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Minecraft: Battle After Dusk

Required pieces

* 24 cards, 12 per player
* 2 D6 for damage, 1 D6 per player

Players:

Steve the Human – Human champion

Zombie Champion – Monster champion

Skeleton Archer – 2nd Monster Champion

If playing Monster side, must choose either Zombie or Skeleton, both have same stats

Rules

* One player chooses to be the human in the vast, empty world of Minecraft
* The second player either zombie or skeleton archer.
* Your weapon card is worth 1 point of damage each turn, can only attack once per turn
* Order of cards hit are: Armor, health
* One card will be the ‘champion’ card, either Steve for the human side or the Zombie or Archer for monsters
* The player must get the opposing champion down to 0 points. Each champion gets 6 points of base health
* Turn based system, at the beginning each player will roll their D6, highest number will be able to attack first.
* 4 cards will be ‘armor’ cards, head, chest, legs, feet, each giving 1 point of armor
* 1 card will be a health potion, giving 2 points of health back to the champion, can only be used once, dispose after use
* Lesser monsters may be summoned 2 at a time, each with .5 health points and .5 attack damage, per turn for the Monster
* For the humans, 1 dog worth 2 hit points and 1 attack per turn. If the human player is swarmed, 1 shelter token can be used per turn to guard the player, preventing any damage. Does not apply to the dog
* One card will be a ‘critical hit’ card, worth 2 points of damage. Only used once a game

Rolls:

Player will roll before each attack to determine which part will hit

1-2 = Feet

3-4 Legs

5 – Torso

6 – Head

If a 6 is rolled and used with a crit card, double damage (+4) directly to health, ignores armor. Armor is still intact.