

**Paladin**



**Warrior — Mankind**

- *Slash*: Normal attack.
- *Truthseeker*: This gets +1 Aim on your attack and -1 Aim against opponents' attacks this turn.
- *Virtue*: Must be declared before rolling for initiative. This gets -1 Speed this turn. When an opponent deals damage to you this turn, that Warrior loses 1 health.

— Ilquindology 2/3/3

**Ninjack**



**Warrior — Mekkei**

- *Shotgun*: Normal attack.
- *Barrage*: This gets +1 Aim and -1 Power on your attack this turn.
- *Maneuver*: Must be declared before rolling for initiative. This gets +1 Speed and -1 Aim on your attack this turn.

— Kryptonium 2/3/3

**M104 A-Tank**



**Warrior — Milform**

- *Canon*: Normal attack.
- *Armor*: This gets -1 Power on your attack and +1 Power against opponents' attacks this turn.
- *Trample*: Must be declared before rolling for initiative. This gets +1 Speed and -1 Power on your attack this turn. Defender gets -1 Aim against your attack this turn.

3/2/3

**Wai Lung**



**Warrior — Monster**

- *Claw*: Normal attack.
- *Tail*: This gets +1 Aim and -1 Power on your attack this turn.
- *Breath*: Must be declared before rolling for initiative. This gets -1 Speed this turn. Defender gets -1 Aim and -1 Power against your attack this turn.

— Zheng Duo Qiang 3/2/3

**Wereboar**



**Warrior — Mutant**

- *Punch*: Normal attack.
- *Bite*: This gets -1 Aim and +1 Power on your attack this turn.
- *Tusk*: Must be declared before rolling for initiative. This gets -1 Speed and +1 Power on your attack this turn.

— J. J. Moore 3/3/2

**Haemimancer**



**Warrior — Mystic**

- *Bash*: Normal attack.
- *Heal*: This gets -1 Power on your attack this turn. Gain 2 health. (No more than your starting health.)
- *Syphon*: Must be declared before rolling for initiative. This gets -1 Speed this turn. When this successfully attacks this turn, this deals +1 damage and gain 1 health. (No more than your starting health.)

— anndr 3/3/2

## XANTHAVERSE WARRIORS

### Lore

In 2047, six dominant lifeforms coexist in the galaxy. Every 3 years, they send out their best warriors to fight in a battle to death. The last one standing receives tithes for his kingdom from the other lifeforms for the next 3 years.

### Meta

- 2 players using the basic setup. Up to 4 additional players who bring their own coins.
- 10 minutes game time for 2 players
- Eliminate all other warriors.

### Game Pieces

- 6 Warrior cards
- 8 coins
- 4 six-sided dice

### Setup

Each player chooses a Warrior card, which displays three stats in order: **Speed, Aim, Power**. A Warrior's **starting health** is equal to the sum of these three stats. Players get coins and arrange them, where heads are worth 2 health and tails 1 health. When a Warrior loses or gains health, flip, remove, or add coins as necessary so their values match the new health.

### Fighting Rounds

At the beginning of each round, Warriors vie for **initiative**. Certain **skills** must be declared at this time. Apply **effects** from those skills.

Each player rolls for initiative with **Sd6**, where S is the warrior's **Speed**. Highest roll goes first in descending order.

Each **active player** does the following:

1. If active player didn't declare a skill during the roll for initiative, he chooses one of his warrior's skills targeting a defending warrior and applies any effects.
2. Both players roll **Ad6**, where A are their warriors' **Aim**. The attack **succeeds** if attacker's roll is higher.
3. If successful attack, both players roll **Pd6**, where P are their warriors' **Power**. **Damage** dealt is equal to attacker's roll minus defender's roll. Defending warrior loses this much **health**. Ignore if damage is 0 or less.