

SAINTS SHOWDOWN RULES

Gameplay overview:

1. Select a team to start on offense or flip a coin.
2. The offense and defense select three saints to play for the current possession. They also assign one team member to roll for each saint.
3. The offense rolls their dice first. Then, the defense rolls their dice.
4. The offense decides to add bonuses or alter the dice according to the abilities on the “Saints Showdown Bonuses” handout. If a saint’s rule is optional, it does not have to be applied. Then, the defense does the same.
5. Calculate the total after rolls and bonuses are applied.
6. If the offense’s total is higher, they score seven points; if the defense’s total is higher, they get a stop. Ties result in a single die roll-off between one member of each team.
7. The team that was just on offense is now on defense, and vice versa.
8. Repeat the previous steps for the next possession, selecting a new set of team members and saints.

Rules to remember:

- A team cannot use the same saints in back-to-back possessions. (None of the saints your team used on offense can be used in the next round for defense, or vice versa.)
- If the offense and defense have one or more of the same saints in play, those saints’ bonuses or abilities cannot be used.
- Unless otherwise noted, saint bonuses and abilities can only be applied in the appropriate window after the rolling phase of the game.
- A “possession” constitutes the entire time one team is on offense and the other is on defense until the result of the round is finalized. After the result is finalized by either scoring points or getting a stop, the team on defense then goes on offense and vice versa, starting a new possession.