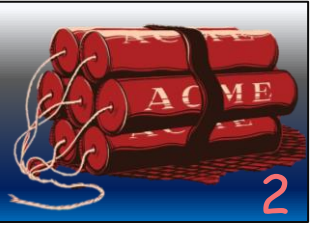
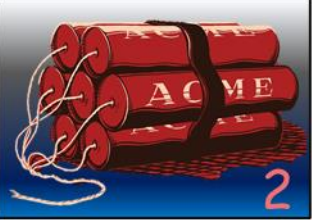
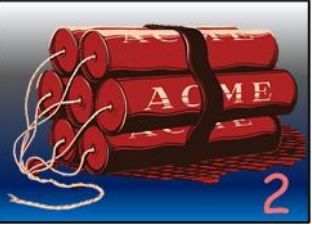
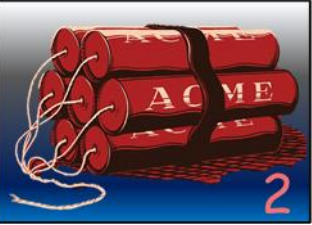
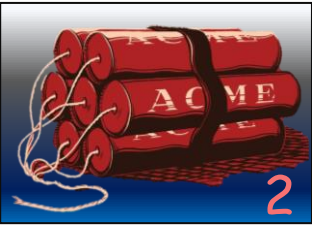













Rules







This game is for 3 to 6 players, each one will take his character and to choose who starts we will use the method we want. We will roll with two dice and we will take what is marked on the character card, when the 1 comes out and we have a weapon we will roll again to know who we are going to attack, the same if they are 2 weapons, if in your roll you drop 2 and 4 you will attack the character or characters that have these numbers with the weapon you want and you have if you have 2 you will do the same with your second weapon, When attacking with the Tnt you will be able to take 2 points of damage from the marked characters and with the gun only one point from them, or the marked character. Once we use the weapon we will return it with the other available ones. To find out what kind of weapon you will take, you will add up the dice (when the 6 comes out, which is the weapon), if it's for you to take the TNT, if it's not, you will take the gun. When you leave the anvil marked with 5, it will be immediately placed on the character on the right, each turn that passes with it will lose one life, or when you accumulate 2 you will lose 2 lives and when you have 3 anvils the game will end for him, he died crushed. When the block marked with 3 falls, you will put the blocking piece on the character you want and he will lose the next turn. If your roll comes out with two equal numbers, you will take double the marked object and only if you can, otherwise your turn will end. With the number 4 you will heal one point of damage to your character. With a little luck and strategy you can survive the battle. Last one standing wins !!.



















 :Attack
 :Anti-anvil
 :Blockade
 :Life
 :Anvil
 :Weapon















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 :Blockade
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 :Attack
 :Anti-anvil
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 :Life
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 :Weapon

















-  :Attack
-  :Anti-anvil
-  :Blockade
-  :Life
-  :Anvil
-  :Weapon



-  :Attack
-  :Anti-anvil
-  :Blockade
-  :Life
-  :Anvil
-  :Weapon

Token blockade.