



**A GAME OF CRAFTING + COMBAT
FOR 2-4 PLAYERS • 20-35 MINUTES
BY JOE MEDWID**

PRINT AND PLAY SHEET

TOWER SHIELD



DEFENSIVE DICE
6

PLATE MAIL



DEFENSIVE DICE
6

MECH MASTIFF



DEFENSIVE DICE
6

MAGIC CLOAK



DEFENSIVE DICE
5

MIGHTY HELM



DEFENSIVE DICE
5

GREAVES



DEFENSIVE DICE
4

ROUND SHIELD



DEFENSIVE DICE
4

UTILITY BELT



DEFENSIVE DICE
3

UTILITY BELT



DEFENSIVE DICE
3

WARD TOTEM



DEFENSIVE DICE
3

WARD TOTEM



DEFENSIVE DICE
3

PAULDRONS



DEFENSIVE DICE
2

PAULDRONS



DEFENSIVE DICE
2

PAULDRONS



DEFENSIVE DICE
2

LUCKY CHARM



DEFENSIVE DICE
2

LUCKY CHARM



DEFENSIVE DICE
2

LUCKY CHARM



DEFENSIVE DICE
2

BUCKLER



DEFENSIVE DICE
1



 **SHORTSWORD**



OFFENSIVE DICE
2

 **HATCHET**



OFFENSIVE DICE
2

 **HATCHET**



OFFENSIVE DICE
2

 **HATCHET**



OFFENSIVE DICE
2

 **BOOMERANG**



OFFENSIVE DICE
3

 **BOOMERANG**



OFFENSIVE DICE
3

 **LONGSWORD**



OFFENSIVE DICE
3

 **LONGSWORD**



OFFENSIVE DICE
3

 **WARPICK**



OFFENSIVE DICE
4

 **WARHAMMER**



OFFENSIVE DICE
4

 **HEAVY PICK**



OFFENSIVE DICE
5

 **GREAT AXE**



OFFENSIVE DICE
5

 **WAR AXE**



OFFENSIVE DICE
6

HEAVY MAUL



OFFENSIVE DICE
6

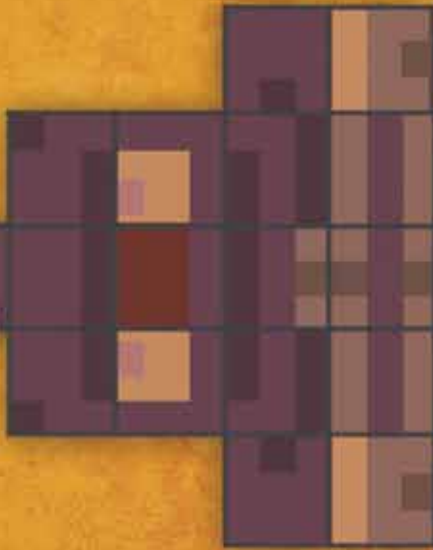


 **LONGBOW**



OFFENSIVE DICE
6

BELINDA BLUNDERBUSS



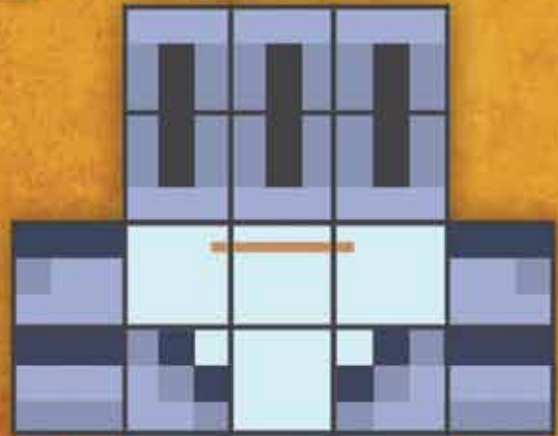
PASSIVE: SHRINK-RAY
During combat, if you and your opponent reveal the same number of dice, subtract 1 from their total.

ACTIVE: COERCIVE UPGRADE
Exchange a piece of equipment in your hand with one an opponent has just forged. It may cost no more than 2 dice more.

6 5 4 3 2 1



BRON STEELSHAPER



PASSIVE: MARK OF QUALITY

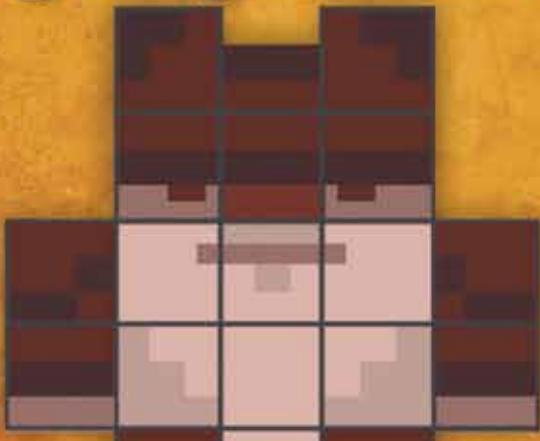
When crafting, you may set aside 1 Null Rune rather than having your opponent place it on the forge.

ACTIVE: FORGE'S FURY

Use while attacking or defending after all dice have been rolled. Set aside all Alchemy dice rolled by your opponent. They may not be used this combat.



GRIM UNDERMINE



PASSIVE: FIERY REBUKE

If you were attacked this combat and took at least 1 damage, roll a single die. If the result is Metal or Alchemy, deal 1 damage to the attacker.

ACTIVE: DARK PACT

Use after rolling dice during Hoarding. Choose Wood or Metal - Change all Null Runes to the selected resource.



GOR SKYMAIL



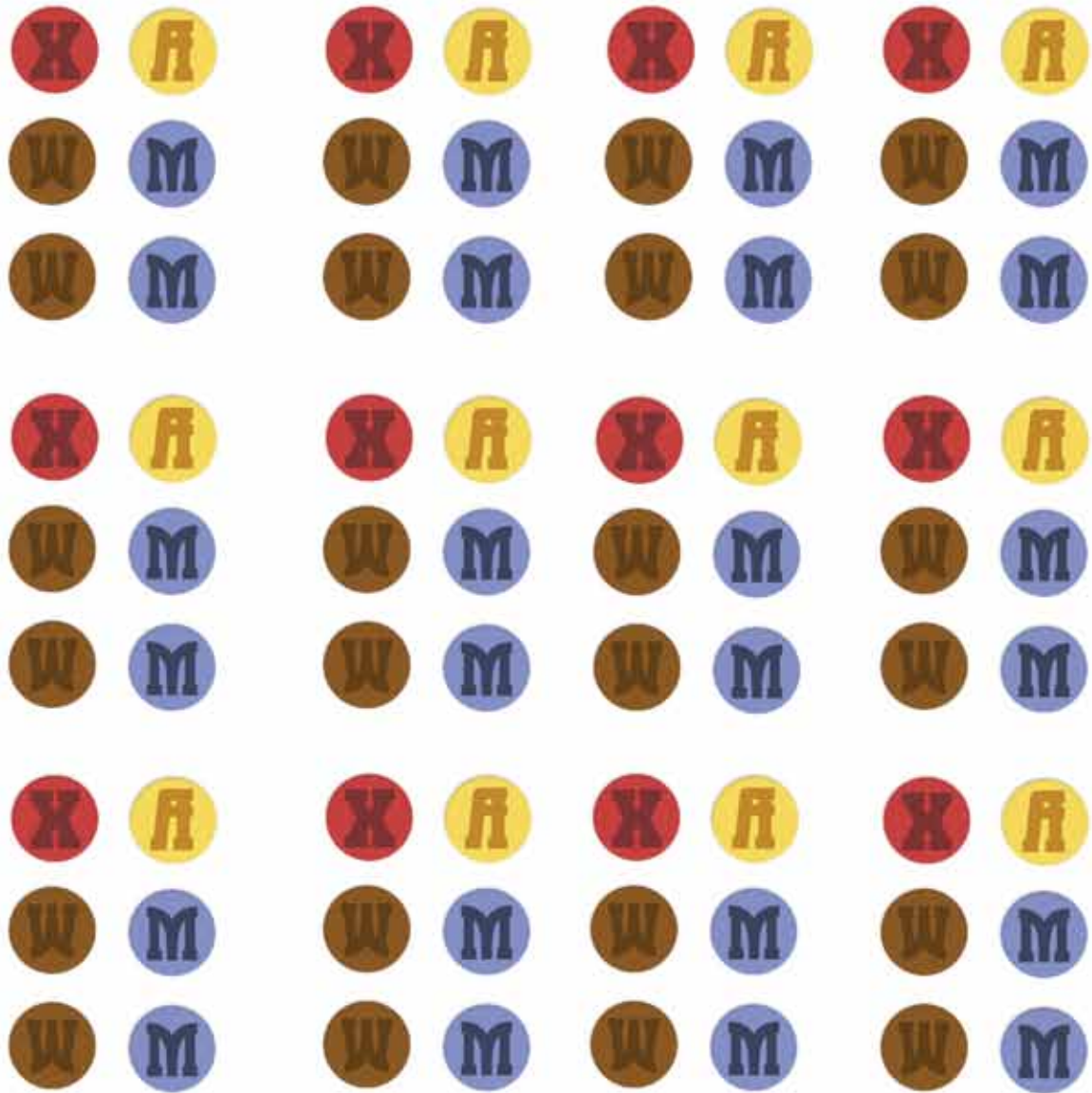
PASSIVE: ADAPTABILITY

When Forging, you may craft a Buckler or Dagger in addition to any other equipment you craft this turn.

ACTIVE: FURIOUS ASSAULT

Use after your opponent has revealed their defensive items. Subtract 1 from their total number of defensive dice for each weapon with which you are attacking.





(Print me on sticker paper!)