

Clash! Rules

Goal of the Game:

Reduce your opponent's character to zero HP.

Setup:

Each player selects a character and takes the corresponding ten moves. Each character should have a "1," "2," "3," "4," "Block," "Counter," and "Dodge", as well as a duplicate of one of those seven moves and two special (blue) moves. Players compare the moves of each other's characters. Players should also have some way to keep track of HP.

Turns:

Each turn consists of four steps outlined below.

The Decision:

First, each player decides which card to play face-down from the cards in their hand. At first they will have ten cards in their hand, but they will have progressively less cards in their hand as the game progresses. If a player has no cards in their hand when this phase begins, they return all cards in their discard pile to their hand and heal 2 HP (this is called recharging).

The Reveal:

Once both players have played their card and made any execution decisions, both players reveal their card.

The Aftermath:

Players now resolve any effects of the moves they selected. Each move acts in a certain order, from Buildup 0 (the fastest) to Buildup 5 (the slowest). The order of moves is vitally important and must be recognized. All basic moves will be outlined below, and special moves will explain their effects and Buildup. **N.B.** If both players select a move with the same Buildup, the player's whose character has the higher Initiative acts first.

1-4 (and BRUTE!'s special 5): Deals that number's damage at that Buildup. In that way, faster moves deal less damage.

Block: Prevents all the damage from a "1" or "2". Buildup 0. (If for some reason a "1" or "2" acts before a Block, the Block has no effect.)

Counter: Redirects all the damage from a "3" or "4", minus 1, to your opponent. (If for some reason a "3" or "4" acts before a Counter, the Counter has no effect.)

Dodge: Prevents all the damage from any attack. Acts at the Buildup of the top card of your discard pile, or at Buildup 0 if there are no cards in your discard pile. (If an attack acts before a Dodge, the Dodge has no effect.)

N.B. Any damage done by a move is reduced by the amount of damage received earlier in the round. I.E. if one player selects a "1" and the other player a "4," the player who selected a "4" would take 1 damage and thus only deal "3".

After both player's cards have been resolved, discard them to their player's respective discard piles and return to The Decision.

Glossary:

Attack: Any move that deals damage as part of its effects.

Card: Any move in a player's hand, discard pile, or removed-from-game pile.

Discard Pile: A face-up pile where a player's discarded cards go. The order cannot be changed by either player.

Hand: The cards a player has available to select as moves during The Decision.

Hit: An attack "hits" if it deals damage.

Miss: An attack "misses" if it deals no damage.

Move: A card that has been played face-down or revealed for its effects.

Recharge: When a player returns their entire discard pile to their hand and heals 2 HP.

Removed from Game Pile: A face-down pile where a player's removed from game cards go. Cards removed from the game cannot be recharged. A player may look at their removed-from-game cards at any time.

Successful: A move is successful if it prevents or redirects damage.

Unsuccessful: A move is unsuccessful if it does not prevent, redirect, or deal damage.