



# CLASH

## OFFICIAL RULEBOOK

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# The Basics

To begin each player will need:

- Battle Mat
- Combat Deck (30 cards)
  - 26 Action cards
  - 2 Clash cards
  - 2 Super cards
- Will and HP Tokens

## Action Cards

Your Combat Deck comes with 26 Action cards.

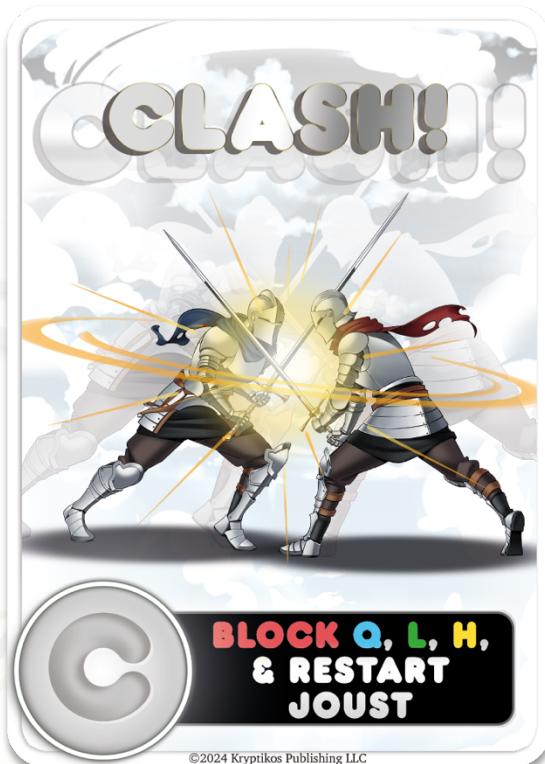
- 7 Heavy, Lite, and Quick attacks
- 5 Blocks

During the Joust Phase, similar to Ro Sham Bo (Rock, Paper, Scissors), each attack will beat a different type. **H** beats **L**, **L** beats **Q**, and **Q** beats **H**. Block cards however, will reduce the damage you receive by 1.



## Clash Card

Your Combat Deck comes with 2 Clash cards. Clash cards can only be played during the Combo Phase as the defender. When activated, reduce the damage of an attack card to 0 and return the players to the Joust Phase. You may not Clash against a Super card.



## Super Card

Your Combat Deck comes with 2 Super cards. Unless otherwise stated, Super cards can only be played during the Combo Phase as the attacking player. You may play a Super card during any point of your combo and use 4 or 8 Will to select which super to activate. Using a Super card does not break your active combo chain. After the Super effect resolves, you may continue your combo from the last activated Action card. Unless otherwise stated, a Block card cannot be used against a Super card.



## Will & HP Tokens

As you receive damage, you'll move the HP and Will tokens along the indicator. When dealing damage, you'll also move the Will token.

Gain 2 Will when damage is received

Gain 1 Will when damage is dealt

Note 1: You do not gain Will based on the *amount* of damage received or dealt.

**Only gain Will *when* damage is received or dealt.**

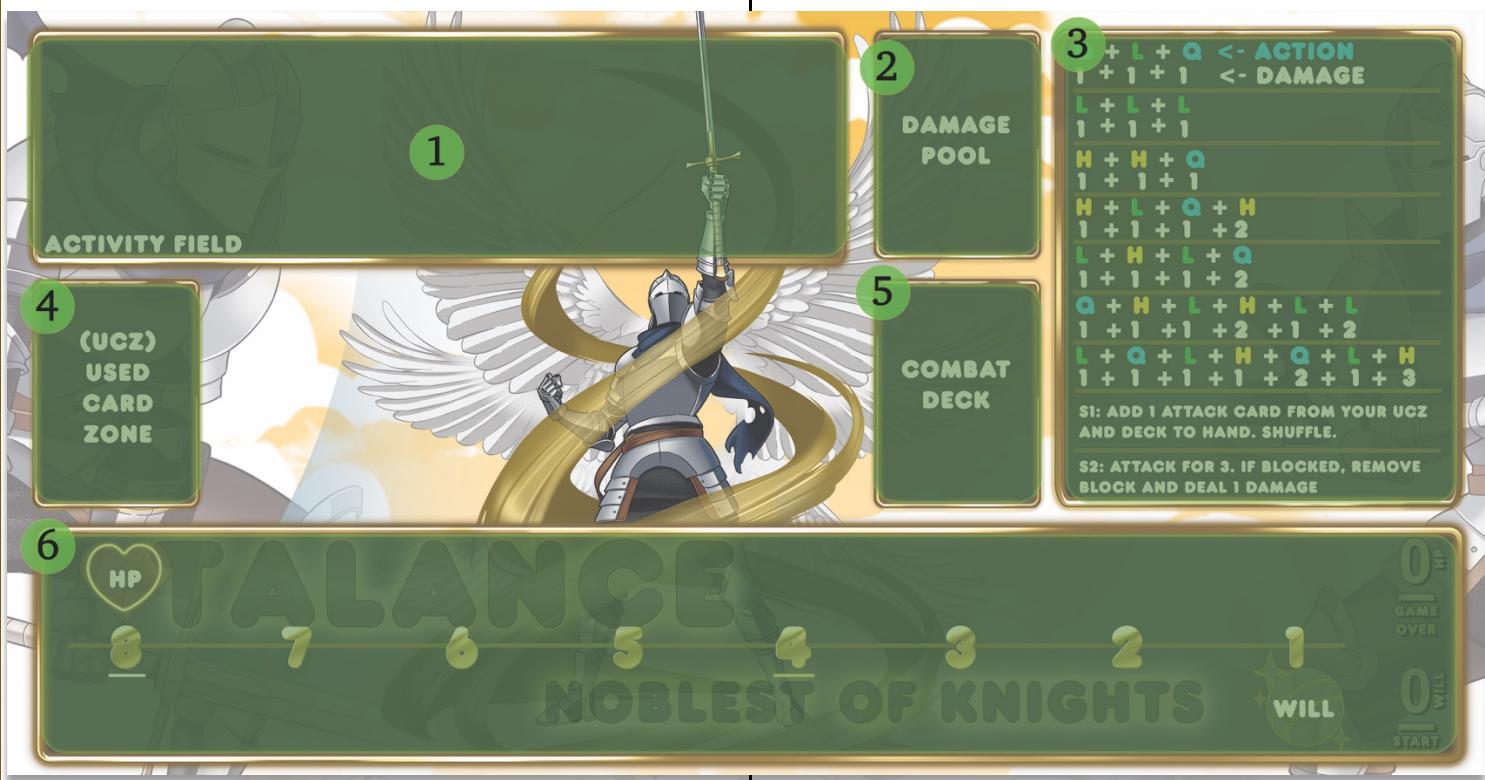
Note 2: Different attacks have different damage amounts. Be sure you are using the Action List to determine the damage for the attack. The damage will be listed under the action.



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## Battle Mat



### 1. Activity Field

Activate your cards here. There are no limits to the amount of cards activated as long as they follow your 'Action Combo'.

### 2. Damage Pool

Cards from stalemates Jousts are added to here to build your damage strength. Once a Joust is won, the winner adds their Damage Pool cards to the damage dealt, afterward, both players send their cards to the Used Card Zone (UCZ)

### 3. Combo List

The Action List shows your potential combos and the damage for each attack. Play cards along your combo chain to deal damage.

### 4. Used Card Zone (UCZ)

Discard cards, Damage Pool cards, and cards from the Activity Field at the end of the turn are moved here.

### 5. Combat Deck

- Place your Combat Deck here. Once you're unable to draw, shuffle your used cards and return them here.

### 6. HP and Will Tracker

Players start with 8 HP and 0 Will. When attacked, reduce your HP according to the damage dealt and gain 2 Will. When dealing damage, gain 1 Will.

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## Phases

### Match Start

At the start of the match, both players will place their Will token on 0 and their HP token on 8 and shuffle their Deck.

Continue to the Draw Phase.

### Draw Phase

Both players draw cards from their combat deck until they have 8 cards in their hand.

Continue to the Joust Phase.

### Joust Phase

Both players place 1 Attack card face-down in the Activity Field, then flips it over when both players have cards set.

- Decide Winner
  - **H**eady beats **L**ite
  - **L**ite beats **Q**uick
  - **Q**uick beats **H**eady
  - **B**lock is forfeit, attacker Wins
  - If both players play the same card, add the card to damage pool and retry. Note: does not add to combo
  - If both players play **B**lock, skip to Discard Phase.

Winner of the Joust adds damage from the pool to their attack damage and deducts it from the defenders HP. Winning card remains on activity field, damage pool is added to the UCZ.

Continue to the Combo Phase

### Combo Phase

The winning player from the Joust (the Attacker) can play additional cards aligning to a combo from the Combo List to deal additional damage to the defender based on each hit in the combo until the Attacker runs out of cards in the combo chain or until the attacker reaches the end of a combo chain.

The Defender can activate a block or clash card in response to each attack to nullify or reduce the damage.

The Attacker gains 1 Will each time they deal damage with an attack card. Move the Will indicator.

The Defender gains 2 Will and loses HP whenever they receive damage. Move both indicators.

Special cards can be activated within the combo without breaking the combo stream.

When no more cards can be played, all cards in the Activity Field are moved to the UCZ. Deck.

Continue to the Discard Phase.

### Discard Phase

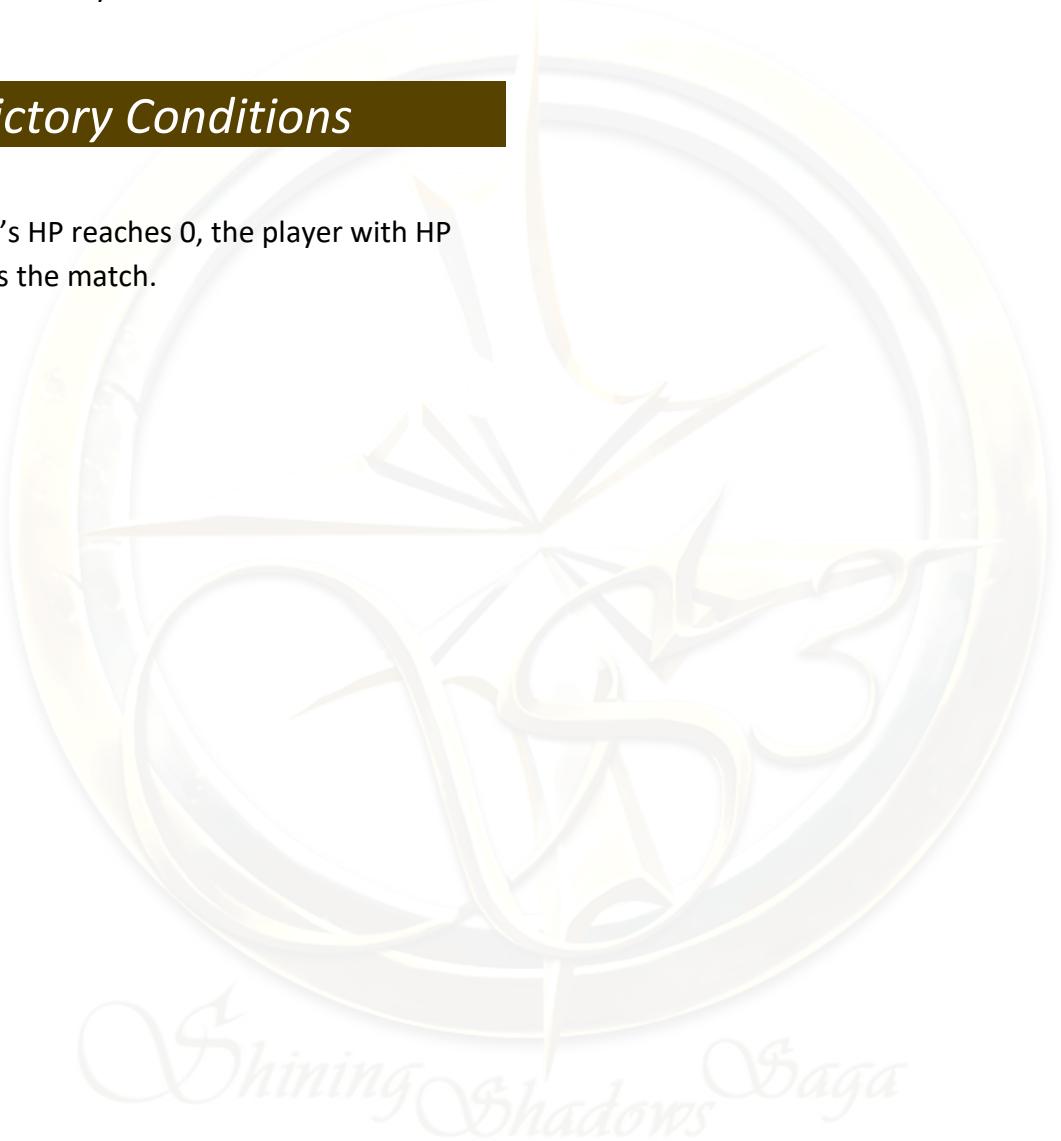
Each player can now discard however many cards to the UCZ from their Hand. Next, Repeat.

## Repeat

Repeat these phases, beginning with the Draw Phase, until the victory conditions are met.

## *Victory Conditions*

When a player's HP reaches 0, the player with HP remaining wins the match.



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