 0

Earthshaker

Base = 4 - 2 - 3 - 2 - 6 - 2 Overall = 22 - 10 - 12 - 10 - 12 - 2

Elder Titan

Base = 5 - 5 - 2 - 3 - 4 - 2 Overall = 20 - 11 - 12 - 11 - 13 - 2

Ember Spirit

Base = 3 - 3 - 3 - 1 - 4 - 1 Overall = 14 - 10 - 14 - 10 - 13 - 1

Enchantress

Base = 2 - 2 - 4 - 1 - 5 - 3 Overall = 8 - 19 - 14 - 10 - 13 - 3

Enigma

Base = 2 - 3 - 2 - 4 - 4 - 1 Overall = 13 - 24 - 14 - 10 - 10 - 1

Faceless Void

Base = 4 - 1 - 4 - 4 - 3 - 1 Overall = 15 - 6 - 17 - 16 - 13 - 1

Gyrocopter

Base = 3 - 2 - 2 - 4 - 2 - 2 Overall = 13 - 13 - 15 - 17 - 16 - 2

Huskar

Base = 4 - 2 - 3 - 1 - 3 - 1 Overall = 19 - 7 - 13 - 9 - 13 - 1

Invoker

Base = 2 - 2 - 2 - 1 - 6 - 0 Overall = 13 - 28 - 16 - 10 - 12 - 0

Io

Base = 3 - 6 - 2 - 0 - 6 - 0 Overall = 11 - 15 - 10 - 8 - 14 - 0

Jakiro

Base = 6 - 8 - 3 - 2 - 5 - 0 Overall = 16 - 18 - 13 - 9 - 10 - 0

Juggernaut

Base = 4 - 1 - 2 - 4 - 2 - 1 Overall = 14 - 6 - 17 - 15 - 15 - 1

Keeper of the Light

Base = 2 - 6 - 3 - 1 - 7 - 3 Overall = 14 - 18 - 12 - 9 - 14 - 3

Kunkka

Base = 6 - 2 - 3 - 4 - 2 - 1 Overall = 25 - 7 - 17 - 11 - 15 - 1

Legion Commander

Base = 6 - 2 - 3 - 2 - 1 - 2 Overall = 22 - 9 - 13 - 11 - 10 - 2

Leshrac

Base = 2 - 7 - 2 - 3 - 4 - 2 Overall = 12 - 21 - 12 - 12 - 13 - 2

Lich

Base = 3 - 3 - 3 - 1 - 8 - 2 Overall = 13 - 22 - 13 - 11 - 14 - 2

Lifestealer

Base = 6 - 1 - 3 - 1 - 3 - 2 Overall = 25 - 7 - 19 - 11 - 10 - 2

Lina

Base = 3 - 8 - 2 - 1 - 4 - 0 Overall = 13 - 22 - 12 - 9 - 13 - 0

Lion

Base = 2 - 4 - 3 - 1 - 6 - 0 Overall = 13 - 21 - 12 - 9 - 12 - 0

Lone Druid

Base = 2 - 1 - 2 - 3 - 3 - 3 Overall = 6 - 5 - 7 - 15 - 11 - 3

Luna

Base = 2 - 2 - 2 - 3 - 2 - 3 Overall = 12 - 8 - 20 - 17 - 15 - 3

Lycan

Base = 5 - 2 - 3 - 3 - 3 - 1 Overall = 24 - 7 - 14 - 12 - 11 - 1

Magnus

Base = 3 - 3 - 3 - 4 - 4 - 2 Overall = 21 - 9 - 13 - 15 - 13 - 2

Medusa

Base = 2 - 3 - 2 - 2 - 3 - 0 Overall = 9 - 16 - 16 - 13 - 20 - 0

Meepo

Base = 5 - 2 - 2 - 4 - 2 - 2 Overall = 12 - 8 - 14 - 14 - 13 - 2

Mirana

Base = 3 - 2 - 2 - 2 - 4 - 1 Overall = 11 - 10 - 13 - 16 - 13 - 1

Morphling

Base = 3 - 3 - 2 - 1 - 2 - 0 Overall = 14 - 9 - 21 - 17 - 14 - 0

Naga Siren

Base = 3 - 3 - 2 - 6 - 2 - 2 Overall = 16 - 16 - 14 - 18 - 18 - 2

Nature's Prophet

Base = 3 - 6 - 3 - 3 - 4 - 0 Overall = 14 - 20 - 15 - 13 - 11 - 0

Necrophos

Base = 2 - 5 - 2 - 3 - 4 - 0 Overall = 15 - 17 - 11 - 12 - 17 - 0

Night Stalker

Base = 4 - 2 - 3 - 6 - 4 - 0 Overall = 20 - 8 - 13 - 16 - 13 - 0

Nyx Assassin

Base = 3 - 3 - 3 - 3 - 4 - 1 Overall = 16 - 15 - 14 - 14 - 12 - 1

Ogre Magi

Base = 5 - 3 - 4 - 8 - 5 - 0 Overall = 27 - 16 - 11 - 16 - 9 - 0

Omniknight

Base = 4 - 2 - 3 - 5 - 6 - 1 Overall = 22 - 12 - 12 - 14 - 14 - 1

Oracle

Base = 3 - 5 - 2 - 2 - 6 - 1 Overall = 13 - 20 - 13 - 11 - 12 - 1

Outworld Devourer

Base = 3 - 6 - 3 - 5 - 3 - 2 Overall = 16 - 18 - 14 - 15 - 12 - 2

Phantom Assassin

Base = 3 - 1 - 2 - 4 - 2 - 2 Overall = 11 - 6 - 18 - 18 - 14 - 2

Phantom Lancer

Base = 3 - 3 - 3 - 4 - 3 - 0 Overall = 12 - 11 - 18 - 16 - 15 - 0

Phoenix

Base = 3 - 3 - 3 - 0 - 5 - 0 Overall = 24 - 13 - 12 - 7 - 13 - 0

Puck

Base = 2 - 6 - 3 - 2 - 5 - 0 Overall = 13 - 17 - 13 - 11 - 14 - 0

Pudge

Base = 6 - 1 - 3 - 1 - 4 - 0 Overall = 26 - 6 - 12 - 9 - 13 - 0

Pugna

Base = 2 - 7 - 2 - 1 - 7 - 3 Overall = 9 - 36 - 16 - 7 - 15 - 3

Queen of Pain

Base = 2 - 5 - 3 - 2 - 5 - 0 Overall = 13 - 17 - 13 - 11 - 13 - 0

Razor

Base = 4 - 2 - 2 - 2 - 3 - 0 Overall = 22 - 10 - 13 - 12 - 12 - 0

Riki

Base = 2 - 1 - 1 - 5 - 3 - 0 Overall = 9 - 7 - 12 - 15 - 18 - 0

Rubick

Base = 3 - 8 - 2 - 1 - 6 - 0 Overall = 12 - 16 - 12 - 9 - 13 - 0

Sand King

Base = 4 - 2 - 3 - 2 - 6 - 1 Overall = 19 - 11 - 11 - 13 - 14 - 1

Shadow Demon

Base = 2 - 4 - 3 - 2 - 7 - 0 Overall = 13 - 19 - 13 - 13 - 12 - 0

Shadow Fiend

Base = 2 - 3 - 2 - 1 - 5 - 1 Overall = 15 - 12 - 12 - 13 - 13 - 1

Shadow Shaman

Base = 4 - 4 - 3 - 1 - 6 - 0 Overall = 13 - 21 - 13 - 9 - 12 - 0

Silencer

Base = 3 - 8 - 2 - 2 - 6 - 0 Overall = 17 - 17 - 11 - 15 - 12 - 0

Skywrath Mage

Base = 3 - 7 - 2 - 0 - 6 - 2 Overall = 11 - 26 - 10 - 5 - 10 - 2

Slardar

Base = 4 - 1 - 3 - 6 - 3 - 1 Overall = 22 - 6 - 15 - 16 - 11 - 1

Slark

Base = 3 - 2 - 4 - 2 - 2 - 1 Overall = 14 - 9 - 11 - 10 - 14 - 1

Sniper

Base = 2 - 1 - 2 - 2 - 2 - 0 Overall = 10 - 11 - 20 - 13 - 17 - 0

Spectre

Base = 3 - 2 - 2 - 3 - 2 - 1 Overall = 15 - 11 - 16 - 12 - 18 - 1

Spirit Breaker

Base = 8 - 1 - 4 - 5 - 3 - 0 Overall = 20 - 8 - 13 - 14 - 10 - 0

Storm Spirit

Base = 3 - 5 - 3 - 5 - 5 - 0 Overall = 12 - 21 - 14 - 14 - 14 - 0

Sven

Base = 5 - 2 - 4 - 5 - 2 - 0 Overall = 21 - 7 - 15 - 14 - 15 - 0

Techies

Base = 3 - 4 - 1 - 7 - 6 - 0 Overall = 14 - 20 - 8 - 14 - 13 - 0

Templar Assassin

Base = 3 - 3 - 3 - 4 - 3 - 1 Overall = 16 - 13 - 16 - 16 - 13 - 1

Terrorblade

Base = 2 - 2 - 2 - 9 - 3 - 2 Overall = 7 - 10 - 18 - 24 - 13 - 2

Tidehunter

Base = 4 - 2 - 2 - 3 - 5 - 1 Overall = 25 - 10 - 12 - 11 - 13 - 1

Timbersaw

Base = 5 - 6 - 2 - 1 - 4 - 0 Overall = 17 - 16 - 9 - 7 - 14 - 0

Tinker

Base = 3 - 9 - 2 - 4 - 3 - 1 Overall = 14 - 16 - 11 - 11 - 13 - 1

Tiny

Base = 6 - 2 - 3 - 1 - 4 - 0 Overall = 24 - 7 - 16 - 6 - 15 - 0

Treant Protector

Base = 6 - 3 - 5 - 2 - 4 - 1 Overall = 26 - 9 - 15 - 11 - 9 - 1

Troll Warlord

Base = 3 - 1 - 3 - 2 - 4 - 1 Overall = 18 - 5 - 18 - 14 - 14 - 1

Tusk

Base = 4 - 2 - 3 - 3 - 5 - 1 Overall = 19 - 9 - 11 - 13 - 13 - 1

Undying

Base = 4 - 7 - 3 - 3 - 4 - 1 Overall = 18 - 22 - 12 - 9 - 11 - 1

Ursa

Base = 5 - 2 - 3 - 5 - 3 - 1 Overall = 24 - 8 - 11 - 15 - 11 - 1

Vengeful Spirit

Base = 3 - 2 - 2 - 4 - 6 - 1 Overall = 20 - 8 - 14 - 18 - 12 - 1

Venomancer

Base = 3 - 2 - 2 - 3 - 6 - 0 Overall = 9 - 8 - 10 - 15 - 10 - 0

Viper

Base = 3 - 1 - 2 - 2 - 4 - 0 Overall = 17 - 8 - 15 - 14 - 13 - 0

Visage

Base = 5 - 5 - 3 - 0 - 6 - 0 Overall = 17 - 17 - 12 - 7 - 12 - 0

Warlock

Base = 4 - 5 - 3 - 2 - 6 - 0 Overall = 17 - 19 - 13 - 9 - 11 - 0

Weaver

Base = 2 - 1 - 5 - 1 - 4 - 0 Overall = 7 - 8 - 22 - 12 - 18 - 0

Windranger

Base = 2 - 4 - 3 - 1 - 5 - 0 Overall = 16 - 18 - 12 - 9 - 13 - 0

Winter Wyvern

Base = 5 - 6 - 2 - 1 - 6 - 0 Overall = 15 - 21 - 12 - 10 - 12 - 0

Witch Doctor

Base = 2 - 5 - 3 - 1 - 6 - 1 Overall = 13 - 19 - 13 - 8 - 11 - 1

Wraith King

Base = 4 - 2 - 4 - 2 - 2 - 1 Overall = 23 - 10 - 19 - 11 - 15 - 1

Zeus

Base = 3 - 4 - 2 - 1 - 5 - 0 Overall = 17 - 18 - 12 - 8 - 13 - 0

Index

Introduction, Game Objective.....	2
Choosing Your Team.....	3, 4
The Draft.....	5
Starting Locations.....	6
Buying Items.....	7
The Game Board.....	8
Zones and Tiles.....	8, 9
Towers and The Ancient.....	9, 10, 11
Day & Night Cycle.....	11
Neutral Camps and Ancient Camps.....	12
Roshan.....	12, 13
Turns and Rounds.....	14, 15, 16
Gold and XP.....	16, 17, 18
Dying, Respawnng and Buyback.....	18, 19
Item Shop & Item Rules.....	20, 21
Runes.....	22
Status Effects.....	23, 24
Stat Gain.....	24, 25
Level Progression.....	26
Hero Cards.....	27, 28
Range.....	28, 29, 30
Abilities.....	30, 31
Tips and Clarifications.....	32, 33
Starting Stats and Overall Stats.....	34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44