**THE GENERAL**

**HIT POINTS:** 6

**TOKENS:** 3

**POWERS**
- EVERY ROUND: Wins ties
- TOKEN: reduce opponent’s roll by 1

**THE GAMBLER**

**HIT POINTS:** 6

**TOKENS:** 3

**POWERS**
- TOKEN: take no damage this round. The next round, all damage is doubled.

**NECROMANCER**

**HIT POINTS:** 6

**TOKENS:** 0

**POWERS**
- EVERY ROUND: If you win by 3 or more, gain 1 HP (maximum of 6 HP)

**THE RULER**

**HIT POINTS:** 6

**TOKENS:** 2

**POWERS**
- TOKEN: You win the round.
**SURVIVALIST**

**HIT POINTS:** 📗  
**TOKENS:** 📗 1

**POWERS**
- TOKEN: permanently swap your HP die and the your battle die roll.

**POWERS**
- TOKEN: swap your battle die with opponent’s battle die.

**CON ARTIST**

**HIT POINTS:** 📗  
**TOKENS:** 📗 3

**POWERS**
- TOKEN: swap your battle die with opponent’s battle die.

**BARBARIAN**

**HIT POINTS:** 📗  
**TOKENS:** 📗 0

**POWERS**
- EVERY ROUND: Roll 2 battle dice. Score 1 HP damage for each die that beats opponent’s roll.  
- EVERY ROUND: Double all damage you receive.

**POWERS**
- EVERY ROUND: Roll 3 battle dice. Score 1 HP damage for each die that beats opponent’s roll.  
- EVERY ROUND: Double all damage you receive.
**THE BANKER**

**HIT POINTS:** 🎲
**TOKENS:** 🟢

**POWERS**
- EVERY ROUND: Gain 1 token for each HP of damage you receive.
- TOKEN: add 2 to your roll.

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**BOXER**

**HIT POINTS:** 🎲
**TOKENS:** 🟢

**POWERS**
- TOKEN: double your damage. The next round, subtract 3 from your roll.

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**GAME DESIGNER**

**HIT POINTS:** 🎲
**TOKENS:** 🟢

**POWERS**
- EVERY ROUND: If you or your opponent roll your current HP number, gain 2 tokens (max 2 tokens gained per round).
- TOKEN: move any battle die up or down by 1.

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**ZOMBIE**

**HIT POINTS:** 🎲
**TOKENS:** 🟢

**POWERS**
- EVERY ROUND: You only can receive damage when your battle die is a 1.

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Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  
Wins:  Losses:  

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= 1
**NINJA**

**HIT POINTS:** 📼

**TOKENS:** 📼

**POWERS**
- If your roll is exactly half of your opponent’s, roll, take no damage.
- TOKEN: reduce your die roll by 1.

**SNIPER**

**HIT POINTS:** 📼

**TOKENS:** 📼

**POWERS**

**GIANT**

**HIT POINTS:** 📼

**TOKENS:** 📼

**POWERS**
- If your battle die is double or more your opponent’s battle die, double the damage they receive.
- TOKEN: add 3 to your roll.

**MR. FREEZE**

**HIT POINTS:** 📼

**TOKENS:** 📼

**POWERS**
- TOKEN: Your opponent keeps the same roll for next round. You cannot use this power two rounds in a row.
**Psychic**

**Hit Points:** 3

**Tokens:** 3

**Powers**
- TOKEN: Before you roll for a round, pick a number. If you or your opponent roll that number, get 3 tokens.
- TOKEN: Add 1 to your roll.

**Assassin**

**Hit Points:** 2

**Tokens:** 1

**Powers**
- TOKEN: Double your roll.

**Bruiser**

**Hit Points:** 1

**Tokens:** 0

**Powers**
- If you tie, gain +1 HP.

**Trickster**

**Hit Points:** 1

**Tokens:** 0

**Powers**
- TOKEN: Roll again.
**BATTLEBATTLE!**

**THIEF**

**HIT POINTS:** 🌀

**TOKENS:** 📜

**POWERS**

- EVERY ROUND: Each time you take damage, steal 1 token from your opponent.
- EVERY ROUND: If your opponent has no tokens, when you take damage, add 2 to your next roll.

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**ROBOT**

**HIT POINTS:** 📜

**TOKENS:** 📜

**POWERS**

- TOKEN: add 2 to your roll.

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**BODYBUILDER**

**HIT POINTS:** 📜

**TOKENS:** 📜

**POWERS**

- TOKEN: keep your same battle die number for next round.
- You cannot use a token 2 turns in a row.

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**WIMP**

**HIT POINTS:** 📜

**TOKENS:** 📜

**POWERS**

- EVERY ROUND: If you have less HP than your opponent, add 3 to your roll.

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Wins: Losses:
GLADIATOR

HIT POINTS: 3

POWERS
- EVERY ROUND: When you take damage, gain 3 tokens.
- TOKEN: increase or decrease any battle die by 1.

BATTLEBATTLE!

WIZARD

HIT POINTS: 4

POWERS
- TOKEN: roll an additional battle die. Each die that beats your opponent’s roll scores 1 damage.
- EVERY ROUND: If any of your dice are doubles, you score no damage that round.

BATTLEBATTLE!

DALEK

HIT POINTS: 3

POWERS
- EVERY ROUND: Do not roll your battle die. It starts at 1 and increases 1 per round. When it reaches 6, it begins to decrease 1 per round until it reaches 1 and then it increases again.

BATTLEBATTLE!

CAT

HIT POINTS: 4

POWERS
- TOKEN: Take no damage this round.

BATTLEBATTLE!
NAME: ____________________

HIT POINTS: □

TOKENS: □

POWERS

DIE NUMBERS:

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

BATTLEBATTLE!

NAME: ____________________

HIT POINTS: □

TOKENS: □

POWERS

DIE NUMBERS:

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

BATTLEBATTLE!

NAME: ____________________

HIT POINTS: □

TOKENS: □

POWERS

DIE NUMBERS:

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

____  ______________________

BATTLEBATTLE!

NAME: ____________________

HIT POINTS: □

TOKENS: □

POWERS

DIE NUMBERS:

____  ______________________

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BATTLEBATTLE! RULES

1. SETUP
   - Place your HP die on the HP space with the indicated number facing up.
   - Get the number of tokens needed for your character.

2. BATTLE
   - You and your opponent simultaneously roll a battle die.
   - If the number on your character card indicates a change to the number, change your battle die to the new number.
   - Then both players have the option to spend 1 or more tokens to use a token power. The player with more HP decides first. If HP are tied, the name that is alphabetically first decides first.
   - The higher final die roll wins. The losing player loses 1 HP. Use the HP die to keep track of your HP.
   - On a tie, no damage is caused.
   - If multiple dice are rolled, only the player with the highest die number can cause damage.
   - When your HP goes below 1, you lose.
   - Special character rules supercede these rules.

3. BALANCE
   - After 1 battle, mark if you won or lost.
   - You can change 1 or 2 things about your character to rebalance it.
   - Play 1 more battle to play your changes.
   - Get a new character.