

KINGS OF WAR



Dice Duel

A game for two players using KoW Command Dice

*Battle it out with a friend in this character
duelling dice game!*

One set of KoW Command Dice contains

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



What you need

- 2 players
- 1 set of KoW Command Dice
- Eight six-sided (D6) dice in one colour
- Four D6 dice in an alternative colour
- Optional (but recommended!): Any two models (to represent the fighting characters)

The Dice

Re-roll Die 

This is the blue die. It grants a number of re-rolls of the other dice thrown up to the number of swords shown as its result (1, 2 or 3). No die can be re-rolled more than once.

Attack Dice 

These are the white dice. Their Attack Value is the number of swords they roll.

Blank = miss, 1 sword = Single Attack, 2 swords = Double Attack

Defence Dice 

These are the red dice. Their Defence Value is the number of swords they roll.

Blank = fail, 1 sword = Block, 2 swords = Double Block

D6s

- *Power Dice.* Four dice, colour 1. These will be used to determine the Power of your attack or defence.
- *Health Dice.* Two dice, colour 2. These are used to track your character's Health (from 12 down to zero).

Set-up

- Each player takes one blue Command Die, four D6 (colour 1), and two D6 (colour 2)
- Place your character models (if you are using them) opposite each other. Place your pair of D6 Health Dice behind your model (or on front of you) showing a 12 result (2 sixes).
- The player that last won a duel (of any kind!) starts as the Attacker. The other player is the Defender.

How to play

- Each Turn, both players roll all their Attack/Defence, Power Dice and one re-roll Die at the same time, being careful to keep their rolls separate from their opponent.
- The Attacker rolls one blue re-roll Die, three white Attack Dice and four Power Dice
- The Defender rolls one blue re-roll Die, four red Defence Dice and four Power Dice
- Players now each pair up their Attack/Defence dice with one of the Power Dice, and apply any re-rolls. Starting with the Attacker, each player then decides how many dice they want to re-roll, up to the value shown on their re-roll die. Both Attack/Defence and/or Power dice can be re-rolled.
- Finally, the results are compared to see if the Defender's character loses any Health. For each Attack pair that beats its corresponding Defence pair, the Defender's character loses one Health point. Adjust their Health Dice to reflect this. If the Defender's character now still has at least one Health, the players swap roles (Attacker is now Defender and vice-versa) and a new Turn begins.
- Players continue to take Turns like this until one player's character has no remaining Health and is defeated. The surviving character is the winner!

Turn recap

1. Both players roll their dice
2. Attacker makes re-rolls and pairs final dice
3. Defender makes re-rolls and pairs final dice
4. Compare dice pair totals (Attack or Defence Value x Power) and Defender loses Health for unblocked attacks

An Example Turn

Initial Rolls: In this example, the Attacker has rolled 6, 4, 2, 1 on their Power Dice; 2, 1, Blank on their Attack Dice, and has up to 2 re-rolls available. They have paired the better Attack Dice with the better Power Dice.

At the same time, the Defender has rolled 6, 6, 5, 1 on their Power Dice; 2, 1, Blank, Blank on their Defence Dice, and has up to 3 re-rolls available. They have paired the better Defence Dice with the better Power Dice.

Attacker's Roll



Defender's Roll



Rerolls: Starting with the Attacker, and using the two re-rolls they have available, they re-roll the blank Attack Die and the D6 that scored 1. This time they roll a Double Attack and a 3. Finally, they arrange the results again, matching up the Attacks to Power. Any unmatched dice are discarded.



In order, the Attacker's pairs are now: $6 \times 2 = 12$, $4 \times 2 = 8$ and $3 \times 1 = 3$

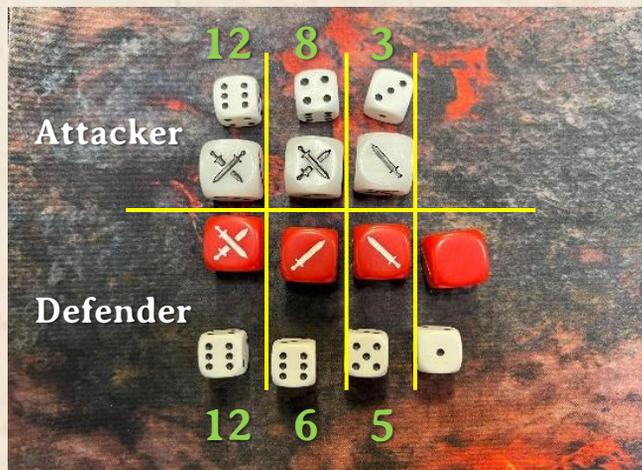
The Defender now considers their re-rolls. Looking at the Attack's final results, the Defender decides to re-roll three Defence Dice, scoring 1, 1, Blank. Finally, they arrange the results again matching up the Defence to Power.



In order, the Defender's pairs are now: $6 \times 2 = 12$, $6 \times 1 = 6$, $5 \times 1 = 5$ and $1 \times \text{blank} = \text{fail}$

Compare Results: Both Attack and Defence pairs are now compared. Compare the best pair-results from each player, then the next best and so on.

Our example looks like this:



The Attacker can make a maximum of three Attack pairs, so the last Defence pair is always ignored. For each Attack pair that beats its corresponding Defence pair, the Defender's character loses one Health point. Adjust their Health Dice to reflect this. Otherwise the attack is Blocked and no Health is lost.

Let's look at the example to see how that worked out.

- The Attacker's best pair scored 12, the same as the Defender's best. The attack is **Blocked**.
- The Attacker's next best pair scored 8, but the Defender's was only 6. The Defender's character loses one **Health point**.
- The Attacker's last pair score 3, while the Defender's scored 5. The attack is **Blocked**.

So overall in this Turn, the Defender's character lost one Health point. A new Turn now begins and the players swap roles.

More players

Add as many players as you think your friendship can take...

The role of the Attacker moves one player clockwise each Turn. The Defender is whomever they chose to Attack. However, no player can be the Defender (be attacked) two Turns in a row, unless there is no choice (because everyone else eligible is defeated!).

As normal, the winner is the player with the last surviving character.