

Setup:

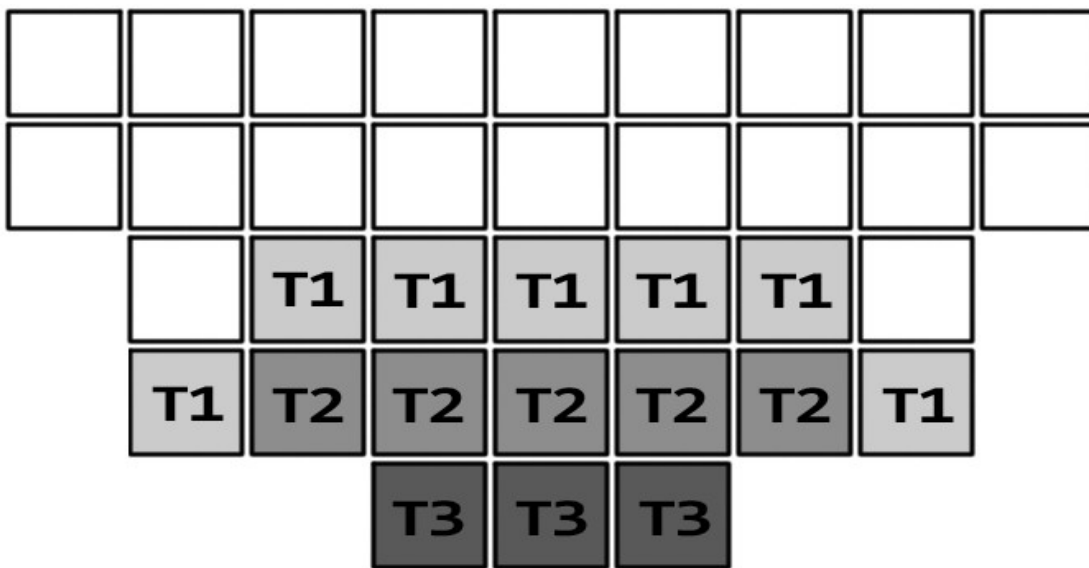
In Party Clash there are three “Tiers” of unit that must be placed within specific tile areas at the start of the game. However, individual Units within a tier may be placed anywhere within the tier's specified area.

Tier 1: There are **seven tiles** allotted for units in this tier. You can have a **maximum of four** of any unit in this group. Tier 1 units include: **Bard, Squire, and Monk.**

Tier 2: There are **five tiles** allotted for units in this tier. You can have a **maximum of two** of any unit in this group. Tier 2 units include: **Archer, Warrior, Wizard, Spirit, Peasant, Thief, Mage, and Cleric.**

Tier 3: There are **three tiles** allotted for units in this tier. You can only have a **maximum of two** of any units in this group. Tier 3 units include: **Necromancer, Ninja, Paladin and Rogue.**

Tier/Unit Placement:



Rules:

The player with the last Unit standing wins.

Only one action can be performed per turn. Be sure to check the Units movement patterns. Some Units require movement and attacking to be separate actions.

A “Unit” can not move through a tile occupied by another Unit, unless otherwise specified by the rules pertaining to the Unit you wish to move.

There must also be directly connected horizontal, vertical, or diagonal tiles for both movements and attacks to take place. The current unit exception being the the special ability of the **Wizard** and **Rogue**.