



INHUMANOIDS WarDice

ADDITIONAL RULES:

New game format: (The rest of the rules are the basics of the game.)

-To play a game choose only two villains and assign each one 2 numbers between 2 and 5 without repeating.

-To play the villain effect, when the first number you assigned to that villain is rolled on the villain effect dice play the #1 effect of that villain, if the second number is rolled you will play the #2 effect of that villain.

Then choose 2 plans and assign one to 1 and the other to 6, (a villain will not play this game)

THE RED DIAMOND: (Special skill)

Use of the red die: the number in the red diamond is an additional red die (or the color you choose that is not the colors that play normally) that will be rolled when it is the turn of the is villains, if one of the 2 numbers assigned to one of the villains is rolled, he will then roll the red die, if he rolls the value or more marked in the red diamond of that villain, he will play the next effect:

METLAR: a random hero loses one of his agility.

D'COMPOSE: a random hero rolls one die, if the result is equal to his defense value, that hero loses one empty square of his defense value.

TENDRIL: wins an extra black die this round.

*If the red die rolls 1 or 6 it is considered an automatic failure of that die and there is no effect.