

HOW TO PLAY

FILLER
Clash[®]

RULE BOOK VERSION SEP/23/21

GrimoScapient^{*}

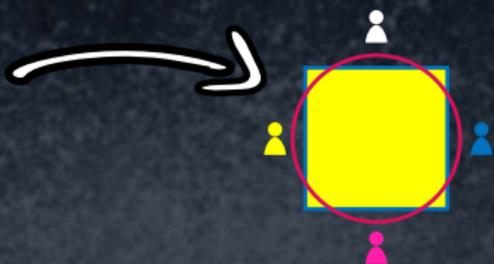
OBJECTIVE

DEFEAT ALL FOES IN A BATTLE!

GAME MODES

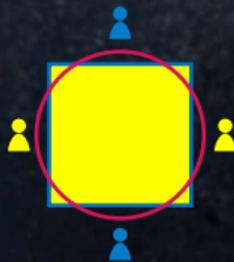
FREE FOR ALL:

EACH PLAYER FIGHTS AGAINST EACH OTHER.



TEAMS: PLAYERS TEAM-UP

MAKE TEAMS WITH THE SAME NUMBER OF MEMBERS. SAME-TEAM MEMBERS CANNOT BE SITTING NEXT TO EACH OTHER AT THE START OF THE GAME.



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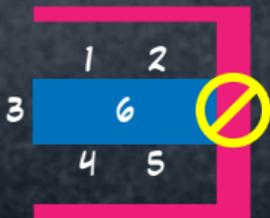
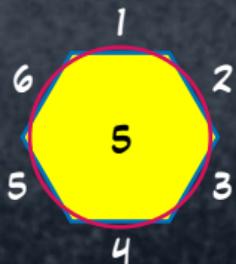
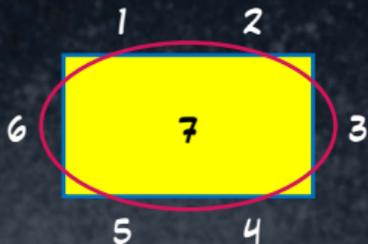
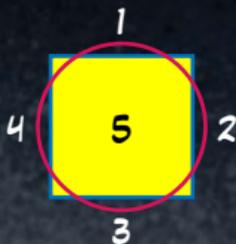
CARD ANATOMY



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THE TABLE

THIS IS THE BATTLEFIELD AND IT SHOULD BE CLEAR TO ALL PLAYERS HOW IT IS ORGANIZED BEFORE STARTING THE CLASH. EACH SPACE WHERE A PLAYER CAN SIT IS A SPACE WHERE A CHARACTER CAN BE PLACED.



THE CENTER OF THE TABLE IS CONSIDERED AN ADDITIONAL SPACE. THIS MEANS THERE IS ALWAYS AT LEAST ONE SPACE MORE THAN THE NUMBER OF AVAILABLE PLAYERS AS THE EXAMPLE SHOWS.

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TURN

EACH PLAYER CAN TAKE **ONE** OF THE FOLLOWING ACTIONS ON THEIR TURN:

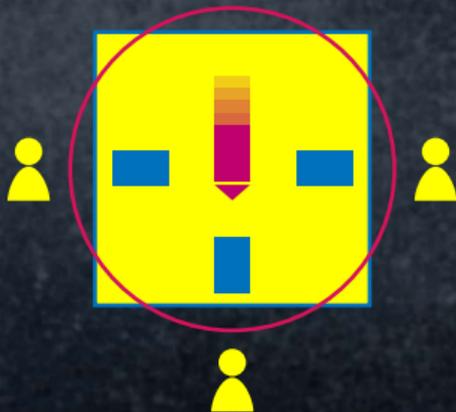
- MOVE
- ATTACK
- MOVE AND ATTACK TOGETHER
- SKIP THEIR TURN

MOVE

THE PLAYER WILL BE ABLE TO MOVE THEIR CHARACTER TO ANY AVAILABLE PLACE ON THE TABLE. THERE CAN ONLY BE ONE CHARACTER PER LOCATION. NO MATTER HOW FAR THE PLAYER IS FROM THE SPACE THEY WANT TO MOVE TO, AS LONG AS IT IS FREE, THEY CAN MOVE THERE.



WHITE PLAYER
MOVES TO THE
CENTER.



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ATTACK

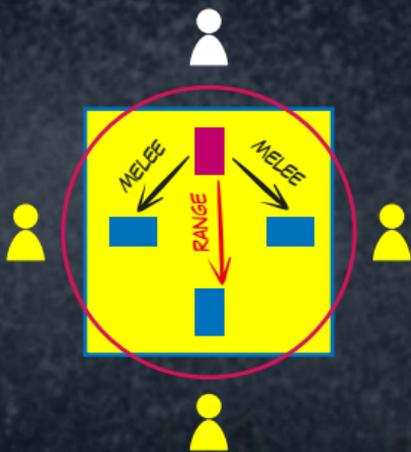
THE PLAYER ROLLS THEIR DICE AGAINST ANOTHER PLAYER TO DEAL DAMAGE. PLAYERS CAN MELEE CHARACTERS THAT ARE ADJACENT TO THEIRS. PLAYERS WITH THE RANGED ICON CAN ATTACK ANY PLAYER ON THE TABLE WITHOUT MOVING. ATTACKING ADJACENT CHARACTERS ARE ALWAYS CONSIDERED MELEE ATTACKS. ATTACKING NON-ADJACENT CHARACTERS ARE ALWAYS CONSIDERED RANGED ATTACKS.

WHEN A PLAYER **ATTACKS** THEY MUST ANNOUNCE WHO WILL BE THE DEFENDER. THEN ANNOUNCE WHICH ABILITY THEY WILL BE USING. THEN DEAL THE DAMAGE; **EACH SUCCESS ON THE DICE REPRESENTS 1 DAMAGE THE DEFENDER WILL TAKE.** YOU MUST NOW ROLL THE DICE INDICATED ON THE TOP OF THE CARD.

👤 : ALWAYS FAIL.
(REGARDLESS OF BONUSES)

🎲🎲 : FAIL.

🎲🎲🎲 : SUCCESS!



SOME SKILLS MODIFY THE RESULTS WHEN ATTACKING; THESE MUST BE CALCULATED BEFORE THE PLAYER RESPONDS. REMEMBER THAT NO MATTER HOW MANY BONUSES YOU HAVE, A 1 ON THE DIE IS ALWAYS A MISS. (SEE SKILLS TO KNOW MORE).



EXAMPLE:

RONIN MELEE ATTACKS CHEERLEADER USING HIS SHIRTLESS ABILITY AND ROLLS A 3 AND A 5. FOR THE BONUS +1 OF THE SKILL, THE 3 BECOMES 4 AND THE 5 BECOMES 6, THIS WOULD INFLICT 2 DAMAGE ON CHEERLEADER, BUT THE DEFENDER USES DODGE'S ABILITY TO TRY TO AVOID THE DAMAGE, ROLLING THE DICE RESULTS IN A 5 AND WITH THIS SHE DODGES ALL DAMAGE.

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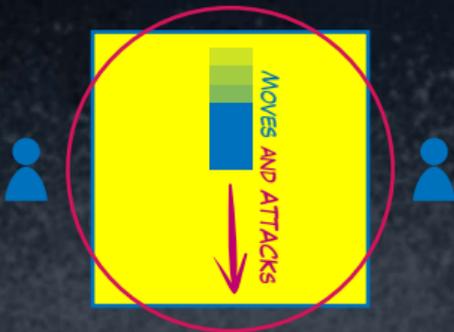
MOVE AND ATTACK TOGETHER

THESE TWO MOVEMENTS CAN BE COMBINED INTO ONE.

MOVING MUST BE THE PLAYER'S FIRST ACTION AND ATTACK MUST BE DONE AT THE END OF THEIR MOVEMENT. IF A PLAYER COMBINES THESE TWO ACTIONS, THEY GET A DRAWBACK -1 IN THEIR ATTACK ROLL.



WHITE PLAYER **MOVES** TO THE CENTER AND **ATTACKS** YELLOW PLAYER.



NOW, YELLOW PLAYER BECOMES A DEFENDER OF A MELEE ATTACK.

SKIP THE TURN

NO ACTIONS ARE PERFORMED UNLESS SKIPPING THE TURN IS PART OF A SKILL REQUIREMENT.

IF A PLAYER'S ENERGY IS DEPLETED, THEY ARE ELIMINATED AND THEIR SPACE IN THE TABLE IS NOW AVAILABLE TO OTHER PLAYERS.

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SKILLS

ALL SKILLS ARE MANDATORY UNLESS A SKILL IS WORDED WITH "YOU MAY", IN WHICH CASE, THE SKILL IS OPTIONAL. ALL SKILLS MUST BE ANNOUNCED BEFORE ANY ROLL.

IF TWO ABILITIES ARE AVAILABLE IN THE ACTIVE STAT, CHOOSE ONLY ONE. YOU CAN ONLY USE ONE ABILITY PER COMBAT TO ATTACK OR DEFEND.

THE SKILLS THAT HAVE A PUSHPIN 📌 MAY BE COMBINED WITH ANOTHER SKILL IF BOTH ARE ABLE.

IF A CHARACTER HAS TWO ABILITIES, THE PLAYER CAN ONLY USE ONE IN EACH COMBAT AND MUST ANNOUNCE THIS BEFORE ROLLING THEIR DICE. THE "ONGOING" SKILLS ARE ALWAYS ACTIVE.

EXAMPLE

THIS CHARACTER MAY COMBINE **DRAIN LIFE** WITH **TENTACLE** BUT CAN'T COMBINE IT WITH **HUMBLING**.

AT 3 ENERGY, THE PLAYER HAVE TOO CHOOSE BETWEEN THOSE TWO SKILLS BEFORE ROLLING THEIR DICE, BUT AT 2 ENERGY, THE PLAYER CAN USE BOTH IN THE SAME COMBAT.



HUMAN

TENTACLE: +1D RANGED ATK.

HUMBLING: BEFORE ATK, YOU MAY DEFUSE ONE SKILL ON ANY FOE DURING THIS ATK.

📌 **DRAIN LIFE:** GAIN ONE ENERGY IF YOU DEAL DAMAGE.

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DON'T FORGET THAT BY MOVING ON THE TABLE AND ATTACKING AT THE SAME TIME, THE ATTACKER GETS A DRAWBACK -1 THIS TURN.

A CHARACTER CAN RECEIVE MULTIPLE +1D / -1D AND THESE WILL THROW AT THE SAME TIME. REMEMBER THAT THE EFFECTS ONLY LAST ONE TURN.



EXAMPLE:

CHEERLEADER USES HER ABILITY TO ADD +1D TO MESTRE THE NEXT TURN. MESTRE MOVES ON THE TABLE AND USES HIS RAIZ ABILITY TO ADD ANOTHER +1D, CAUSING HER TO ROLL 3 DICE IN COMBAT, BUT, SINCE HE MOVED ON THE TABLE CAUSES HER DRAWBACK -1 BUT RAIZ' ABILITY GIVES HER A +2 BONUS, THIS WILL CAUSE DAMAGE FOR EACH OF THE 3 DICE THAT RESULT IN 3-6.

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KEYWORDS

THE FOLLOWING SKILLS ARE CUMULATIVE AND LAST ONLY ONE TURN. THIS MEANS A CHARACTER MAY GET MANY INSTANCES OF THE SAME SKILL AND MUST BE CALCULATED BEFORE ROLLING ANY DICE.

+1D: ADDS 1 DICE TO THE ROLL.

-1D: SUBTRACT 1 DICE TO THE ROLL.

BONUS +1: THE RESULT SHOWN ON THE ROLLED DICE INCREASES ITS VALUE BY 1.

DRAWBACK -1: THE RESULT SHOWN ON THE ROLLED DICE DECREASES ITS VALUE BY 1.

FOE: SPECIFICALLY ANOTHER CHARACTER THAT IS AN ENEMY. IF YOU ARE NOT PLAYING IN TEAMS, EVERYONE ELSE ON THE TABLE IS A FOE.

ALLY: SPECIFICALLY ANY CHARACTER THAT IS PART OF YOUR TEAM. AND YES, YOU ARE PART OF YOUR OWN TEAM.

DEFUSE: A DEFUSED SKILL IS DEACTIVATED AND CAN'T BE PLAYED.

ADJACENT: A SPACE NEXT TO YOU. THE CENTER OF THE TABLE IS ADJACENT TO EVERYONE.

RANGED: A SPACE THAT IS MORE THAN ONE SPACE AWAY.

MELEE: ALL ADJACENT ATTACKS ARE MELEE ATTACKS AND CAUSES MELEE DAMAGE.

RANGED: ALL ATTACKS AT MORE THAN ONE SPACE FAR ARE RANGED ATTACKS AND CAUSES RANGED DAMAGE.

ATK: THE SAME AS "ATTACK" BUT SHORTER.

NOTES

WE OFTEN ABBREVIATE "ATTACK" AS ATK. THIS HAS NO PARTICULAR EFFECT.

NO MATTER THE NAME OF THE SKILL, THOSE ARE JUST FOR QUICK REFERENCE. CHARACTERS CAN HAVE ABILITIES WITH THE SAME NAME AND DO DIFFERENT EFFECTS. **PLEASE, READ THE SKILLS OF YOUR CHARACTER TWICE.**

IF YOU HAVE ANY DISCUSSION ABOUT THE RULES OR ABILITIES AND THIS DISCUSSION HAS TAKEN MORE THAN 3 MINUTES, FLIP A COIN THIS TIME. THE GAME SHOULD CONTINUE UNDER THAT RESOLUTION AND TO AVOID THE SAME DISCUSSION AGAIN, THOSE INVOLVED PLAYERS ARE NOT ABLE TO USE THE SAME CHARACTERS IN THE NEXT MATCH UNTIL AN OFFICIAL AGREEMENT IS REACHED.

AND REMEMBER, **DON'T BE A JERK, IT'S JUST A GAME.**

IF YOU HAVE DOUBTS YOU CAN ASK ANYTHING ON OUR OFFICIAL WEBPAGE OR ANY SOCIAL NETWORKS.



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