

# ASTERIX & OBELIX: HEROES

## QUICK REFERENCE



<b>Introduction</b>	<b>2</b>
<b>Hero Stats</b>	<b>3</b>
Bonuses (1-6)	3
Talents (7)	3
Additional information (8-12)	3
<b>Motivation</b>	<b>4</b>
<b>Talents</b>	<b>5</b>
Blocked Path	6
Obstacle	6
Secret Place	6
<b>Enemy Intentions</b>	<b>7</b>
Possible Intentions	7
<b>Status Effects</b>	<b>8</b>
Positive Effects	8
Negative Effects	10

# Introduction

This is a short summary of some key game mechanics in Asterix & Obelix: Heroes. The following pages provide a detailed overview of these mechanics and some of the most frequently appearing icons.

Remember that in most parts of the game you can access a tooltip for further details. This works with the mouse by holding the left mouse button. With the controller you can do this with the triangle (Playstation), X (Switch) or Y (Xbox).



## Hero Stats



### Bonuses (1-6)

- 1) Health Points: These indicate how much damage a character can take. When at 0, the character gets knocked out
- 2) Motivation: Affects the heroes overall performance in battle and talent checks. Increased motivation = stronger hero. Decreased motivation = Weaker hero
- 3) Initiative: Determines the position in the battle order
- 4) Damage Bonus: Gets added to the base damage of a skill card
- 5) Armor Bonus: Gets added to the base armor of a skill card
- 6) Heal Bonus: Gets added to the base heal of a skill card

### Talents (7)

Every character can have up to 3 talents max with some heroes only having one talent. Talents are strong suits of a hero and fit their character e.g. Asterix: Bravery, Agility. Talents are used to unlock new paths on the Chapter Map or collect exclusive rewards. Learn more about Talents [here](#).

### Additional information (8-12)

- 8) XP Bar: With current level on the left side and an overview of the XP amount. A level up affects the HP, Bonuses and Talents of a character.
- 9) Improve: See the amount of cards owned for the hero and rank it up!
- 10) Stars: All heroes can be ranked-up to 5 stars
- 11) Hero Name
- 12) Main Class & Sub-Class Icon: To learn more about classes have a look on the class tab of a given character.

# Motivation

Motivation can give characters great bonuses in combat, but can also make them weaker at lower motivation levels. Increasing the Star Rank increases a character's base motivation.

The whole team loses motivation after every fight. Opponents' attacks can also drain motivation - as can various effects of your own cards, failed talent checks or a defeated team member. On the other hand, characters can generate motivation by visiting campfires, eating certain snacks, or using special cards or skills.

<b>Unstoppable</b> 	150	Talents: - Initiative: - Damage: x2 Armor: +50% Healing: +50% <b>Block:</b> Until hero turn is over
<b>Highly motivated</b> 	149 - 120	Talents: +10 Initiative: +3 Damage: +25% Armor: +25% Healing: +25%
<b>Motivated</b> 	119 - 60	Talents: normal Initiative: normal Damage: normal Armor: normal Healing: normal

<b>Demotivated</b> 	59 - 30	Talents: -10 Initiative: -3 Damage: -25% Armor: -25% Healing: - 25%
<b>Spiritless</b> 	29 - 1	Talents: -15 Initiative: -6 Damage: -50% Armor: -50% Healing: -50%
<b>Devastated</b> 	0	Character leaves team

# Talents

- Talents are the strong suits of a hero and fit their character
  - e.g. Asterix: Bravery, Agility
  - Getafix: Wisdom, Alchemy
- Talents differ from hero to hero. They can't be changed
- Talents are needed to solve Blocked Paths or Talent Checks to overcome obstacles
- A talent has a **"main stat"** and a *"proficiency range"* e.g. **48** (34 - 56)
- Both improve with level-ups

Talent	Icon	Talent	Icon	Talent	Icon
Agility		Alchemy		Beauty	
Bravery		Business		Craftsmanship	
Creativity		Gentleness		Intelligence	
Leadership		Musician		Nature	
Strength		Sweet Tooth		Veteran	
Wisdom					

## Blocked Path

One of the possible uses of talents is a blocked path. These appear on the chapter map as a sign. This sign shows either the icon of a talent or the face of a hero.

To pass the blocked path, the party simply has to contain

- A. the featured hero
- B. a hero that possesses the talent shown



## Obstacle

Some paths are inaccessible due to obstacles. In order to overcome these, it is not sufficient to just have a hero with the appropriate talent in the party, but rather you have to achieve a special talent value in the so-called talent check.

To determine the result of the talent check, a random value is selected from the proficiency range of the talent value, which is then added to the main stat.

The result must be above a value set for the obstacle. If the result drastically exceeds this value, there are even special rewards.

If a talent check doesn't work, motivation will decrease, but you can try again.



## Secret Place

A Secret Place is a special place on the map that contains exciting secrets and valuable treasures.

As with obstacles, a talent check is often carried out before the rewards can be received. However, sometimes you also need to bring a suitable hero with you.

Unlike the Blocked Paths, however, the hero here must always have reached a certain level and, more often than not, have already unlocked a certain Star Rank.



# Enemy Intentions

While heroes use cards to fight, opponents use actions. Players are provided with a preview of the actions an enemy will take during its turn, referred to as "enemy intentions." Each enemy is accompanied by a thought bubble above its head, displaying the intended actions. Enemy intentions enable strategic responses based on the anticipated actions.



## Possible Intentions

	<p><b>Attack</b></p> <p>This icon means the enemy is attacking one or two heroes. The target is indicated behind it and the amount of damage next to it.</p> 
	<p>This icon indicates that all heroes will be attacked by the enemy.</p>
	<p><b>Protect</b></p> <p>This icon is displayed if an enemy intends to use the protect action, they provide armor to allies and or themselves</p>
	<p><b>Buff</b></p> <p>Heals or the granting of positive status effects are indicated by this symbol. Typically these effects are provided to allies.</p>
	<p><b>Debuff</b></p> <p>This icon indicates that the enemy will hinder a hero in some way. This could mean causing a negative status effect or shuffling cards with bad effects into the deck.</p>
	<p><b>Unknown Intention</b></p> <p>The exact action of the opponent remains a secret.</p>
	<p><b>Multiple Intentions</b></p> <p>When an enemy performs multiple actions in a round, the icons overlap and wrap around each other, creating a new, combined icon. In this example here the enemy uses a protection action, as well as an attack and a debuff.</p>

## Status Effects

Status effects influence the affected character's ability to fight. There are many different effects - some positive, some negative.

Active status effects can be viewed in more detail in the pause menu during combat.

Typically the effect ends after the number of rounds shown next to the icon.

### Positive Effects

Icon	Status Effect	Expected behaviour
	<b>Block</b>	Incoming damage gets completely nullified. Status Effects still affect the character.
	<b>Dodge</b>	<p>The character has a 25% chance to dodge enemy actions. A character with dodge either dodges every action that an enemy would apply to them or not. It is not calculated individually for each action.</p> <p>For heroes, each card or hero ability played is counted individually. But all actions on a single card either hit the enemy or not.</p>
	<b>Immunity</b>	Negative status effects are not applied to the character.
	<b>Invigorated</b>	The character receives 25% less damage.

Icon	Status Effect	Expected behaviour
	<p><b>Invisible</b></p>	<p>The character can't be targeted by enemies but they can be hit by actions that hit all characters.</p>
	<p><b>Reflect</b></p>	<p>The character does not take damage from attacks and incoming damage is reflected back to the attacker.</p> <p>Unlike other status effects, this does not disappear after a number of rounds, but the number next to the icon indicates how many actions are reflected - so the effect can last for several rounds.</p>
	<p><b>Strengthened</b></p>	<p>The damage of the affected character's attacks is increased by 25%.</p>
	<p><b>Taunt</b></p>	<p>All enemies can only target a character that has taunt with their attack.</p> <p>Cards and actions that hit every opponent will still work on all enemy characters.</p>

## Negative Effects

Icon	Status Effect	Expected behaviour
	<b>Confused</b>	The character has a 25% chance of hitting themselves instead of the targets. This applies to any action.
	<b>Fear</b>	The character can't perform attacks. Attacks are actions that deal damage or apply wrecked on characters.
	<b>Inaccuracy</b>	The character has a 25% chance of missing. This applies to any action. If the character targets multiple characters with one action, they either hit all targets or none.  So every enemy can either miss all their intentions/actions or hit them. It is not calculated individually for each action. For heroes, each card or hero ability played is counted individually.
	<b>Rusty</b>	Armor gained is reduced by -25%.

Icon	Status Effect	Expected behaviour
	<p><b>Sleep</b></p>	<p>The character skips their turn. Effect gets removed early as soon as the character receives damage.</p>
	<p><b>Stun</b></p>	<p>The character skips their turn.</p>
	<p><b>Vulnerable</b></p>	<p>The character receives +25% more damage from attacks.</p>
	<p><b>Weakened</b></p>	<p>The character's attack damage is reduced by -25%.</p>
	<p><b>Wrecked</b></p>	<p>As long as the character is wrecked, they suffer damage once at the beginning of their turn. Armor is ignored.</p> <p>On top of the icon of a wrecked effect are two values displayed:</p> <ol style="list-style-type: none"> <li>1. Damage amount of the effect on the bottom left of the icon</li> <li>2. Round duration of the effect at the bottom right of the icon</li> </ol>