

LONG LIVE THE KING!

There is an easy and safe way to win... just don't die!

We are going to describe a dice set, whose ambitious goal is to simply be "indestructible". If you think this goal is unattainable, we'll show you a set which is at least very hard to defeat.

Let's start by thinking about colors. If we want to keep a high value on every life die, we should choose colors that give the best bonuses to life dice: YELLOW, whose color bonus is +2 to an allied life die, and WHITE, whose color bonus is +1 to a life die and +1 to another non-hostile die.

If we rely on these two colors, we will probably have life dice very close to "6", so that they are almost invulnerable during duels in the skirmish phase. Yes, I must admit it: it feels good to watch an aggressive player who starts rolling his smashers happily but ends up keeping them in his hand to avoid the smashers to be destroyed themselves!

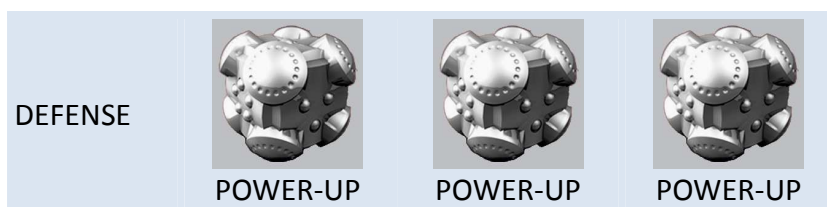
Once we have decided on the main colors for our set, we need to carefully balance the dice classes: attack, defense and life. In order to be coherent with our strategy, we cannot take many attack dice and leave enough room for defense dice, which we can use to resist enemy's attacks. So we take only two attack dice. We can easily do without any Assaults because we will only take few attack dice. So we choose a white Smasher and a yellow Ballistic.

The best has yet to come...



We want to build our winning strategy around defense and life dice. We take a strong and clear decision: we choose 3 defense dice, all Power-ups and all white! The reason is quite clear:

- 3 is the number of defense dice we can use in order to leave enough room for 4 "indestructible" life dice;
- Power-ups are the best solution to keep the value of our life dice as high as possible and are very flexible weapons to boost defense dice or even our smasher. Just in case we see a "delicate" target among the opponent's life dice ...;
- The reason why we choose 3 white power-ups is quite obvious. We cannot resist the temptation to have 3 specialized dice in our set.



At this point, you may be thinking: "ok, we will have a good chance to fend off the opponent's skirmish dice with those Power-ups, but what about battle? How will we handle the onslaught of an opponent rolling all his attack dice in the battle phase?"

For an answer, take a look at the life dice we have chosen: 3 Fortresses and 1 Regeneration... all of them yellow, of course!

Every time we face a massive attack in battle, we could roll a Fortress in skirmish to weaken the opponent's attack. It will be easier to defend our life, once we have subtracted 2 points from every one of the opponent's attack dice. And don't forget: we will have a good chance of winning those duels, since we will be using specialized dice.

The way we can use the last life dice at our disposal is simple but clever. Keep the Regeneration as

the last dice in skirmish and use it to bring back to the battle a die we really need: a defense die if our opponent is still dangerous or an attack die if it's time to counterattack.



What you have in hand now is a really “hard-to-kill” set.

Unlike with aggressive sets, your tactical ability will be crucial while playing with this set. You might even say that your psychological skills will be important. Start by frustrating your opponent by blocking all his attacks, and then start killing him when he becomes frustrated.

Oh, and I forgot to mention how fun it is to keep winning because your enemy... surrenders!

