DICE THRONE

RULES OF PLAY V2.0

For a thousand years, the Mad King has sat atop his high throne seeking a worthy challenger. Each year, he hosts a tournament of champions with the greatest prize a hero could ever want: The Throne.

This rulebook is a living document.
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Over a thousand tournaments, the Mad King has never lost. Heroes come from all corners of the globe, each with their own reasons for seeking supreme power.
Will you be the one bold enough to take the throne?

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2-6 | 30 | 8+

DICE THRONE

GAMEPLAY OVERVIEW

A heart-pumping, fast-playing game of skilled card play and dice manipulation. The game is played over a series of rounds where you will be rolling your hero's dice up to 3 times. You will use the combination of dice symbols or numbers to activate your hero's abilities to attack your opponent(s).

WINNING THE GAME

Defeat your opponents by reducing their health to 0.

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DISCARD PILE
(face up)

GAME SETUP

Each player should place all of their chosen hero's components in front of them:

1. **HERO BOARD**
2. **HERO LEAFLET**
3. **TOKENS**
   - Stack your Status Effect and Companion tokens on your leaflet in their associated places.
4. **HEALTH DIAL**
   - Set your starting Health to 50 (for a 1v1 game).
5. **COMBAT POINTS (CP) DIAL**
   - Set your starting CP to 2.
6. **DECK**
   - Shuffle your cards to create a deck.
   - Draw the top 4 cards from your deck. This is your starting hand.
7. **DICE**
   - Roll 1 die. The player who rolls the highest number is considered the Start Player and gets to go first.
8. **ADDITIONAL SETUP**
   - Some heroes require unique setup steps. If applicable, these steps will be located on the back of your Hero Leaflet.

TURN PHASES

Beginning with the Start Player, take turns as the Active Player, with each turn progressing through the following phases:

1. **UPKEEP PHASE** - Resolve any *Upkeep Phase* maintenance (generally specified by Status Effects or Passive Abilities (E)).
2. **INCOME PHASE** - Gain 1 CP & draw 1 card from your deck. Start Player skips their first *Income Phase*.
3. **MAIN PHASE (1)** - Spend CP to play *Hero Upgrade* cards or *Main Phase Action* cards. Sell (discard) unwanted cards for 1 CP each.
4. **OFFENSIVE ROLL PHASE** - Roll any number of your dice up to 3 times and activate a single *Offensive Ability* that your Final Dice Result meets the Activation Requirement for (reference (A) and (B)). Any player may play *Roll Phase Action* cards.
5. **TARGETING ROLL PHASE** - Skip this phase in a 1v1 game. If you are playing with more than 2 players, see page 11. Any player may play *Roll Phase Action* cards.
6. **DEFENSIVE ROLL PHASE** - If you activated an *Attack* during your *Offensive Roll Phase*, your opponent rolls their dice once to activate their *Defensive Ability* (H). Any player may play *Roll Phase Action* cards.
7. **MAIN PHASE (2)** - Identical to *Main Phase (1)*.
8. **DISCARD PHASE** - Sell (discard) cards for 1 CP each until you have 6 or fewer cards in your hand.

HEALTH

- The moment your health is reduced to 0, you have been defeated.
- If all remaining players are simultaneously reduced to 0 health, the game is a draw (an opponent cannot be 'more dead' than you).
- You may heal a maximum of 10 points above your starting health.

COMBAT POINTS (CP)

- CP is spent primarily to pay for cards.
- You can have a maximum of 15 CP. If you gain CP while you are already at 15 CP, do not increase your CP Dial.
- At the start of your *Income Phase*, increase your CP Dial by 1.

Important: The Start Player must skip their first *Income Phase*.

YOUR HERO BOARD

OFFENSIVE ABILITY (A)

- May be activated at the end of your *Offensive Roll Phase*.
- You may only activate a single ability as the result of your *Offensive Roll Phase*.

ACTIVATION REQUIREMENT (B)

The Final Dice Result required to activate an *Offensive Ability*.

- *Offensive Abilities* generally require a specific set of symbols (B) to activate:

- **Small Straight** abilities (C) require any 4 sequential numbers in a row (e.g. 2-3-4-5) and are represented by 4 escalating dice:

- **Large Straight** abilities (D) require any 5 sequential numbers in a row (e.g. 1-2-3-4-5) and are represented by 5 escalating dice:

PASSIVE ABILITY (E)

- Always active and/or available for use.

ULTIMATE ABILITY (F)

Your hero's most powerful attack! If activated, the effects are completely unstoppable.

IMPORTANT: The damage and effects of an *Ultimate Ability* can be enhanced, but cannot be reduced, prevented, avoided, responded to, or interrupted by **anything** (e.g. cards, Status Effects, Companions, etc). Opponents may take no action of any kind from the time it is Activated until the conclusion of the *Roll Phase*. The only way to prevent an *Ultimate Ability* is to alter a die roll **before** its activation.

ABILITY DESCRIPTION (G)

- The effects to be resolved when an ability is activated.
- Dice rolled as part of the ability's effects may apply multiple times during the resolution of the ability.

DEFENSIVE ABILITY (H)

- Activated when you are *Attacked* by an opponent.
- If you have the choice of more than one *Defensive Ability*, choose one before rolling your dice.
- The *Defensive Ability* is not activated if the incoming damage type is *undefendable*, *pure*, *collateral*, or is the result of an opponent's *Ultimate Ability* (see "Damage Types" on page 10).

DEFENSIVE DICE (I)

- The number of dice you roll when activating your *Defensive Ability*.
- For example, DEFENSE ROLL 1 means the Gunslinger rolls 1 die during her *Defensive Roll Phase*.
- These dice are only rolled a single time.

YOUR HERO LEAFLET

Leaflet Front

STATUS EFFECTS AND COMPANIONS

(A) Rules for your hero's Status Effects & Companions.

DICE KEY

(B) The symbols on each face of the hero's dice.

COMPLEXITY RATING

(C) A value between 1 and 6 that measures how difficult a hero is to play. Higher complexity heroes often take more time to master and require good strategy to play effectively.

HERO SETUP

(D) Some heroes require additional setup steps before the game begins.

FREQUENTLY ASKED QUESTIONS

(E) The answers to questions about complex rules for this hero.

Leaflet Back

STATUS EFFECTS

Each hero has a unique set of Status Effects (A), represented by tokens. If you need more tokens than are provided, represent them with something else.

Positive or **Negative** Status Effects can be **gained** or **inflicted** on yourself or other players. Status Effects are usually gained or inflicted through cards or *Offensive Abilities*.

When you gain or inflict a Status Effect, take the corresponding token from your Hero Leaflet and place it in the middle of the receiving player's Hero Board (F). This Status Effect is now considered to be "in play". If a player is defeated, Status Effects they inflicted on other players remain in play.

Example (left): Cursed Pirate has inflicted a *Powder Keg* (F) and two *Wither* (H) Status Effects on the Gunslinger. *Wither* is marked as *Persistent* in the Status Effect description, so it will remain on the Gunslinger's Hero Board until the Gunslinger is able to remove it. *Wither* has a Stack Limit of 2 (G), allowing the Cursed Pirate to inflict it twice on the Gunslinger.

REMOVING STATUS EFFECTS

When a Status Effect is removed, return the token to the appropriate space on its Hero's Leaflet. When using cards or abilities that remove a specific number of Status Effects, remove that many tokens.

SPENDABLE STATUS EFFECTS

Some Status Effects are removed when you spend them. Unless otherwise specified, you may spend these status effects at any time during any phase of any player's turn and their effects are immediate.

PERSISTENT STATUS EFFECTS

A Status Effect marked as "*Persistent*" remains in play until the end of the game, or until a card or ability causes its removal.

STACK LIMITS

Many Status Effects can be applied multiple times to a hero, creating a stack of them. The Stack Limit (G) represents the maximum number of tokens of a particular Status Effect that can be on a single Hero Board at a given time (e.g. a Status Effect with a Stack Limit of 2 can have a maximum of 2 tokens on each Player).

INCREASING STACK LIMIT

If a player **increases** the Stack Limit of a Status Effect, the increase only applies to that player, and lasts for the duration of the game.

UNIQUE STATUS EFFECTS

These fundamentally break the standard Status Effect rules (explained in their description). Unique Status Effects often have a custom shape and/or size (I).

INTERRUPTING STATUS EFFECTS

If a Status Effect is spent, its effects cannot be interrupted.

COMPANIONS

Some heroes have Companions, which are represented by tokens, dials, or other custom components. Companions are not Status Effects, and are therefore immune to cards and abilities that alter Status Effects (e.g. (K)).

Companions feature custom rules on the Hero Leaflet (A). They cannot be removed, transferred, or destroyed, unless otherwise specified in the Companion's ruleset.

HERO CARDS

There are two types of cards: *Hero Upgrade* cards and *Action* cards.

During your *Income Phase*, you draw a card from your deck. If you need to draw a card, but your deck is empty, shuffle your Discard Pile to create a new deck first.

Playing cards costs Combat Points (CP). This cost is indicated on the left hand side of the card. Cards costing 0 CP are free to play.

You must conclude your *Discard Phase* with no more than 6 cards in your hand. If you reach the *Discard Phase* with more than 6 cards, you must sell cards until you have 6 or fewer. To sell a card, discard it and increase your CP Dial by 1 (all cards are worth 1 CP when sold, no matter how much it costs to play).

The phase during which a card may be played is indicated by the symbol on the left hand side of the card (J).

HERO UPGRADES

Hero Upgrade cards permanently upgrade the space with the same name on your Hero Board. Identified by a icon on the left side of the card.

Offensive Ability upgrades (A) have a white border, *Defensive Ability* upgrades (B) have a green border, and *Passive Ability* upgrades (C) have a purple border.

Hero Upgrade cards:

- may only be played during your *Main Phase (1)* or *Main Phase (2)*.
- may not be sold after they have been played.
- may be upgraded directly to level III. If upgrading an already upgraded ability (i.e. upgrading from level II to level III), play the new card over the top of the previous *Hero Upgrade* and pay only the difference in CP cost between the upgrades.

Offensive Ability Upgrade

Defensive Ability Upgrade

Passive Ability Upgrade

TO PLAY AN UPGRADE CARD

1. Spend the required CP (shown on the left side of the card).
2. Place the card onto the space of your Hero Board with the same name.

ACTION CARDS

Action cards (identified by a ★ icon) are single use cards that provide a benefit. *Action* cards may be played at different times, depending on their color.

TO PLAY AN ACTION CARD

1. Spend the required CP (shown on the left side of the card).
2. Perform the described action and then place the card onto your Discard Pile.

INSTANT ! ACTION CARDS

- Identified by a red border and a ★ icon.
- May be played at any time, during any player's turn (as indicated by the ! icon on the left side of the card).
- May be played to interrupt actions or abilities (except other *Instant Action* cards), and are resolved immediately. The interrupted action or ability completes afterward (see "Timing Conflicts and Interrupting" on page 14).
- *Instant Action* cards cannot be interrupted.

MAIN PHASE (M) ACTION CARDS

- Identified by a blue border and a ★ icon.
- Only playable on your own turn, during *Main Phase (1)* or *Main Phase (2)* (as indicated by the (M) icon on the left side of the card).

ROLL PHASE ACTION CARDS

- Identified by an orange border and a ★ icon.
- May only be played during an *Offensive Roll Phase*, *Defensive Roll Phase*, or *Targeting Roll Phase* (as indicated by the icon on the left side of the card).
- May be played during any player's turn.

RESOLVING TEXT

"ROLL [#] "

Roll the indicated number of dice (A) a single time, then resolve the effects that follow. Dice rolled previously cannot be used to resolve the listed effects.

"ON [SYMBOL]"

If your roll contains the symbol shown (B), you get the listed benefits (C). However, you only get these benefits *once*, even if your roll contains the required result multiple times.

MULTIPLICATION (e.g. "4 × ")

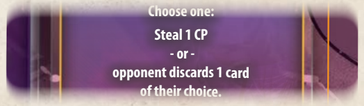
Multiply the [number] by the [quantity] of your dice displaying the symbol (D) to determine the total.

"THEN"

You may spend Status Effects and play *Instant Action* cards or *Roll Phase Action* cards at the point of a 'Then' statement (E). The effect following a 'Then' statement is performed after the effects that came before it.

"OR"

When statements are separated by an "or", you may resolve only one of the options.



"STEAL"

Take the indicated resource from your opponent and give it to yourself.

When stealing Health/CP, increase your Health/CP Dial and reduce their dial accordingly.

If your opponent does not have the specified amount, Steal as much as they have.

DAMAGE TYPES

The current amount of damage waiting to be dealt to a player is considered "incoming damage".

There are 5 damage types: normal (denoted as simply "dmg"), *undefendable*, *pure*, *collateral*, and *ultimate*.

DAMAGE TYPE ATTRIBUTES

Each damage type has one or more of the following attributes:

- **Defendable -** If the damage is the result of your opponent's *Offensive Ability*, you may perform your *Defensive Ability*.
- **Avoidable -** Can be reduced, prevented, avoided, or interrupted by cards and/or Status Effects.
- **Enhanceable -** Can be improved with Attack Modifiers.
- **Special Targeting Rules** - The player to receive the damage is specified in the description. No *Targeting Phase* is necessary to determine who will receive this damage.

NORMAL DAMAGE

- This is the most common type of damage, denoted by a black circle with a number in it (e.g. 5) followed by "dmg".
- Defendable, Avoidable, and Enhanceable.
- No Special Targeting Rules

UNDEFENDABLE DAMAGE

- Another common type of damage denoted by a red circle with a number in it (e.g. 2) followed by "*undefendable* dmg".
- Not Defendable, but it is Avoidable (with cards / Status Effects).
- Enhanceable.
- No Special Targeting Rules.

PURE DAMAGE

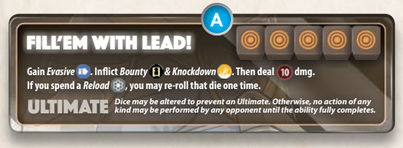
- A special type of *undefendable* damage denoted by a red circle with a number in it (e.g. 2) followed by "*pure* dmg".
- Not Defendable, but it is Avoidable.
- Not Enhanceable.
- No Special Targeting Rules.

COLLATERAL DAMAGE

- A special type of *undefendable* damage denoted by a red circle with a number in it (e.g. 2) followed by "*collateral* dmg".
- Not Defendable, but it is Avoidable.
- Not Enhanceable.
- Has Special Targeting Rules (specified on the ability/card).
- Does not qualify as an "Attack" since it does not directly target.
- When dealt to multiple players of the same team at the same time, reduce the Health Dial by the combined total dealt.

ULTIMATE DAMAGE

- A special type of *undefendable* damage dealt by your *Ultimate Ability* (A).
- Denoted by a red circle with a number in it (e.g. 2).
- Not Defendable or Avoidable.
- Enhanceable.
- No Special Targeting Rules.



Gunslinger's *Ultimate Ability*

DAMAGE TYPE CHART

	Defendable	Avoidable	Enhanceable	Special Targeting Rules
NORMAL DAMAGE	✓	✓	✓	✗
UNDEFENDABLE DAMAGE	✗	✓	✓	✗
PURE DAMAGE	✗	✓	✗	✗
COLLATERAL DAMAGE	✗	✓	✗	✓
ULTIMATE DAMAGE	✗	✗	✓	✗

ATTACK MODIFIERS

Any card or Status Effect that modifies an *Attack* is considered an "Attack Modifier."

They can be played before or after the *Defensive Ability* is activated.

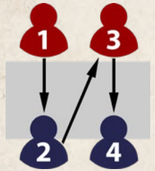
Damage added by Attack Modifiers is considered to be of the same damage type as the original damage being dealt.

Attack Modifiers can only be used on *Attacks* (i.e. an *Offensive Ability* that targets an opponent with at least 1 dmg).

4 PLAYER GAMES

2v2 TEAM GAME

When playing with 4 players, apply the following rule changes:



- The game is played in teams of two.
- Teammates sit next to each other and are encouraged to view each other's hands & strategize.
- Roll to determine the Start Player.
- Turn order alternates between teams in a zigzag pattern.
- Teammates share one Health Dial beginning with 50 health.
- The Start Player skips the *Income Phase* of their first turn.
- When one teammate receives damage, reduce the shared Health Dial by the corresponding amount. If both teammates take damage at the same time, reduce the Health Dial by the combined total of damage taken by both teammates.
- Teammates still have their own individual CP Dials. A player's CP may only be spent on their own cards and abilities.
- Players cannot intervene to reduce their teammate's incoming damage unless specified by a card/status effect (e.g. the card 'Not This Time!' can be played on teammates because it refers to "A chosen player").
- Players may alter dice to prevent a teammate from taking damage in the first place or to improve their dice outcome.

3 PLAYER GAMES

KING OF THE HILL

When playing with 3 players, apply the following rule changes:

- Each player begins the game with 35 Health.
- Roll to determine the Start Player.
- Players take turns in a clockwise order.
- When *Attacking*, you may target any player desired. However, you receive a bonus card if you choose to *Attack* the Leader.
- The player(s) with the most Health remaining are considered the Leader(s).
- If you target a Leader with an *Attack*, you draw 1 card from your deck. The card draw happens immediately after choosing your target (before any other effects occur).
- If you *Attack* an opponent who is tied with you for the lead, (e.g. you and another player both have 30 Health), you still draw 1 bonus card.
- If you are the only Leader (i.e. you alone have the most Health), you cannot earn a bonus card.

OTHER MODES

Dice Throne can be played in both King Of The Hill and Team Game modes with up to 6 players. We strongly recommend that your group does not attempt this until everyone is very familiar with the game. 5-6 player games are fun and intense for seasoned players, but will drag on if attempted by new players.

For full rules on 5-6 player games (and other variants), visit: **http://variants.dicethrone.com**

TURN BREAKDOWN

At this point you should have enough knowledge of how Dice Throne works to try out a 1v1 game. We recommend you return to this reference section when you have a question.

The following is a detailed breakdown of each phase of a turn.

1. UPKEEP PHASE

1. Determine if any of your Status Effects or abilities activate during your *Upkeep Phase*. Then resolve these effects (note: this will not be applicable for most heroes during the beginning of the game).
2. If there are multiple effects, the Active Player may choose the order in which they are resolved.
3. All damage and/or healing effects are accumulated and are applied simultaneously at the conclusion of the phase.

2. INCOME PHASE

Important: The Start Player skips the *Income Phase* of their first turn.

1. Increase your CP Dial by 1 (skip this step if you already have the maximum of 15 CP).
2. Draw 1 card from the top of your deck and add it to your hand. If your deck is empty, shuffle your Discard Pile to create a new deck.

3. MAIN PHASE (1)

Perform any of the options below in any order, and as many times as you like:

A **Sell any card**
- Place 1 card from your hand onto your Discard Pile.
- Increase your CP Dial by 1 (all cards are worth 1 CP when sold, no matter how much it costs to play).

B **Play *Main Phase Action* cards**

- Reduce your CP Dial by the CP cost shown on the left side of the card.
- Perform the described action(s).
- Place the card onto your Discard Pile.

C **Play *Hero Upgrade* cards**

- Reduce your CP Dial by the CP cost shown on the left side of the card.
- If you are upgrading from level II to level III, only pay the difference in cost.
- Place the card onto the correspondingly named space on your Hero Board.

4. OFFENSIVE ROLL PHASE

During this phase, any player may choose to play *Roll Phase Action* cards after any step listed below.

1. **Perform up to 3 dice rolls:**
   - Roll all 5 of your dice.
   - Optional: reroll any number of dice.
   - Optional: for a second time, reroll any number of dice.
2. **When you are satisfied with your roll, you may either:**
   - Announce the *Offensive Ability* that you intend to Activate (your Final Dice Result must meet its Activation Requirement).
   - Announce that you are not going to Activate an *Offensive Ability* at all.
   - **Tip:** Activating a weak *Attack* against an opponent with a powerful *Defensive Ability* is not always advisable.
3. **If you, a teammate, or an opponent have altered any of your dice at this point (e.g. someone played 'Twice As Wild'), you may either:**
   - Announce a different *Offensive Ability* based on the new Final Dice Results.
   - Return to step 1 of the *Offensive Roll Phase* and use any remaining unused rerolls.
4. **Activate the *Offensive Ability* (if one was chosen):**
   - Determine its variable effects (some abilities require additional steps to determine their full effects).
   - Resolve any effects that do not require a target (e.g. gain *Evasive*, gain *Back Strike*, Heal 5, etc).

5. TARGETING ROLL PHASE

If you have more than one opponent, you must determine your target.

Note: Targeting an opponent still applies even if you have activated an ability that does no damage, but has effects that must be reconciled (e.g. 'Mark the Target' inflicts *Bounty*).

In King of the Hill variants, simply choose an opponent to *Attack* (see "King of the Hill" on page 11).

To decide who the Defender will be in 2v2 games:

1. **Roll 1 die.**

   This die may be manipulated with cards, unless the Attack is an *Ultimate Ability*. Dice could have been manipulated before an *Ultimate Ability* Activated, but as this is now the *Targeting Roll Phase*, the *Ultimate Ability* has already Activated and simply requires a target.

2. **Determine the Defender who will be receiving the damage based on the result of your die roll:**
   - **1 or 2** - Target the opponent on your left.
   - **3 or 4** - Target the opponent on your right.
   - **5** - Your opponents choose which of them you target.
   - **6** - Choose either opponent as your target.

Note: For targeting rules on other variants, visit: **http://variants.dicethrone.com**

6. DEFENSIVE ROLL PHASE

If the Active Player's *Offensive Roll Phase* results in an *Attack*, then the Defender now begins the *Defensive Roll Phase*.

1. Resolve any effects from the *Offensive Ability* that require a target and are not Damage related (e.g. inflict Status Effects such as *Wither* or *Bounty*, Steal CP, etc).
2. If the *Offensive Ability* results in an *Attack* and if that *Attack's* damage type is defendable, the Defender may activate their *Defensive Ability*.

   Note: Most heroes only have 1 *Defensive Ability*. However, if a hero has 2, they must choose one now.
3. Defender rolls the indicated number of dice (e.g. DEFENSE ROLL 1 means roll 1 die).
4. Based on the dice results, the Defender resolves all non-damage effects (e.g. gain *Synth*, inflict *Shame* gain CP, etc).
5. There is one last opportunity for any player to spend Status Effects or play cards.
6. Finally, all damage, prevention, and/or healing effects are accumulated and are applied simultaneously at the conclusion of the *Roll Phase*.
   - **Note:** If all remaining players are simultaneously reduced to 0 health, the game is a draw.

7. MAIN PHASE (2)

Identical to *Main Phase (1)*.

8. DISCARD PHASE

1. Sell cards from your hand, until you have 6 or fewer cards.
2. Increase your CP Dial by 1 for each card sold (more expensive cards are not worth more CP).
3. Place any sold cards onto your Discard Pile.

OTHER RULES

REDUCING DAMAGE

Effects that reduce damage apply to the cumulative total of damage dealt during the phase in which they are played.

Example: You have dealt 8 dmg to your opponent. Their *Defensive Ability* prevented ½ of the incoming damage. You then play a card that adds 4 dmg. The total amount prevented would be 6.

TIMING CONFLICTS AND INTERRUPTING

Occasionally, players will want to perform actions at the same time. If this happens, resolve the actions in clockwise order, beginning with the Active Player. Any player can, also in clockwise order, interrupt this regular flow of play with *Instant Action* cards, *Roll Phase Action* cards, or Spendable Status Effects. After all interruptions are complete, the previous order of play continues normally.

Example: The Gunslinger defends an *Attack* with her 'Duel' *Defensive Ability*. She rolls a 1 and loses the "duel." She then interrupts her *Defensive Ability* by playing a 'So Wild' card to change her die to a 6. Play then continues normally and she is now winning the "duel" as a result of her interruption.

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ACHIEVEMENTS!

When someone in your gaming group performs one of the following feats, have them initial the box below to be remembered forever in your Great Charter! Don't want to defile your rulebook? Download this at **http://achievements.dicethrone.com**

BATTLEFIELD ACHIEVEMENTS

- ☐ Draw 6 cards in a turn.
- ☐ Win a "Mirror Match" (any Hero versus itself).
- ☐ Use 'Twice as Wild' to stop an *Ultimate Ability*.
- ☐ Use 'Tip It' to Activate an *Ultimate Ability*.
- ☐ Win a game with more than 25 Health remaining.

BARBARIAN

- ☐ *Stun* an opponent two times in one turn.
- ☐ Roll all 6's for 'Overpower' damage (without card assist).
- ☐ Roll all 1's for 'Overpower' damage.
- ☐ Deal 10 *undefendable* dmg with 'Smack III'.
- ☐ Deal more damage to yourself than to your opponent with 'Reckless'.

MOON ELF

- ☐ Spend *Evasive* to survive an *Attack* that would have killed you.
- ☐ Avoid damage with your 3rd consecutive *Evasive* attempt.
- ☐ Have 6 of your status effects in play at one time.
- ☐ Have 2 opponents simultaneously afflicted with *Targeted*.
- ☐ Use 'Better D' after your first Defensive Roll has no Feet.

SHADOW THIEF

- ☐ Reach 15 CP by the end of your second turn.
- ☐ Defeat someone with a *Sneak Attack* roll of 6.
- ☐ Defeat an opponent as a result of *Poison* damage.
- ☐ Use 'Shadow Defense' to avoid at least 12 dmg in one turn.
- ☐ Have two opponents simultaneously afflicted with 3 *Poison* each.

MONK

- ☐ Spend 2 *Chi* on 'Tempest Rush' to change a 1 to a 6.
- ☐ Roll all 6's for 'Tempest Rush' damage (without card assist).
- ☐ Win a game with at least 6 unused *Chi*.
- ☐ Prevent all incoming damage using only *Chi*.
- ☐ *Cleanse* a Status Effect that would have killed you next turn.

PYROMANCER

- ☐ Defeat an opponent as a result of *Burn* damage.
- ☐ Deal at least 19 dmg in one turn.
- ☐ *Stun* an opponent two times in one turn.
- ☐ Win with a *Fire Mastery* stack limit of at least 7.
- ☐ Deal 5 dmg during your *Defensive Roll Phase*.

PALADIN

- ☐ Deal more damage than you receive while defending.
- ☐ Win a game the turn after *Blessing of Divinity* is triggered.
- ☐ Have all 5 of your Status Effects on you simultaneously.
- ☐ Use 'Tithe' to save an *Offensive Roll Phase* that you would have failed otherwise.
- ☐ Heal 5 with 'Holy Light'.

SAMURAI

- ☐ Deal 8 dmg, inflict *Shame*, and gain *Honor* as a result of 'Katana Slice'.
- ☐ Inflict 4 *Shame* in one turn.
- ☐ End your first turn with 2 *Honor*.
- ☐ Deal 6 dmg during your *Defensive Roll Phase*.
- ☐ Survive an *Attack* that would have otherwise killed you, because *Shame* reduced the damage.

GUNSLINGER

- ☐ Add 6 dmg in a single turn with *Reload* tokens.
- ☐ Reroll two *Reload* tokens in a single turn.
- ☐ Win 'Showdown' by rolling a 6 when the opponent rolls a 1.
- ☐ Use 'Better D' to win 'Duel'.
- ☐ Have 2 opponents afflicted with *Bounty* simultaneously.

HUNTRESS

- ☐ Win a game without Nyra ever being Downed.
- ☐ Heal Nyra 7 in one turn.
- ☐ Deal 6 dmg during your *Defensive Roll Phase*.
- ☐ Have Nyra receive at least 12 dmg from a single *Attack*.
- ☐ Down Nyra to survive an *Attack* that would have killed you.

TACTICIAN

- ☐ Use 'Carpet Bomb' on at least two opponents.
- ☐ Activate 'Profiteer' three times in one turn.
- ☐ Use *Tactical Advantage* to transfer another player's Status Effect to a teammate.
- ☐ Spend *Tactical Advantage* to reroll 4 dice in one turn.
- ☐ Increase your *Tactical Advantage* stack limit to 7.

ARTIFICER

- ☐ Build all three Bots on your first turn.
- ☐ Deal at least 6 dmg with *Nanites* in one turn.
- ☐ Spend 8 *Synth* in one turn.
- ☐ Inflict 3 *Nanites* in one turn.
- ☐ Roll one of each symbol after activating 'Spanner Strike'.

CURSED PIRATE

- ☐ Win a game after flipping your Hero Board on your first turn.
- ☐ Win a game without flipping your Hero Board.
- ☐ Have *Powder Keg* on all players simultaneously (even you).
- ☐ Gain a *Cursed Doubloon* on a turn you started with none.
- ☐ Win a game the turn before you would've died due to 'Cursed'.

SERAPH

- ☐ Survive an *Attack* with *Flight* that would have killed you.
- ☐ Win a game the turn after *Blessing of Divinity* is triggered.
- ☐ Gain 2 *Holy Presence* in one turn.
- ☐ Make an *Attack undefendable* after spending 2 *Flight*.
- ☐ Have a teammate prevent damage using *Flight*.

VAMPIRE LORD

- ☐ Spend *Blood Power* to add 2 dmg to kill an opponent who would have survived otherwise.
- ☐ Have 4 *Bleed* tokens on opponents simultaneously.
- ☐ Defeat an opponent as a result of *Bleed* damage.
- ☐ Heal at least 12 in one turn.
- ☐ Spend *Mesmerize* to cause an opponent to fail their *Offensive Roll Phase*.

QUICK REFERENCE

2/3/4/5-of-a-kind: When the dice show the same number (not symbol) 2/3/4/5 times.

Additionally: Statements following an "Additionally" resolve after the other listed effects.

Attack: An *Offensive Ability* that deals at least 1 dmg that targets an opponent (i.e. not *collateral* dmg).

Attack Modifier: A Status Effect or card that increases the damage or adds an effect to an *Attack*.

Collateral Damage: Damage that does not have a target and therefore does not qualify as an *Attack*. Not defendable, but it is avoidable. Cannot be enhanced.

Combat Points (CP): Spent to play cards and activate abilities from your Hero Board. Players can have a maximum of 15 CP. Players Gain 1 CP at the start of their turn (except the Start Player's first turn).

Companion: Reference your Hero Leaflet for their unique definition (see "Companions" on page 7).

Defender: The player who is being targeted by an *Attack*.

Final Dice Result: The result of your five dice after all rerolls and dice modification are finished.

Gain: For Status Effects, take the corresponding token and place it on the middle of your Hero Board. For Health or CP, increase your Health or CP Dial by the specified amount.

Heal: Increase your Health Dial by the specified amount. You may heal up to 10 Health beyond your starting Health.

Incoming damage: The current amount of damage waiting to be dealt to a player.

Inflict: Take the Status Effect's corresponding token and place it in the middle of the receiving player's Hero Board.

Instant Action card: An *Action* card that may be played at any time during any player's turn. These cards can interrupt normal play (but not Spendable Status Effects or another *Instant Action / Roll Phase Action* card).

Large Straight: 5 of your dice show a sequence of numbers (i.e. 1-2-3-4-5 or 2-3-4-5-6).

Main Phase Action card: An *Action* card that may be played during the Active Player's *Main Phase (1)* or *Main Phase (2)*.

On [symbol]: If your roll contains the required symbol(s), you get the benefits. Even if your roll contains the required symbol(s) multiple times, you only get the benefits once.

Or: When statements are separated by an "Or", you may resolve only one of the separated statements.

Persistent Status Effects: Remain in play until some other card or ability causes their removal.

Pure Damage: *Undefendable* damage that cannot be enhanced, but can be avoided.

Roll Phase Action card: An *Action* card that may be played during the *Offensive / Targeting / Defensive Roll Phase*. These cards can interrupt normal play (but not Spendable Status Effects or another *Instant Action / Roll Phase Action* card).

Roll Phase: If an ability references "the conclusion of the *Roll Phase*," this occurs just before *Main Phase (2)* begins.

Roll [#] ⚄: Roll the indicated number of dice to resolve the listed effects.

Sell: During a player's *Main Phase*, they may take any card from their hand, place it onto their Discard Pile, and then increase their CP Dial by 1.

Small Straight: 4 of your dice show a sequence of numbers (i.e. 1-2-3-4 or 2-3-4-5 or 3-4-5-6).

Spendable Status Effects: Remain in play until you choose to spend them.

Spent / Spend: If a Status Effect is Spent, you discard the token and receive the benefit. This has no CP cost. You may gain this Status Effect token again later in the game.

Stack Limit: Specifies how many tokens of the same type can be on any one hero at any time (unless a card or ability increases that limit).

Steal: Take the indicated resource from your opponent and give it to yourself. If your opponent does not have the specified amount, steal as much as they have.

Then: 'Then' statements create a break in play during which players may play *Instant Action* cards, *Roll Phase Action* cards, or spend Status Effects. Statements following a "Then" are always resolved after the statements preceding the "Then".

Ultimate Ability: Opponents CANNOT DO ANYTHING until the ability completes. This includes reducing, preventing, responding to, or interrupting its damage and effects. The ability also ignores any Status Effects in play that would reduce the effectiveness of the ability. However, the ability can be enhanced. The only way to stop an *Ultimate Ability* is to alter a die roll to stop its activation.

Undefendable Damage: Damage which players cannot activate a *Defensive Ability* against. However, the damage may still be avoided, reduced, or enhanced by cards and/or Status Effects.

Unique Status Effects: Contain rules in their description that break the normal rules for Status Effects.