

Half the Battle

Objective: Eliminate all enemy pieces!

Setup: Choose a roster of characters.

Flip your character tokens to the appropriate side.
Place each token as shown in the rulebook.
Place each die on top of the appropriate token, on its maximum value.
Roll your Monster's HP. Take the 🎲 if lowest.

Turns: Player with the 🎲 starts.

Choose and announce characters.
Use these characters. (Move then act, or vice-versa.)
Pass the 🎲 to the next player.

Key Rules:

Damage only kills a piece if it was already on 1HP or the damage was lethal.
Only actions by a piece generate Rage dice.
Items can be used on anyone's turn, if appropriate.
Simultaneous effects are resolved in an order chosen by the active player.

Rage: Gain dice when your characters kill enemies.

Convert dice to points on your turn, then buy 1 of:
- Special Ability token for your Monster (8 Points)
- Turn one of your items face-up again (12 Points)
- Damage one piece immediately. Cost per unit damage is the number of enemy pieces left alive.

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The A Team:

Wizard (d4)
Cleric (d6)
Rogue (d8)
Paladin (d10)
Ranger (d10/0)
Fighter (d12)
Dragon (d20)

The B Team:

Sorcerer (d4)
Bard (d6)
Druid (d8)
Monk (d10)
Warlock (d10/0)
Barbarian (d12)
Lich (d20)

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