

KINGS OF WAR



Dual Blades

A game for two or more players using KoW Command Dice

By Rob Burman

Played in taverns across Pannithor, Dual Blades is a game about risking it all to take home the prize. Rumoured to have started the Battle of Caragmere between two dwarfen clans that alleged each of their respective lords had been cheating while playing, Dual Blades rewards daring feats that cheat fate.

One set of KoW Command Dice contains

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



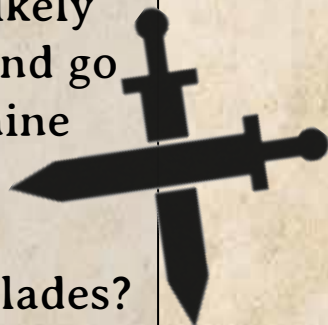
What you need

- 2 or more players
- 1 set of KoW Command Dice

Aim of the Game

Roll as many dice as possible but avoid rolling three of the dreaded **Dual Blades** symbol. You'll score for each of the dice you roll, but the more you roll, the more likely you are to roll a Dual Blades symbol and go 'bust'. However, successfully roll all nine dice and you score bonus points!

Will you risk going against the Dual Blades?



Set-up

- Take the Kings of War Command Dice and split them into four red, three white and two blue.
- The player who most recently fought a goblin goes first... or you can choose.

How to play

- Starting with the first player, players **take it in Turns** to roll the Command Dice **one at a time**, starting with the four reds, before moving onto the three whites, and then finally the two blue dice.
- For **each die** rolled, the player scores **one point**.
- At any point before rolling the next die, a player can choose to stop rolling and **bank** their points.
- If a player rolls all **nine dice** without rolling three Dual Blades, they score **nine points** for rolling the dice, **plus one bonus point for each sword** they have rolled. Make a note of the player's score – adding it to any previous total - then pass all the dice to the player on their left to take their Turn.
- However, if ever a player has rolled three dice showing the **Dual Blades** symbol in their Turn, they are **bust** and score no points for that turn. All the dice are then passed to the player on their left to now take their Turn.
- Play continues until a player has scored at least 50 points.

How to win

- Once a player has scored at least **50 points**, everyone else gets one more Turn and then the game ends – the person with the highest score at this point is then the winner. If there is a tie – the tying players each take one more Turn.