

ASSAULT on the COLOSSUS

Designed by Threemegisto

"The Colossus is marching forward to the Village, someone must do something or there will be nothing left behind."

In the role of the Hero you must knock down the Colossus, to perform this feat you must climb several levels through his body until reaching the sensitive point, his head, and give the coup de grace. To achieve this you must wisely manage your stamina, fatigue and vitality. Hurry up because the Colossus is moving and the fate of everyone who loves you rest in your hands.

of Players: 1

Components:

1 Game sheet.

1 Rules sheet (double sided).

6 d6 dice.

1 Pencil & eraser or Tokens to track.

How to play

The game starts at the ground (level 0). Each turn the Hero can try to climb to the next body spot or keep grabbed to rest. The actions consumes the whole turn and the Colossus will act, rolling to still quiet, shake off in an urge to get rid of the Hero or move forward to Village.

The game continues between the turn of the Hero and the Colossus.

Hero stats

The Hero can use their stats and modify their roll results:

Vitality: Start with 4 points, this represent the Hero health and If falls below 0 points the game is over.

Spend to alter +1/-1 to one die result.

Fatigue: Start with 0 points, high amount of fatigue affects negatively the climbing rolls.

Spend to flip a die to their opposite face.

Stamina: Start with 6 points.

Spend to Re-roll one die of your choice.

Hero tools



Rope crossbow: Start with 3 points, if the Hero falls when the Colossus shakes, they can use this tool to hold on and avoid falling.



Grapple hook: Start with 3 points, the Hero can hook in any body spot; this will prevent it from fall beyond that point.

Tick the body spot where the hooks were grappled.

Hero turn

- ◆ **Hold on:** -2 Fatigue.
- ◆ **Try to climb:** Roll 2d6 -Fatigue

2d6	Result
2-3	Fall 1 level, +1 Fatigue.
4-6	Fall 1 level.
7-11	Ascend 1 level.
12	Ascend 1 level, -1 Fatigue.

Colossus stats

Rage level: start with 0 points and a max of 5 points; higher level augment the chances of the Colossus move forward to Village.

When the Hero reaches a Rage Spot (see below), there is a chance of increment this level.

Colossus turn

Roll 2d6: -Rage level

2d6	Result
2-3	Move forward to Village.
4-6	Shake! (roll below)
7-12	Stand still... (Hero turn)

Every time the Colossus *move forward* mark a  in the Colossus path, if they reach the Village the game is over

Shake: Roll 2d6

2d6	Result
2-3	Fall 1 level, -1 Vitality.
4-6	Fall 1 level.
7-11	Managed to hold on.
12	Hold on a good spot, +1 Stamina.

Body spots

These are white shapes inside the Colossus body and their numbers represent different height levels to climb before reach their head.

Rage Spot: the Colossus doesn't act here, but the Hero must try to match the boxes by rolling a pool of six dice, each rage level reduces the pool.



If Rage is 0 or 1, rolls all six dice.

Rage = 2 or 3, rolls 5 dice.

Rage = 4 rolls 4, and Rage = 5 rolls 3 dice.

If can't match the results, the Hero can reroll all the dies adding 1 rage level to the Colossus.

Can't keep modified rolls if want to reroll all the dies.

Some spots have specific match rules:



This symbol means different results (ex: "2"5"3").



This symbol means equal results (ex: "4"4"4").

Once all the boxes are matched, fill in the circle to indicate that the rage spot has been surpassed. If the Hero descends to an unlocked rage point, they don't need to retry the pairing.



Only when all the boxes were matched, the Hero can move forward.

Safe Spots: the Colossus doesn't act here and the Hero can take a break. Choose only one option before continuing, tick the spot next to indicate has been used:



- ◆ Recover all Stamina.
- ◆ Decrease all Fatigue.
- ◆ Recover 1d6 Vitality.
- ◆ Decrease 1 Rage level.

Coup de grace

This is the chance to kill the Colossus!

Roll 2d6 -Fatigue +Stamina:

2d6	Result
2-3	Fall 4 levels.
4-5	Fall 2 levels.
6-7	Managed to hold on.
8-12	Buried the blade into the Colossushead killing and taking it down to the ground. <i>The Village is safe, congratulations!</i>

If the Colossus has been defeated proceed to score.

Score

The final score is determined by:

- 1- Each remaining spot in the Colossus path scores 1.
- 2- Each remaining stamina scores 1.
- 3- Each remaining vitality scores 2.
- 4- Each remaining fatigue scores -1.
- 5- Each Rage level without mark acts like multipliers for the final score.



Rank	Score
Town folk	10
Adventurer	30
Veteran	70
Legend	100

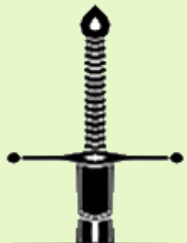


Your name	Rank	Score

Version 0419



ASSAULT on the COLOSSUS



Stamina 0 1 2 3 4 5 6

Re-roll one die of your choice.

Fatigue 5 4 3 2 1 0

Flip a die to their opposite face.

Vitality 0 1 2 3 4

Alter +1/-1 to one die result.

0 1 2 3
Rope crossbow

0 1 2 3
Grapple hook

Turn order

Each turn until Colossus dead or Village stomped:

- 1- The Hero chooses to climb or hold.
- 2- If climb, roll 2d6 on Hero's Table. Apply results.
- 3- If Hero is in a rage spot, must complete assigned task to climb based on Rage Level.
- 4- If not on safe spot, roll 2d6 for Colossus. Apply results.

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Hero turn

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Colossus turn

Roll 2d6: -Rage level

2d6	Result
2-3	Move forward to Village.
4-6	Shake! (roll below).
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Every time the Colossus "move forward" mark a in the Colossus path, if they reach the Village the game is over.

Shake: Roll 2d6

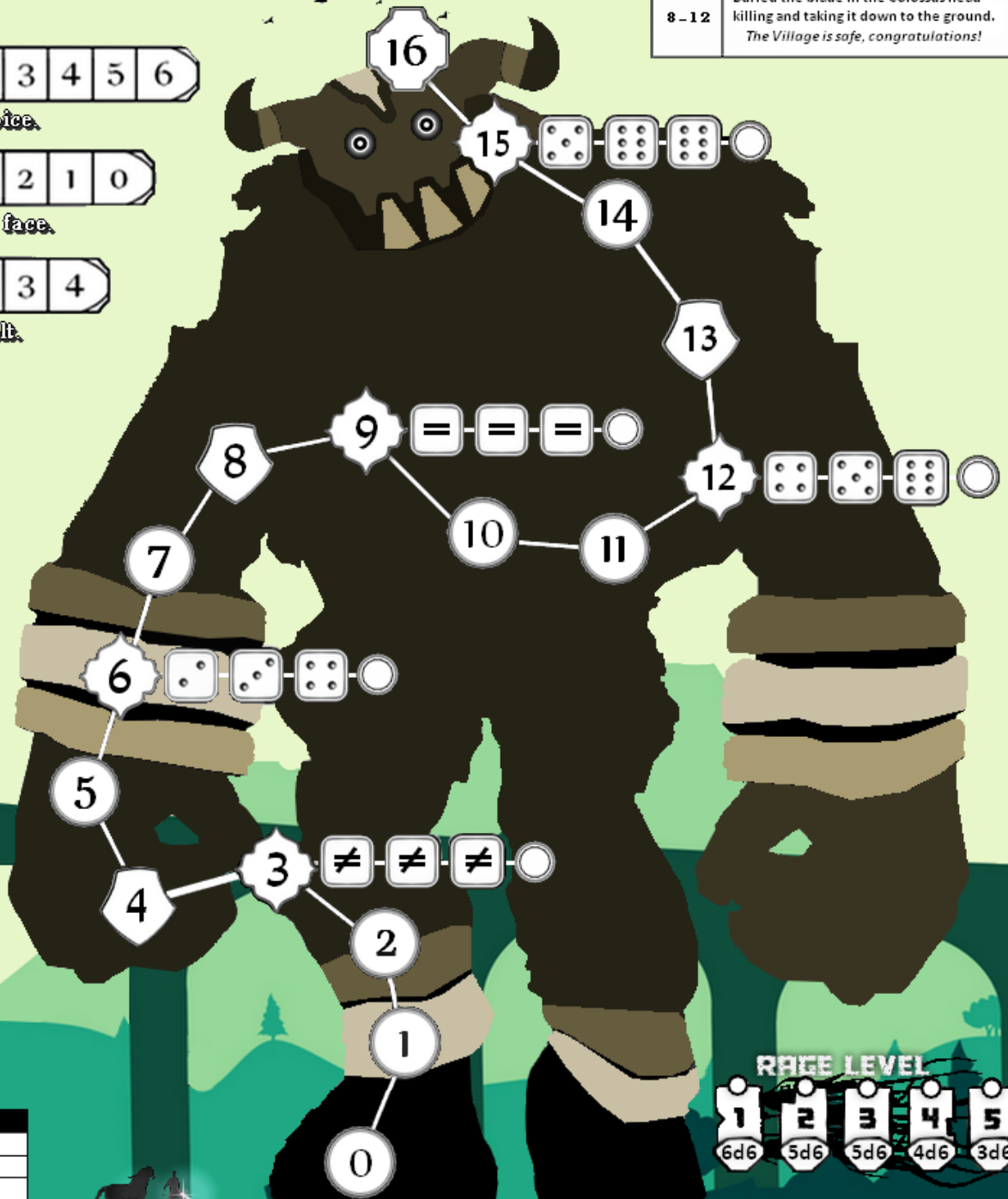
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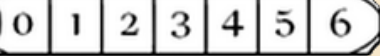
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8-12	Buried the blade in the Colossus head killing and taking it down to the ground. <i>The Village is safe, congratulations!</i>



Village

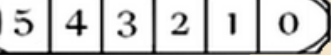
ASSAULT on the COLOSSUS

Stamina



Re-roll one die of your choice.

Fatigue

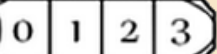


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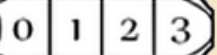
Vitality



Alter +1/-1 to one die result.



Rope crossbow



Grapple hook

Turn order

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Safe Spots: choose one option:

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- Decrease all Fatigue.
- Recover 1d6 Vitality.
- Decrease 1 Rage level.

Hero turn

- Hold on: -2 Fatigue.
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2d6 Result

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Colossus turn

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2d6 Result

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Shake: Roll 2d6

2d6 Result

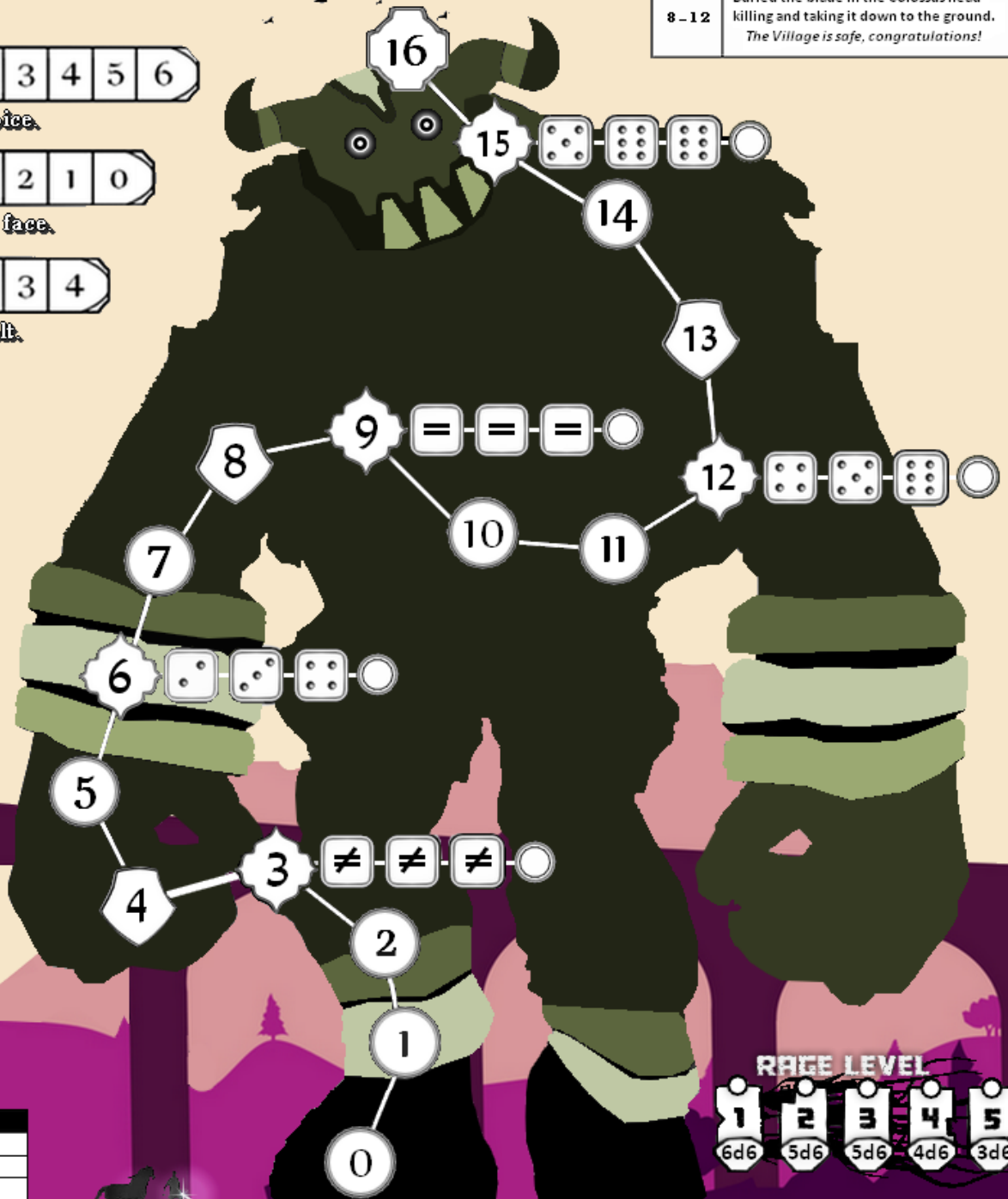
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Colossus path

Village

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Hero turn


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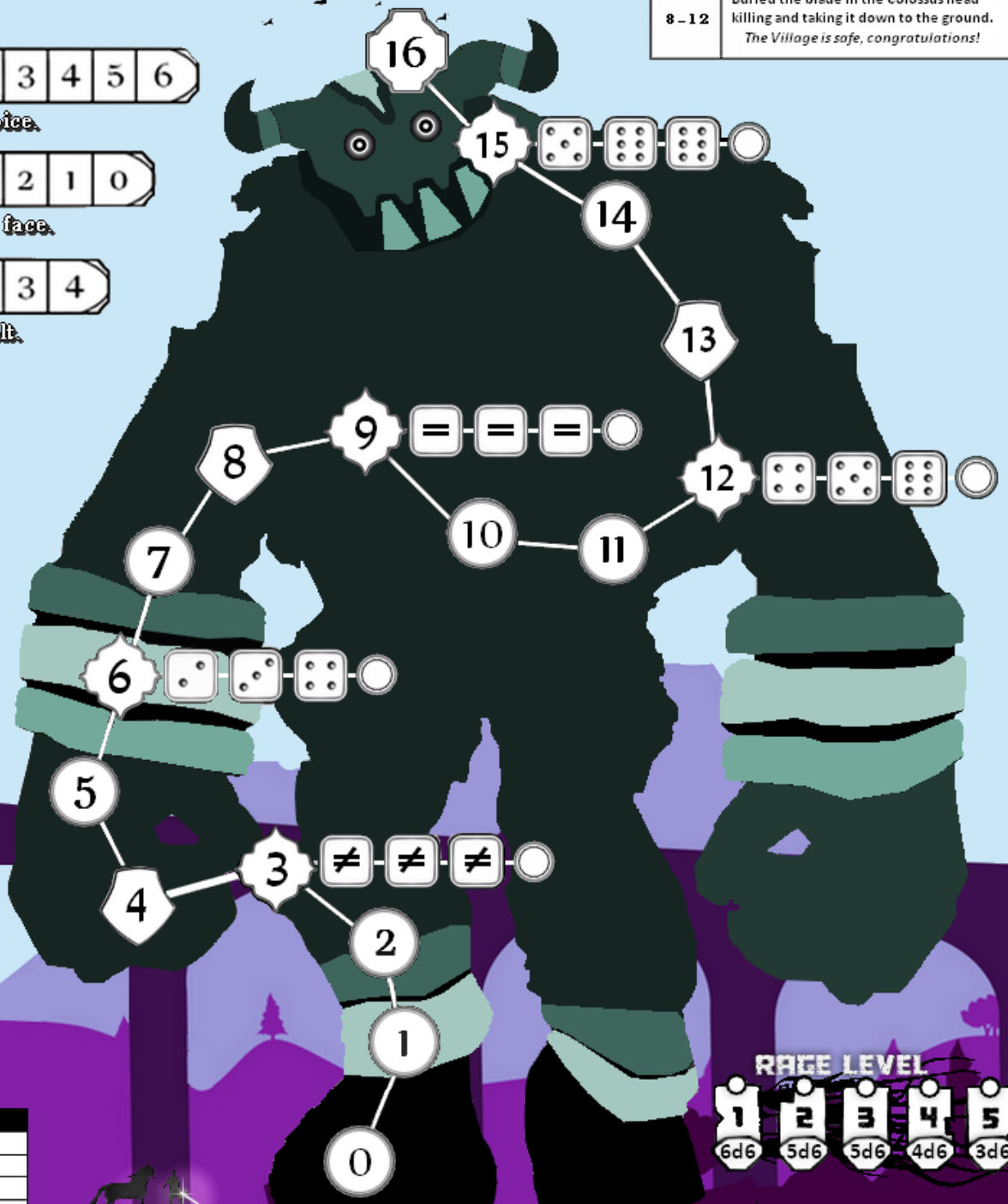
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RAGE LEVEL

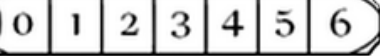
1 2 3 4 5
6d6 5d6 5d6 4d6 3d6



Village

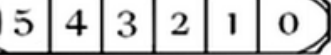
ASSAULT on the COLOSSUS

Stamina



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Fatigue



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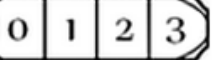
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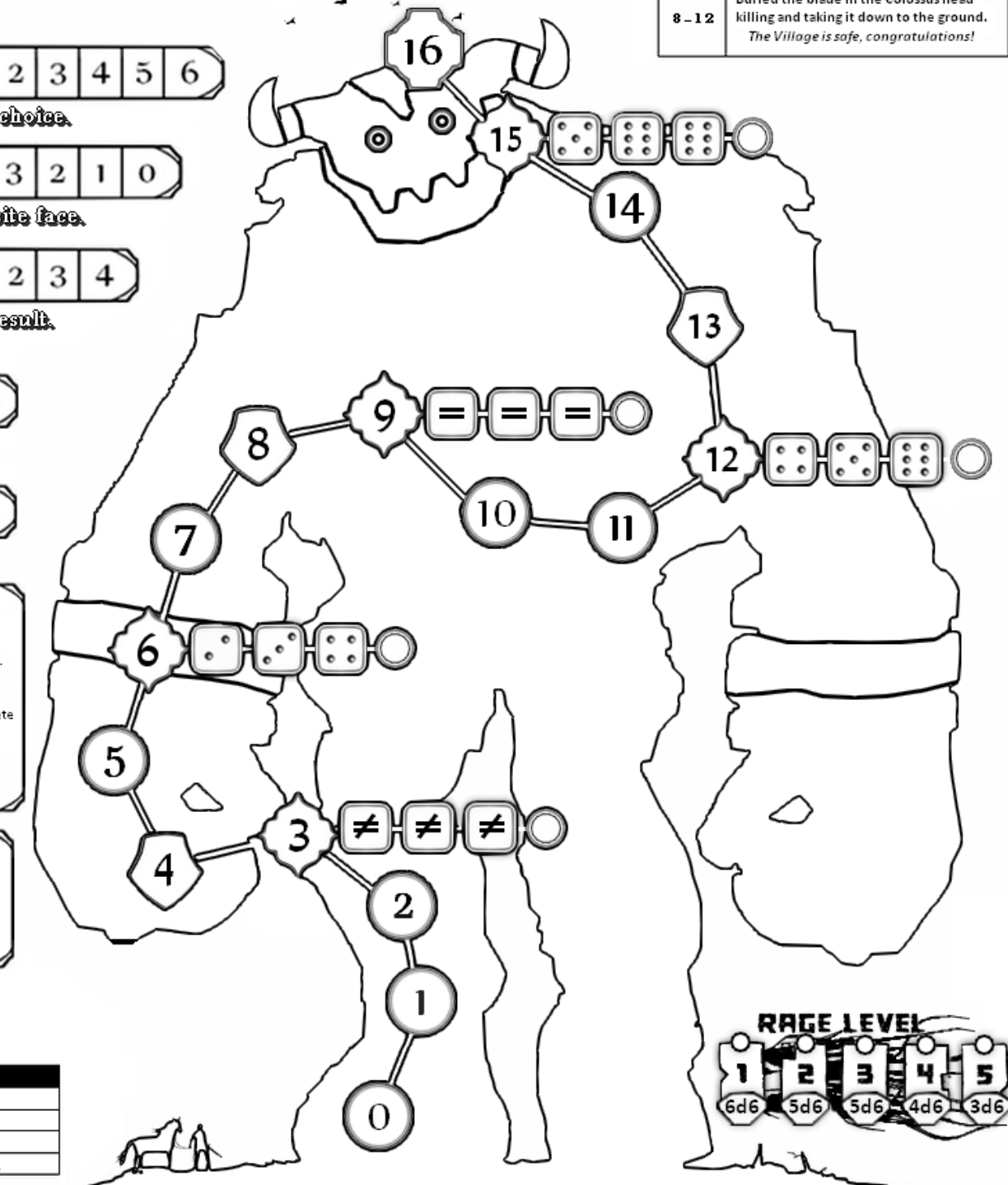
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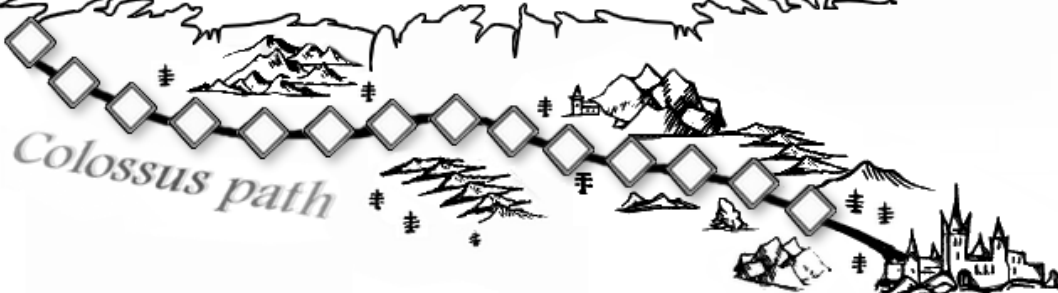
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RAGE LEVEL



Village

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
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Village