

ROAR OF WAR



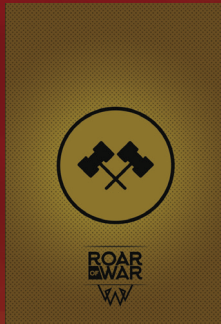
WHAT IS ROAR OF WAR?

Roar of War is a tactical card battle game for 2-4 players. You'll play as one of the four race leaders and try to locate and defeat your rivals' King or Queen. Orcs and Humans are balanced between Attack and Defence power whereas Elves have high Attack power and Dwarves have high Defence power. Each race has it's own strengths and weaknesses; therefore, a different strategy applies for each player. With each turn, players will have the chance to try different strategies and cover their King/Queen to win the game.

ELF



DWARF



ORC



HUMAN



GAME CONTENTS

- 24 x ORC CARDS
- 24 x ELF CARDS
- 24 x HUMAN CARDS
- 24 x DWARF CARDS
- 12 x ORC STRATEGY CARDS
- 12 x ELF STRATEGY CARDS
- 12 x HUMAN STRATEGY CARDS
- 12 x DWARF STRATEGY CARDS
- 12 x DAMAGE TOKENS
- 1 x TURN TOKEN
- 2 x D4 DICE

ALL CARDS BUT THE ANIMAL CARDS AND THE STRATEGY CARDS HAVE 3 POWER SECTIONS ON THEM. THE EXAMPLE CARD BELOW HAS;



ATTACK POWER: 6

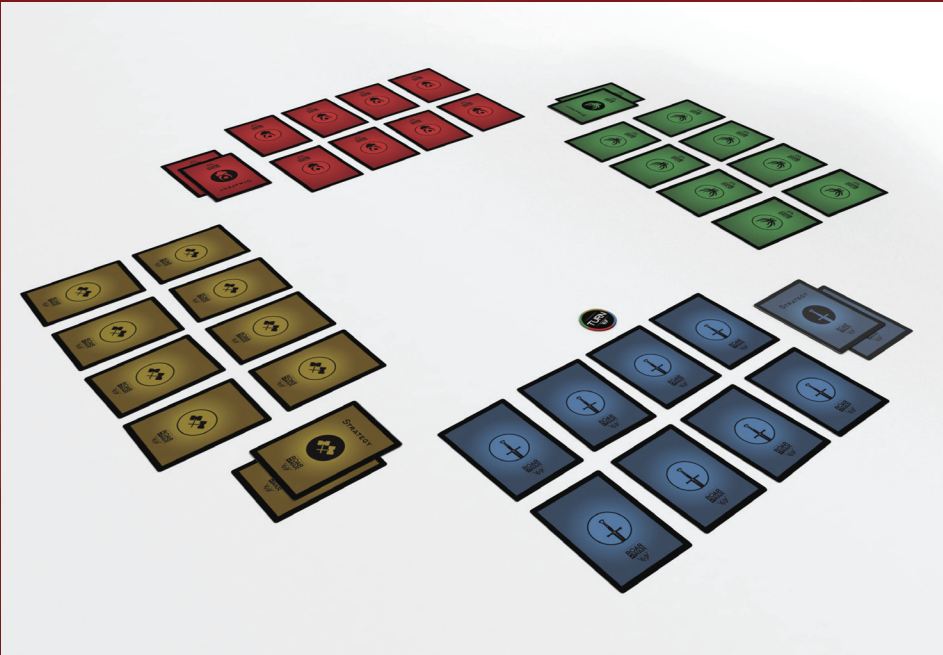
COUNTERATTACK
POWER: 2 DICE

DEFENCE POWER: 0

THE GOAL IS TO ELIMINATE YOUR RIVALS BY ATTACKING AND DEFEATING THEIR KING OR QUEEN CARDS. THE LAST PLAYER WITH THE KING/QUEEN CARD WINS THE GAME.



Before starting a game, each player reviews his/her 24 cards and places 4 cards side by side as the “Last Row” of their army. One of these 4 cards must be the King/Queen card. Last Row can not be attacked unless all of the 24 cards are placed. Last Row can be used to attack if there are no cards on top of that card. After placing the Last Row, players place 4 more cards in front of the Last Row. After initial setup, each player should have 16 cards left in his/her hand and 8 cards in game. Each player draws 2 random strategy cards from the Strategy Card deck of his/her race. Players roll 2 dice to decide who goes first. The player with the highest roll places the Turn Token in front of him and starts the game.



GAMEPLAY

Player with the Turn Token flips one of his/her 4 top cards and attacks a rival's desired top card. Player's can only attack to a top card of their rival's pile. (Last Row cards can't be attacked unless all 24 cards are placed.)

While attacking, the Attack power of the attacking card and the Defence power of the defending card are compared.

🗡️ If the Attack power is equal to or greater than the defending card's Defence power, the attacking card wins and the defending card is discarded.

🗡️ If the Attack power is less than the defending card's Defence power, the defending card counterattacks. In this case, defending card's (now the counterattacking card) Counterattack power and the attacking card's (now the defending card) Defence power are compared.

🗡️ If the defending card's Counterattack power is equal to or greater than the attacking card's Defence power, the attacking card is discarded.

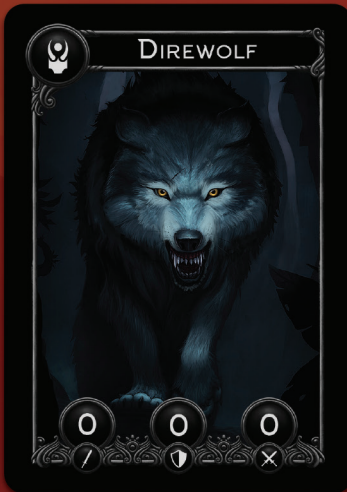
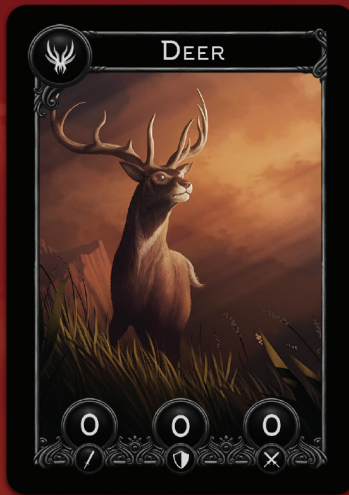
🗡️ If it's lower, player who received the most damage places a Damage Token in front of him. This is determined by comparing the Attack power of the attacking card and the Counterattack power of the defending card. If they are equal, both players place a Damage Token.

After attacking, cards that are not discarded are flipped face down and returned to their original location. It's the next player's turn.

If a player has no top cards that s/he can use for an attack (ex: All his/her top cards are animal cards), s/he must discard a top card. Then it's the next player's turn.

ANIMAL CARDS

Each player has 4 Animal cards. Direwolf for Orcs, Deer for Elves, Horse for Humans and Goat for Dwarves. These animal cards can't be used to attack. When they are attacked, animal cards are discarded. The player who attacked an animal card places a damage token. The attacking card is still in the game.



DAMAGE TOKENS

There are 3 ways to get a Damage Token.

1. While attacking or being attacked, if both cards aren't strong enough to destroy each other, the player who receives the most damage places a damage token. If both cards receive the same damage, both players place the Damage Token.
2. Some Strategy Cards can cause a player to get Damage Tokens.
3. When an Animal Card is attacked, attacking player gets a Damage Token.

When a player has 3 damage tokens in game, he/she has to discard a top card. The player who caused his/her rival to get the 3rd token decides which card to discard. After discarding, tokens are reset for that player .



TURN TOKEN

As an example; In a 2 player game in which Player-1 who has the Turn Token starts the game:

Turn Token is used to know when to place 4 cards each round. After 1 complete round, right before the player with the Turn Token plays, all players place 1 more card on top of their piles strategically (4 cards in total for each player). When all players place 4 cards, the Turn Token is passed to the next player clockwise.

As an example; In a 2 player game in which Player-1 who has the Turn Token starts the game:

Player-1 plays, Player-2 plays, First round is complete Players place 4 cards and the token is passed to Player-2

Player-1 plays, Player-2 plays, Player-1 plays, Second round is complete - Players place 4 cards and the token is passed to Player-1

Player-2 plays, Player-1 plays, Player-2 plays, Third round is complete – Players place 4 cards and the token is passed to Player-2 .. and so on.

After 4 completed rounds, players are left with no cards in their hands, and, therefore, Turn Token doesn't need to be passed. Last Row cards can now be attacked if there are no cards on top of them.



STRATEGY CARDS

Strategy Cards can be played while attacking/defending, or on a player's turn. Strategy Card must be discarded after played. If a player clears a rival's pile by attacking or by Damage Tokens (not defending), he/she draws a Strategy Card from his/her Strategy Card deck.

When a player runs out of Strategy Cards, s/he shuffles all of his/her used Strategy Cards.

D-4 DICE

Some cards have dice images in their Counterattack power section. This means, in case of a counterattack, that card's owner will roll 1 or 2 dice to determine the Counterattack power of that card. If it is stated as *NUMBER + 1 Die*, player should roll the die and then add the number to determine the Counterattack power of that card for that turn.



TEAM BATTLE

In Team Battle games, rules are the same except with some additions:

Turns alternate between opposing players. (Team1 Player1 -> Team2 Player1 -> Team1 Player2 -> Team2 Player2 and so on)

Players can use their teammate's cards to attack.

Teammates can help each other with their Strategy Cards and can attack their teammates when desired.

When a player's King/Queen is defeated, that player is out of the game. That player's teammates can't use his/her Cards or Strategy Cards.





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