Elemental Combat Dice: Rule Overview

An exciting combat dice game designed for intense one-on-one battles, but also playable with two to four players.

Components

Each player uses a set of 8 dice:

- **2 Black Attack Dice**
- **6 Faction-themed Power Dice**
    - On these Power Dice, the number 6 is replaced with that faction's unique symbol.

Dice Symbols

Attack Dice feature two distinct symbols:

- **Claw** — Indicates a summoned beast attack
- **Hand** — Indicates a magical spell attack

The number of each symbol rolled determines how many Power Dice can be assigned to that specific attack type.

Gameplay Overview

Each round consists of players taking turns to attack and defend. The goal is to reduce your opponent's life total to zero. All players start with **100 life points**.

Example Turn

Fire Player Attacks:

- **Attack Dice Roll:** 2 Claws (Beast), 3 Hands (Spell)
- **Power Dice Roll:** 3, 2, 5, 6, 6, 1
- **Beast Attack:** Assign the 6 and 5 → Total Beast Attack Score: **11**
- **Spell Attack:** Assign the other 6, 3, and 2 → Total Spell Attack Score: **11**
- **Unused Dice:** 1 is discarded

Water Player Defends:

- **Attack Dice Roll:** 1 Claw (Beast), 2 Hands (Spell)
- **Power Dice Roll:** 3, 1, 5, 5, 4, 1
- **Beast Defense:** Assign one 5 → Blocks **5** Beast damage
- **Spell Defense:** Assign both 5s → Blocks **10** Spell damage
- **Unused Dice:** 1s, 3, and 4 are discarded

Damage Calculation:

- **Beast Damage:** 11 (Attack) - 5 (Defense) = **6 damage**
- **Spell Damage:** 11 (Attack) - 10 (Defense) = **1 damage**
- **Total Damage to Water Player: 7 points**
- **Water Player Life Total:** 100 - 7 = **93**

Water player then becomes the attacker, and the Fire player defends. This sequence continues until one player is reduced to 0 life.

Winning the Game

The game ends when only one player remains with life points above zero.

Enjoy your battle through the elements!