THE GENERAL ★★★★

HIT POINTS: [5]   TOKENS: [3]

POWERS: • EVERY ROUND: Wins ties
             • TOKEN: Reduce opponent's roll by 1

[1] _____

[2] _____

[3] _____

[4] _____

[5] _____

[6] _____

Wins: **Losses:**

BATTLEBATTLE!

NECROMANCER

HIT POINTS: [5]   TOKENS: [0]

POWERS: • EVERY ROUND: If you win by 3 or more,
             gain 1 HP (maximum of 6 HP)

[1] _____

[2] _____

[3] = 1 _____

[4] = 6 _____

[5] _____

[6] _____

Wins: **Losses:**

BATTLEBATTLE!

THE GAMBLER 🎲🎲

HIT POINTS: [5]   TOKENS: [3]

POWERS: • TOKEN: take no damage this round.
             The next round, all damage is doubled.

[1] _____

[2] _____

[3] Roll again

[4] Roll again

[5] _____

[6] _____

Wins: **Losses:**

BATTLEBATTLE!

THE RULER 👑

HIT POINTS: [5]   TOKENS: [2]

POWERS: • TOKEN: You win the round.

[1] _____

[2] _____

[3] _____

[4] _____

[5] _____

[6] _____

Wins: **Losses:**

BATTLEBATTLE!

SURVIVALIST

HIT POINTS: [⚄]   TOKENS: [1]

POWERS: • TOKEN: permanently swap your HP die and the your battle die roll.

[⚀] _____
[⚁] _____
[⚂] _____
[⚃] _____
[⚄] _____
[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

WEENIE   🌭

HIT POINTS: [⚁]   TOKENS: [0]

POWERS: • EVERY ROUND: Roll 3 battle dice. Score 1 HP damage for each die that beats opponent's roll.

[⚀] _____
[⚁] _____
[⚂] _____
[⚃] = 3 _____
[⚄] _____
[⚅] = 5 _____

Wins: **Losses:**

BATTLEBATTLE!

CON ARTIST   😷

HIT POINTS: [⚁]   TOKENS: [3]

POWERS: • TOKEN: swap your battle die with opponent's battle die.

[⚀] = 6 _____
[⚁] _____
[⚂] _____
[⚃] _____
[⚄] _____
[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

BARBARIAN   🗡

HIT POINTS: [⚅]   TOKENS: [0]

POWERS:
• EVERY ROUND: Roll 2 battle dice. Score 1 HP damage for each die that beats opponent's roll.
• EVERY ROUND: Double all damage you receive.

[⚀] = 4 _____
[⚁] = 4 _____
[⚂] = 4 _____
[⚃] _____
[⚄] _____
[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

THE BANKER

HIT POINTS: [⚁ 5]   TOKENS: [0]

POWERS: • EVERY ROUND: Gain 1 token for each HP of damage you receive.
• TOKEN: add 2 to your roll.

[⚀] _____

[⚁] _____

[⚂] _____

[⚃] _____

[⚄] _____

[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

BOXER

HIT POINTS: [⚄ 5]   TOKENS: [3]

POWERS: • TOKEN: double your damage. The next round, subtract 3 from your roll.

[⚀] _____

[⚁] _____

[⚂] _____

[⚃] _____

[⚄] _____

[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

GAME DESIGNER

HIT POINTS: [⚄ 5]   TOKENS: [0]

POWERS: • EVERY ROUND: If you or your opponent roll your current HP number, gain 2 tokens (max 2 tokens gained per round).
• TOKEN: move any battle die up or down by 1.

[⚀] _____

[⚁] _____

[⚂] _____

[⚃] _____

[⚄] _____

[⚅] _____

Wins: **Losses:**

BATTLEBATTLE!

ZOMBIE

HIT POINTS: [⚁ 2]   TOKENS: [0]

POWERS: • EVERY ROUND: You only can receive damage when your battle die is a 1.

[⚀] _____

[⚁] _____

[⚂] _____

[⚃] _____

[⚄] _____

[⚅] = 1 _____

Wins: **Losses:**

BATTLEBATTLE!

THIEF 🎭

HIT POINTS: ⚃   **TOKENS:** 0

POWERS:
- EVERY ROUND: Each time you take damage, steal 1 token from your opponent.
- EVERY ROUND: If your opponent has no tokens, when you take damage, add 2 to your next roll.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

BODYBUILDER 🏋️

HIT POINTS: ⚄   **TOKENS:** 3

POWERS:
- TOKEN: keep your same battle die number for next round.
- You cannot use a token 2 turns in a row.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

ROBOT 🤖
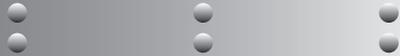
HIT POINTS: ⚅   **TOKENS:** 4

POWERS: TOKEN: add 2 to your roll.

⚀ = 3 _____

⚁ = 3 _____

⚂ _____

⚃ = 3 _____

⚄ = 3 _____

⚅ = 3 _____

Wins: **Losses:**

BATTLEBATTLE!

WIMP

HIT POINTS: ⚂   **TOKENS:** 0

POWERS: EVERY ROUND: If you have less HP than your opponent, add 3 to your roll.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

PSYCHIC 👁

HIT POINTS: ⚁   TOKENS: 3

POWERS: • TOKEN: before you roll for a round, pick a number. If you or your opponent roll that number, get 3 tokens.
• TOKEN: add 1 to your roll.

⚀ _____
⚁ _____
⚂ _____
⚃ _____
⚄ _____
⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

TRICKSTER 🎭

HIT POINTS: ⚁   TOKENS: 0

POWERS: • TOKEN: roll again.

⚀ +1 token _____
⚁ +1 token _____
⚂ +1 token _____
⚃ _____
⚄ _____
⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

ASSASSIN ⟶

HIT POINTS: ⚂   TOKENS: 1

POWERS: • TOKEN: Double your roll.

⚀ _____
⚁ _____
⚂ _____
⚃ = 6 _____
⚄ = 6 _____
⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

BRUISER ✊

HIT POINTS: ⚄   TOKENS: 0

POWERS: • If you tie, gain +1 HP.

⚀ = 2 _____
⚁ = 3 _____
⚂ = 4 _____
⚃ = 5 _____
⚄ = 6 _____
⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

NINJA ✦ ✦ ✦

HIT POINTS: ⚂   TOKENS: 5

POWERS:
- If your roll is exactly half of your opponent's, roll, take no damage.
- TOKEN: reduce your die roll by 1.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ = 3 _____

⚅ = 4 _____

Wins: **Losses:**

BATTLEBATTLE!

SNIPER ⌖

HIT POINTS: ⚄   TOKENS: 0

POWERS:

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

GIANT

HIT POINTS: ⚅   TOKENS: 3

POWERS:
- If your battle die is double or more your opponent's battle die, double the damage they receive.
- TOKEN: add 3 to your roll.

⚀ _____

⚁ _____

⚂ Roll again _____

⚃ Roll again _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

MR. FREEZE

HIT POINTS: ⚄   TOKENS: 3

POWERS:
- TOKEN: Your opponent keeps the same roll for next round. You cannot use this power two rounds in a row.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

GLADIATOR

HIT POINTS: ⚁ TOKENS: [0]

POWERS:
- EVERY ROUND: When you take damage, gain 3 tokens.
- TOKEN: increase or decrease any battle die by 1.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

WIZARD

HIT POINTS: ⚁ TOKENS: [5]

POWERS:
- TOKEN: roll an additional battle die. Each die that beats your opponent's roll scores 1 damage.
- EVERY ROUND: If any of your dice are doubles, you score no damage that round.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

DALEK

HIT POINTS: ⚄ TOKENS: [0]

POWERS:
- EVERY ROUND: Do not roll your battle die. It starts at 1 and increases 1 per round. When it reaches 6, it begins to decrease 1 per round until it reaches 1 and then it increases again.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

CAT

HIT POINTS: ⚀ TOKENS: [8]

POWERS:
- TOKEN: Take no damage this round.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ = 4 _____

⚅ = 4 _____

Wins: **Losses:**

NAME: _____

HIT POINTS: ☐   TOKENS: ☐

POWERS:

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

NAME: _____

HIT POINTS: ☐   TOKENS: ☐

POWERS:

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

NAME: _____

HIT POINTS: ☐   TOKENS: ☐

POWERS:

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

NAME: _____

HIT POINTS: ☐   TOKENS: ☐

POWERS:

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

VANILLA

HIT POINTS: ⚃ TOKENS: **3**

POWERS: • TOKEN: add 1 to your battle die.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

VANILLA

HIT POINTS: ⚃ TOKENS: **3**

POWERS: • TOKEN: add 1 to your battle die.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

VANILLA

HIT POINTS: ⚄ TOKENS: **3**

POWERS: • TOKEN: add 1 to your battle die.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

VANILLA

HIT POINTS: ⚄ TOKENS: **3**

POWERS: • TOKEN: add 1 to your battle die.

⚀ _____

⚁ _____

⚂ _____

⚃ _____

⚄ _____

⚅ _____

Wins: **Losses:**

BATTLEBATTLE!

BATTLEBATTLE! RULES

SETUP: • Place your HP die on the HP space with the indicated number facing up.

• Get the number of tokens needed for your character.

BATTLE: • You and your opponent simultaneously roll a battle die.

• If the number on your character card indicates a change to the number, change your battle die to the new number.

• Then both players have the option to spend 1 or more tokens to use a token power. The player with more HP decides first. If HP are tied, the name that is alphabetically first decides first.

• The higher final die roll wins. The losing player loses 1 HP. Use the HP die to keep track of your HP.

• On a tie, no damage is caused.

• If multiple dice are rolled, only the player with the highest die number can cause damage.

• When your HP goes below 1, you lose.

• Special character rules supercede these rules.

BALANCE: • After 1 battle, mark if you won or lost.

• You can change 1 or 2 things about your character.

• Play 1 more battle to play your changes.

• Get a new character.