

MODS Vs ROCKERS

2 players, 3-5 minutes.

COMPONENTS: 10 faction cards, 9 hot spot cards, 1 POLICE card, 3 custom d6.

OBJECTIVE:

Rumble for two of the three hot spots and take them by outnumbering your opponent!

SETUP:

Give each player their five faction cards. Shuffle and deal out three hot spot cards in the center, and place POLICE next to them.



TO PLAY:

Roll the three dice once. You may re-roll one die if you choose, but RIOT may not be re-rolled! If you roll two or more of your faction, you may place a card from your hand on any of the three hotspots, move one of your cards from one hotspot to another or take one of your cards from POLICE to your hand.



If you roll two of the other faction, you must move one of their cards from one hotspot to another.

If you roll two RIOT, a player with two or more cards at a hot spot takes it (if they have more there than their opponent) and gets a small bonus for controlling it. Slide it away from the center of the board towards your side.



If in a RIOT there is a tie at a hot spot, take all the tied cards and put them on POLICE.

Once someone controls two of the three locations, they win!