



# FACES: COMMANDERS



## OBJECTIVE:

Create armies for each of your commanders to fight enemy commanders by adding cards, or “units”, underneath each commander. Your commanders are Ace, King, Queen, and Jack. Using unit synergy can provide boosts to your battle dice to give your army a leg up against the opponent(s). After recruiting your units, each commander will compete against its respective arch nemesis (Ace will fight all enemy Aces, King will fight all enemy Kings, etc.). **Whoever survives the most skirmishes wins the War of Faces.**

## What you need:

- 52 card deck (jokers removed)

### Each player needs:

- 4 Face Commander cards of desired suit
- At least 1 20-sided die, 10-sided die, and 6-sided die (the more of these the better)

## Set-up:

Take the deck and separate out all face cards (Aces, Kings, Queens, and Jacks). Allow each player to select a suit and take that suit's face cards and place them in front of each player in a row. Place the deck within reachable distance to all players and begin.

## Play phases:

Once each player is ready, roll a 20-sided die for who goes first.

**Recruit phase**— players take turns drawing four cards and placing the cards, disbursed however seen fit, underneath their four commanders. Four two and four player games, once there is only four cards left, each player will then pull only one card from the draw pile.

**Skirmish phase**— first, the Aces begin the War of Faces. Then will follow Kings, then Queens, then the Jacks. The player with the highest dice roll wins that skirmish.

When calculating total combat dice for the **Skirmish phase**, only one bonus is to be added from each of the three categories (one bonus from **Number**, one from **Color**, and one from **Suit**). If no bonus from one category can be applied, then the player may choose another applicable bonus from another category. However, three bonuses of the same category may not be applied simultaneously.

If a player achieves one bonus from **each** category, that player earns the **True Synergetic Advantage** and may reroll one single die during their **Skirmish phase**.

## Total combat dice is calculated as follows:

### Number:

- Each matching number, add a 10-sided die for all combos
- Ultra small straight (3 numbers in sequential order), add a 6-sided die
- Small straight, add 20-sided die
- Large straight, add 20-sided die

### Color:

- Entirely same color (excluding commander), add 2 10-sided dice
- Entirely same color (including commander), add 2 20-sided dice

### Suit:

- 5 matching suit cards, add a 20-sided die
- Entirely matching suit cards (excluding the commander), add 3 10-sided dice
- Entirely matching suit cards (including the commander), add 3 20-sided dice

## In the event of a tie:

If you roll the same amount on the combat dice, the player with **True Synergetic Advantage** wins. If the tied players all have or do not have **True Synergetic Advantage**, then a reroll must be made until there is no longer a tie.

If you have completed the fourth and final **Skirmish** and two or more players have tied in amount of **Skirmish** victories, those players can choose to pit their surviving commanders (commanders who had one their skirmishes) against each other until one commander remains standing. (i.e. If player one has their Ace and their King standing and player two has their Queen and Jack still standing, player one may decide to put forward their Ace and player two may decide to put forward their Queen. The battle would then re-enter a normal **Skirmish phase**).