DICE CLASH

Rulebook

10+ | **1 - 2 Players** | **20 Mins**

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Inspired by, and re-implements: Scuttleball by Crossbow Games.

Introduction

The Gods have brought back 6 of the greatest warriors from across time and given them the chance to **Battle for Immortality**.

Dice Clash is a head-to-head dice placement battle game of tactics, timing, and luck. Choose your *Warrior* and face off in a back and forth of attack and counter attack until you can land the killing blow!

Components

6 sets **Warrior Cards** and **Battle Grids**

2 sets **Solo Legends** and **Battle Grids**

12 **Black Dice**

4 **White Dice**

2 **Red Dice**

Set Up
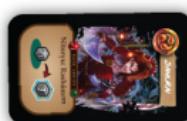
Each Player:

1 Select a *Warrior and the Battle Grid* with their sigil. Battle Grid starts 🟢 side up.

2 Takes: **6** 🎲 **2** 🎲 **1** 🎲

3 Each player rolls a 🎲. The *highest number* will go first.

Start of Round

Both players start by rolling all of their dice to create their **Dice Pool(Pool)**. Keep your **Dice Pool** hidden from your opponent. You can use the rulebooks as player screens.

How To Play

1) Play any one die from your **Pool** to any open space on your **Battle Grid**. This die will act as both your **Defense** and your **Attack**. Spaces with icons will either modify your die face, your **Attack Value**, its **Defense Value**, or provide an immediate effect. **Modifiers are NOT optional.** (See Dice Modifiers section)

2) Your die must Defend against your opponent's **Attack** in one of 2 ways:

a) **BLOCK:** Your die's **Defense Value** is higher than the opponent's **Attack**. **Defense Value** is determined by taking the die's face value and adding or subtracting any **Defensive Modifier** on its space.

PARRY!

b) **PARRY:** If the **Attack** is 6 or higher, you can play a **Defense Value** of 1.

Note: The first player in a round doesn't have to **Defend**.

Opponent's Attack < Your Defense

3) Then, determine your **Attack Value:**

Attack Value = Die Value + Attack Modifier

It is now your opponent's turn, starting at Step 1.

Whenever a **White Die** is placed, the player who placed it must re-roll all remaining dice in their **Pool**.

Whenever a **Red Die** is placed, the player who placed it activates their **Special Ability**.

Continue in this way until a play can't be made. Either because a player can't **Defend**, or there are **no spaces remaining on the Grid**. If a player cannot make a play, they lose the round.

 or = **LOSE**

NEXT ROUND:
Re-roll all **Pools**. The loser of the round flips their **Warrior** and **Battle Grid** to the 😠 **Adrenaline** side. Start a new round with whoever was 2nd last round going first.

The first player to defeat an opponent that's on their **Adrenaline** side is the winner!

Dice Modifiers

Attack Modifiers:

Add or subtract this value from the die face to determine its *Attack Value*. This does not affect the die face, only its *Attack Value*. **This value may exceed 6, or be less than 1.**

Example: + = **7** *Attack*

Defense Modifiers:

Add or subtract this value from the die face to determine its *Defense Value*. This does not affect the die face, only its *Defense Value*. **This value may exceed 6, or be less than 1.**

Example: + = **8** *Defense*

Die Value Modifiers:

Adjust the die up by the value shown.

Increase or decrease the die by 1.

Change the die value to match an orthogonally adjacent die.

Move any other die already on the grid to any other space, ignoring any modifiers.

Dice Values cannot exceed 6 or be less than 1.

Flip the Die to its other side.

Special Modifiers:

When placing your die here, you get to look at your opponent's *Pool*.

Still not quite sure how to play? Just scan the QR code to see an example!

Solo Mode

Set aside

Ready to take on an immortal legend? These warriors and their elite fighting skills are ready to test your mettle.

Set up the game by selecting one of the two *AI Opponents* and their *Battle Grid* but orient their cards to face you and set their *White Dice* aside from *their pool*. The *Red Die* is kept in the regular pool and treated just like a *Black Die*. Roll a die for both the AI and yourself to determine who play first.

Solo Mode: How to Play

The solo mode works just like the 2-player game with the following exceptions:

1) On the AI's turn, roll any die from their pool and then place it in the first square on their grid that will beat your Attack Value (or just the 1st space if they go first in a round). Placement happens from left-to-right and top-to-bottom. Wherever there is an option (Modifiers divided by a "/"), the player selects the option that is most advantageous for the AI.

2) If there is no placement available that would beat the Attack Value, return their die to the pool and roll one of their set aside White Dice (if any). They place that die, if able. If not, the White Die gets added to the pool, and they repeat this step, if able. White Dice added to the pool are treated just like Black Dice for the remainder of the round.

3) If there are no dice remaining in the AI's Pool at the start of their turn, roll one of the set aside White Die for their turn (if any remaining).

4) **If the AI has already used up their set aside White Dice and is still unable to make a valid play on their turn, they lose the round.**

AI Modifiers:

Set the die to the value shown (1-6).

When a die is placed on this space, activate the Special on the AI card.

Changes to Modifiers:

Roll the AI's next two dice now and use those instead of rolling for their next two turns.

Changes to Character Powers:

Most Character Powers will work the same way that they do in the 2-player game. Some will need slight adjustments. In general, where there is a choice, you get to make that choice for the AI. (see Character Powers booklet)

AI Powers

DA JI

🟢 Mirage

Player cannot use Modifiers on their next turn.

💀 Malevolent Spirit

Set the next two dice to 6 and don't roll them before placing.

KHUTULUN

🟢 Pre-emptive Strike

Khutulun removes one of your **White Dice** from your pool, if able.

💀 Enrage

Khutulun removes all dice from the 4 corners of her grid and discards them.

DICE CLASH

CHARACTER POWERS

Character Abilities

VIKING

🟢 Shield Wall

The *Defensive Value* of your *Red Die* is **8**, regardless of the actual die value or any modifiers on the grid space.

💀 Berserker

The *Attack Value* of your *Red Die* is **7**, regardless of the actual die value or any modifiers on the grid space.

KNIGHT

🟢 Switch Stance

Remove any other die from your *Grid*, re-roll it, and return it to your *Pool*.

🔴 High Guard

Your opponent takes any die from their *Pool* and uses it to cover up a space on their *Grid*.

Changes to Character Powers for Solo Mode:

NINJA 🟢 Smoke Bomb

In addition to re-rolling any of your dice in your Pool, you may force the AI to re-roll one time this round.

SAMURAI 💀 Nigiri

AI re-rolls the next 1 or 6 that they roll.

HIGHLANDER 🔴 Quickening

🎲🎲 Set the AI's next die to any value you wish.

NINJA

🟢 Smoke Bomb

Re-roll **ANY** number of dice in your *Pool*.

Opponent must re-roll **ALL** dice in their *Pool*.

💀 Genjutsu

Opponent ignores all modifiers on their *Grid* when placing their next die.

SPARTAN

🟢 Phalanx

You may increase or decrease the value of up to two dice in your *Pool* by 1.

💀 Dory

Choose a space on your opponent's *Grid*. They cannot place their next die there.

You may not use this ability if there is only 1 space remaining.

SAMURAI

🟢 Rashomon

Take a die from your *Pool*. Set it to any value and set it aside. You may play it on any future turn. It can not be affected by re-rolls or opponent powers.

💀 Nigiri

Your opponent must re-roll all 1's and 6's in their *Dice Pool*.

HIGHLANDER

🟢 Donnybrook

Take and roll any die from your *Pool*.

🎲🎲 Discard the die.

🎲 Return the die, keeping the new value. Also, your opponent must discard a die from their *Pool*.

💀 Quickening

Take and roll any die from your *Pool*.

🎲 Return the die and opponent must discard a die.

🎲 Return the die and opponent must roll their next die before placing.