

BattleSmiths

Components

- 2 medium-sized chalkboards
- 2 small-sized chalkboards
- 1 pack of white chalk
- 1 pack of colored chalk
- 1 felt eraser
- 1 bag of 30 gold coins
- 1 bag of 30 green coins
- 1 four-sided die
- 1 six-sided die
- 1 ten-sided die

Setup

- Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
- Remove one of each colored chalk piece from their box and set them aside. They will not be used. Keep the rest in the box.
- One player takes the bag of gold coins, the other takes the green coins

Goal

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

Rules

The game has four distinct rounds that must be played in order:

1. **Hire Your Fighter**, where you'll be buying stat bonuses making a customized fighter to wield your weapon.
2. **The Materials Auction**, where you'll be bidding against each other to gain materials to craft your weapon.
3. **Forge Your Weapon**, where you'll be crafting your weapon on the large chalkboard using the white piece of chalk.
4. **Combat!** where you'll be fighting to the death using your new weapon.

Hire Your Fighter

- Take 15 coins out of your bag. You can now use these to buy any combination of the following stat bonuses that you see fit. You'll want to write down whatever you choose on your small chalkboard for reference.

Attack Success Rate

- 8 coins = 90% successful attack
- 5 coins = 70% successful attack
- If no coins are spent, mercenaries have a base 50% successful attack.

More Base Damage (not affected by damage multipliers)

- 7 coins = Roll a D6 and add that value to total damage done.
- 4 coins = Roll a D4 and add that value to total damage done

More Hit Points (All fighters start with a base 20 hit points)

- 6 coins = 12 extra hit points
- 4 coins = 8 extra hit points
- 2 coins = 4 extra hit points

The Materials Auction

- Take back all the coins you just spent and put them back in your bag. You'll have all 30 to use for this phase of the game.
- White chalk gives every weapon a base damage of 2 hit points per attack
- Each color of chalk represents the following statistics that can be added to the weapon by the player during combat:
 - **Red** – Attack power is increased (*2 x Base Damage for a total of 4 damage per hit; lasts 3 rounds*)
 - **Orange** – Magical Charm is added (*Player using this weapon is protected from all base damage--not material-based damage—for three rounds*)
 - **Yellow** – Blade on the weapon is incredibly sharp (*Player hit with this weapon bleeds profusely, losing 7 extra hit points on the round its applied; lasts only one round*)
 - **Green** – Poison is added (*A DoT that removes 4 hit points per round for 3 rounds; can only be applied on a successful attack; a new material CAN be added after DoT is applied*)
 - **Blue** – Durability is increased (*Weapon acts as a minor shield, reducing overall damage per hit by 3; last two rounds*)
 - **Purple** – Magic Protection is added (*User of this weapon wards off all damage on the next round; only last that one round*)

- Using the pieces of colored chalk left in the box, draw one out at random. This is the piece that will be bid on first.
- Both players decide how much they wish to bid and put that many coins in their hand without showing the other player. At the same time, they reveal their bids to each other.
- The winner is awarded the chalk and the next piece is drawn. If there's a tie, both players set aside what they just bid, and bid again, any extra amount added to the original bid if you win.

Crafting

- Using the piece of white chalk, craft your weapon. You will be using your colored chalk to add to your weapon during the combat section of the game. Make sure to give a good name!

Combat !

- Before the first round (a round meaning both players attack each other once) and in between all rounds from then on you have the opportunity to beef up your weapon by adding the materials you have. If you do add one, use that piece of colored chalk to add to the drawing of your weapon. After the material has been used up, it cannot be used again.
- Roll a six-sided die to see who attacks first
- The winner rolls the ten-sided die to see if they have successfully hit the other player based on their Attack Success Rate. If your roll is successful, determine the how much damage you do (and how much the defending player can mitigate) using the bonuses and stats you can apply.
- After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
- At the end of each round.
- Keep playing until one mercenary has lost all of their HP, ending the game.