

### SMACK



Deal 4 dmg



Deal 6 dmg



Deal 8 dmg

### STURDY BLOW



Deal 4  
*undefendable* dmg.

## DICE THRONE

### MIGHTY BLOW

**SMALL STRAIGHT**

Deal 9 dmg.

### CRIT BASH



Inflict *Stun*.

Then deal 5  
*undefendable* dmg.

### FORTITUDE



Heal 4



Heal 5



Heal 6

### OVERPOWER



Roll 3d6:

Then deal dmg equal to  
the total roll value.

If the roll value is at least 14,  
inflict *Concussion*.

### RECKLESS

**LARGE STRAIGHT**

Deal 15 dmg,  
receive 4 dmg in return.

*(Return dmg only applies  
if at least 1 point of dmg  
was dealt successfully)*

### THICK SKIN

**DEFENSIVE ROLL 3d6**

Heal 2x♥.

## RAGE!

### ULTIMATE ABILITY

Inflict *Stun* & deal 15 dmg.



*Dice may be altered to prevent an Ultimate.  
Otherwise, no action of any kind may be performed by any opponent until the ability fully completes.*

# BARBARIAN

*"Hacking, slashing and mashing may not be elegant,  
but you know what, it works."*

↑ 3CP

**THICK SKIN II**

DEFENSIVE ROLL 4

Heal 2x♥.

On ♥♥, you may also prevent 1 incoming status effect.

BARBARIAN

↑ 3CP

**SMACK III**

Deal 6 dmg

Deal 8 dmg

Deal 10 dmg

On 4-of-a-kind (#'s), this attack becomes undefendable.

BARBARIAN

★ 1CP

**CONCUSS!**

MAIN PHASE ACTION

Inflict *Concussion* on target opponent.

BARBARIAN

★ 0CP

**FEELIN'GOOD!**

INSTANT ACTION

Roll 3:

Heal 1 + 2x♥.

BARBARIAN

↑ 2CP

**MIGHTY BLOW II**

SMALL STRAIGHT

Deal 8 undefendable dmg.

BARBARIAN

↑ 3CP

**STURDY BLOW III**

Deal 6 undefendable dmg.

BARBARIAN

↑ 1CP

**STURDY BLOW II**

Deal 5 undefendable dmg.

BARBARIAN

↑ 2CP

**SMACK II**

Deal 5 dmg

Deal 7 dmg

Deal 9 dmg

On 4-of-a-kind (#'s), this attack becomes undefendable.

BARBARIAN

↑ 2CP

**RECKLESS II**

LARGE STRAIGHT

Deal 20 dmg & receive 5 dmg in return.

(Return dmg only applies if at least 1 point of dmg was dealt successfully)

BARBARIAN

↑ 2CP

**OVERPOWER II**

Roll 3:

Then deal dmg equal to the total roll value.

If the roll value is at least 9, inflict *Concussion*.

**WAR CRY**

Heal 2.

Deal 2 undefendable dmg.

BARBARIAN



↑ 2CP 

## CRIT BASH II

★★★★★

Inflirt *Stun*.


Then deal 7 undefendable dmg.

## CRIT SMASH

★★★

Inflirt *Concussion*.  
Deal 2 undefendable dmg.

BARBARIAN

★ 2CP 

## GET SOME!


ROLL PHASE ACTION

Play only after attacking an opponent.

Roll 5d6.  
Add 1x to the total dmg.

Inflirt *Concussion*.

BARBARIAN

★ 1CP 

## TRY, TRY AGAIN!

ROLL PHASE ACTION

You or target teammate may re-roll up to two dice (can be the same die twice in a row or two different dice).

BARBARIAN


★ 2CP 

## TRIPLE UP!

INSTANT ACTION

Draw 3 cards.

BARBARIAN


★ 2CP 

## TRANSFERENCE!

MAIN PHASE ACTION

Transfer one status effect from target player to any other target player.

BARBARIAN


★ 0CP 

## HEAD BASH!

ROLL PHASE ACTION

If you successfully dealt at least 8 dmg to an opponent after their defense concluded, play this card to inflirt *Concussion*.

BARBARIAN

↑ 2CP 

## FORTITUDE II


♥♥♥♥ Heal 5

♥♥♥♥♥ Heal 6

♥♥♥♥♥♥♥ Heal 7

On 3-of-a-kind (#'s), you may also remove one status effect from yourself.

BARBARIAN


★ 0CP 

## VEGAS BABY!

MAIN PHASE ACTION

Roll 1d6:  
Gain half the value as CP (rounded up).

BARBARIAN


★ 3CP 

## TWICE AS WILD!

ROLL PHASE ACTION

Any two dice become *wild* (you may change the die outcome to a different outcome).

BARBARIAN


★ 2CP 

## WHAT STATUS EFFECTS?

MAIN PHASE ACTION

Remove all status effects from target player.

BARBARIAN


★ 2CP 

## SO WILD!

**ROLL PHASE ACTION**

Any one die becomes *wild* (you may change the die outcome to a different outcome).

BARBARIAN

★ 1CP 

## SIX-IT!

**ROLL PHASE ACTION**

Change the outcome of any one of your dice to a 6.

BARBARIAN

★ 0CP 

## BETTER D!

**ROLL PHASE ACTION**

Target player may re-roll one or more dice during their *Defensive Roll Phase*.

BARBARIAN


★ 1CP 

## DOUBLE UP!

**INSTANT ACTION**

Draw 2 Cards.

BARBARIAN


★ 1CP 

## GET THAT OUTTA HERE!

**MAIN PHASE ACTION**

Remove one status effect from target player.

BARBARIAN

★ 1CP 


## TIP IT!

**INSTANT ACTION**

Increase or decrease the value of any one die by 1.

(A 1 cannot be decreased and a 6 cannot be increased).

BARBARIAN


★ 1CP 

## SAMESIES!

**ROLL PHASE ACTION**

Change the outcome of one of your dice to be identical to the outcome of one of your other dice (that was rolled within the same phase).

BARBARIAN


★ 2CP 

## BUH, BYE!

**INSTANT ACTION**

Remove one status effect from target player.

BARBARIAN


★ 0CP 

## GETTING PAID!

**INSTANT ACTION**

Gain 2 CP.

BARBARIAN

★ 1CP 

## HELPING HAND!

**ROLL PHASE ACTION**

Select one of your opponent's dice and force them to re-roll it.

BARBARIAN



# CARD TYPES

**Roll Phase Action** cards may be played on any player's **Roll Phase** (also during **Targeting Roll Phase**).

**Main Phase Action** cards & **Ability Upgrade** cards may only be played during your own **Main Phase**.

**Instant Action** cards may be played at anytime and resolve immediately.

# TURN ORDER

**1. Upkeep Phase**  
Resolve applicable status effects

**2. Income Phase**  
Gain 1 CP & draw 1 card



**3. Main Phase (1)**  
Play Ability Upgrades  
Play Main Phase Actions Cards  
Sell cards (gain 1 CP per card)



**4. Offensive Roll Phase**  
Play Roll Phase Action cards



**5. Targeting Roll Phase**  
If more than 2 players, determine target



**6. Defensive Roll Phase**  
Play Roll Phase Action cards



**7. Main Phase (2)**  
Identical to Main Phase (1)

**8. Discard Phase**  
Sell all cards beyond 6



1CP



# NOT THIS TIME!

**ROLL PHASE ACTION**

Prevent 6 dmg from target player.

BARBARIAN



1CP



# ONE MORE TIME!

**ROLL PHASE ACTION**

Take one additional re-roll of up to 5 dice during your **Offensive Roll Phase**.

BARBARIAN



## CONCUSSION

Negative Status Effect

*Does not stack*

A player afflicted with this token must skip their *Income Phase* and then remove this token.



## STUN

Negative Status Effect

*Does not stack*

A player afflicted with this token may take no actions of any kind (i.e. no cards may be played, no defense may be made, no status tokens or passive abilities may be used, etc). After the attack concludes, the player who inflicted *Stun* removes the token and then immediately targets the same opponent with an additional *Offensive Roll Phase* (if this opponent is removed from the battlefield, this additional *Offensive Roll Phase* is forfeit).

*The Barbarian doesn't believe in finesse. He believes in head bashing. Lots and lots of concussion-inducing head bashing. Combined with his mighty fortitude, the Barbarian is one stunning foe to behold.*

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- Use your own standard 6-sided dice to play
- Then use this dice key to evaluate the outcome of your dice

*(Note: this interaction is much smoother with our manufactured dice, so we're excited for you to get your hands on the final product!)*