

KINGS OF WAR



Battle Deck

A game for two players using KoW Command Dice

By Matt Gilbert and Rob Burman

One set of KoW Command Dice contains

- 4 Red Command Dice
- 3 White Command Dice
- 2 Blue Command Dice



What you need

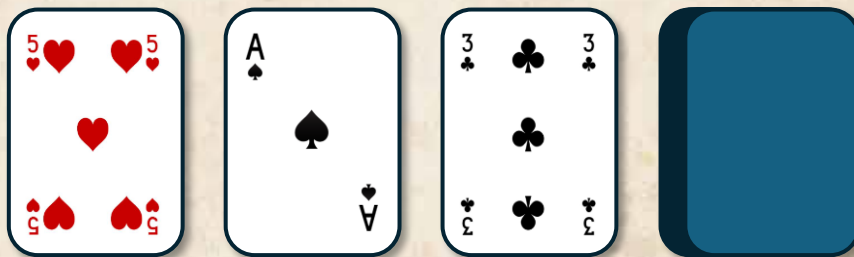
- 2 players
- 2 sets of KoW Command Dice
- 1 deck of standard playing cards

Set-up

- Separate out all 24 cards marked 1-6. Shuffle these into a deck and put them face down between the players. This is the **Battle Deck**.
- One player shuffles the remaining cards and deals one to the other player face up. This determines if the other player is **RED** or **BLACK** for the game. The dealer is the opposite colour. All the remaining cards are put to one side and are not used.
- Both players each take all the dice from one full set of KoW Command Dice (4x Red, 3x White and 2x Blue). This forms the **pool** of dice each player has for a Round.

Rules

- The game is played in **Rounds**. Each Round has a number of **Turns**. In each Turn, both players compete by using their dice to battle and conquer the cards that are deployed to the table from the Battle Deck. Dice used to defeat and win cards for a player are put to one side – they are each only used once each Round. To begin a Turn, **deal three cards** face up in a line from the Battle Deck between the players.



- Each player now secretly chooses from 1 to 4 dice to roll from their remaining pool and holds them in their fist. Once both players are ready, they shout “**One, Two, Three...Fight!**” and both players then reveal their dice at the same time.
- The player holding the **fewest dice has the initiative this Turn** and goes first. If both players have the same number of dice, the player with the initiative is decided by the colour of the card currently next to the Battle Deck, indicating if the **RED** or **BLACK** player will go first.
- The player with the initiative then rolls their dice and uses the number of swords rolled to defeat the cards on the table – the number of the card indicates the number of swords required. If a player can defeat at least one card, they must do so. Choose which dice are allocated to each card. To defeat a card a Player must allocate enough swords to it to **match the number on the card**. A Player cannot purposefully place more swords than required on a card unless the results on the dice don’t allow otherwise (dice must be allocated to cards in full – the swords on a single die cannot be split across multiple cards).

Rules

- Unused dice are returned to the Player's pool. Used dice are placed to one side and cannot be used again this Round. Each defeated card is placed in front of the Player.
- Once the player with the initiative has completed their actions as above, the second player now rolls their dice and does the same, allocating swords, defeating cards and discarding or retaining dice.
- This concludes the Turn. Clear away any remaining cards in the middle and deal three fresh cards from the Battle Deck onto the table. Repeat the sequence above, selecting and revealing dice and then rolling and defeating cards.
- Keep completing Turns until the end of the Round which happens as follows:
 - If both players use all their last remaining dice at the same time, the Round ends.
 - If one Player starts a Turn with no dice in their pool, the other player deals three cards and plays one final Turn. The Round then ends.
 - If the Battle Deck has no cards remaining, the Round ends.
- At the end of the Round, the player with the highest total score of the cards they have defeated wins the Round and claims a **Victory**. In the case of a tie, the player with the least number of defeated cards is the winner. If this is still a tie, the Round is a draw.
- To begin a new Round, shuffle all the cards back into a new Battle Deck and deal three cards again ready for the next Turn. Both players start the Round with all their dice in their pool available to use.

Players continue playing Rounds until one player wins the game (**first to three Victories claimed**).