

WAR DICE

Welcome to War Dice, a tactical battle game you can play in the car, on the plane, or anywhere else. If you have questions, head over to www.berengad.com.

Needed to play:

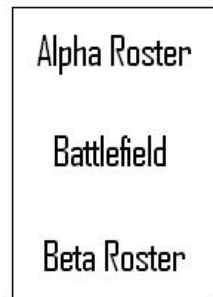
- a pad to write on (preferably with squares);
- some six-sided dice;
- a little box (or equivalent) to roll dice in; and
- a pencil and eraser, and maybe a non-erasable pen.

Picking Factions and Starting a Battle Sheet

First, each player selects a faction to play from the end of this document and agree on a number of point with which to buy their units. A good starting number is 20.

Then the players buy their units and start their battle sheet. A battle sheet is one page of your notepad paper, and it has three sections: Alpha Roster, Battlefield, and Beta Roster.

The first player draws her units in the alpha roster area, while the second player draws her units in the beta roster area. The battlefield is drawn in the middle.



Drawing Units



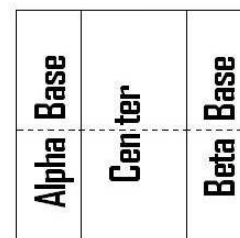
Players take turns buying units, drawing them in their roster area. Each unit has a width and a height listed. Draw the appropriate number of squares on the sheet (math sheets with squares make things easier here). Write the name of the unit below it and assign it a capital letter, starting with A.

Then you roll six-sided dice in the number of squares in the unit and distribute them among the squares (write them in with the pencil). The example shows you a finished 1x2 unit. The next unit would be unit B.

Setting Up the Battlefield

The Battlefield has three zones: Alpha Base, Center, and Beta Base. Draw a rectangle in the center of your battle sheet for the Battlefield, with two vertical lines to mark the different zones.

Make a dotted horizontal line across the center. Alpha units will be shown above the dotted line while beta units will be shown below the dotted line. The units of both sides will be in the same zones, but this way it's easier to keep track of where all of your side's units are.



Write the letters for your units into your side of your base. All units of the Alpha side will start in the upper left and all units of the Beta side will start in the lower right.

Each player gets one chance to declare a total reroll for all of her units at the end of the setup phase. There's no picking and choosing: accept all units as they are, or do them all over once.

Taking Turns in Rounds

First roll a die to determine who gets to go first. The person who goes second can move one unit into the center: erase the letter from your base and write it on your side in the center.

Now comes the fun part. Players take turns controlling one of their units. That is, one player acts for one of her units, then the other player acts, and so on. Make a little pencil mark by the unit when you've acted with it. You cannot act again with it until the next round.

The round is over when both players have acted for all of their units. Erase all action marks and start a new round. If one side runs out of units to act with before the other side, the second side gets to act with all of their remaining units before the round ends.

Acting for a unit can consist of one of the following: regrouping; moving and attacking (siege units can only do one of these, not both); or using an active power.

Regrouping

Take a number of dice according to the remaining squares of the unit (those that haven't been crossed out by attacks). Erase all existing numbers and marks. Roll the dice and assign them to any of the unit's squares, crossing out any leftover ones. Regrouping can thus make up for a bad initial unit roll or move around the remaining squares in a large unit for better protection.

Moving Units

A unit usually can move one zone and then attack, or first attack and then move one zone. You can do either one without the other, if you want, but you need to do both in one turn (you can't move now and then attack after other units have acted). Siege units can only do one or the other.

Moving a unit is as simple as erasing its letter in one zone and writing it into an adjacent one. The only restriction on movement is that you cannot move into the other player's base zone if the other player has one or more units in the center that can do melee attacks.

Attacking

When a unit attacks another, its player rolls dice according to its attack rating. The result needs to beat the numbers in the attacked squares of the unit. If it does, all of those squares are crossed out. If it does not, no damage is done. A unit with all squares crossed out is defeated and can no longer act.

Any 6 rolled in an attack roll nets an immediate bonus die to add to the total (including 6s rolled with these bonus dice).

These are the different types of attacks:

Melee: The attacker picks one of the defending unit's columns or rows, rolls her unit's attack dice, and has to beat the sum of the defending numbers. This attack can only be used on units in the same zone.

Ranged: The attacker picks one of the defending unit's columns (not rows), rolls her unit's attack dice, and has to beat the sum of the defending numbers. This attack can be used on units in the same or an adjacent zone.

Snipe: The attacker picks one of the defending unit's squares, rolls her unit's attack dice, and has to beat the square's number. This attack can only be done on a unit in an adjacent zone.

Critical: The attacker picks one of the defending unit's squares, rolls her unit's attack dice, and has to beat the square's number. This attack can only be done on a unit in the same zone as the attacker.

Siege: The attacker designates a target. The defender picks squares of the defending unit according to the number of the attacker’s attack dice. The attacker rolls a die in turn for each specific target square, having to beat the target number to cross out that square. If the attack rating is higher than the number of remaining squares of a unit, extra dice are wasted. Siege attacks can be done on any units in one of the two zones outside of the one in which the siege unit is located.

Attack Example

Let’s say someone attacks a dragon warriors unit, shown to the right.
A melee attack could be directed at:

- 1) The first row, having to beat a sum of 11;
- 2) The second row, having to beat a sum of 6;
- 3) The first column, having to beat a sum of 8; or
- 4) The second column, having to beat a sum of 9.

	5	6
F	3	3
	Dragon Warriors	

None of these attacks could destroy the whole unit, only the row or column that was attacked.

A ranged attack could only aim at one of the two columns, not the rows.

A player using a snipe or critical attack against the dragon warriors would pick one of the four squares and roll the whole attack rating in dice against it.

If a siege attack is launched, the dragon warriors player would pick the appropriate number of squares to be attacked, and a die would be rolled against each particular one. A siege weapon with a rating of 4 or more could conceivably destroy the whole unit with one bombardment.

Special Powers

Some units have special powers that have effects on friendly or enemy units. These powers are described with each unit. Most powers are active while some are passive. Passive powers are marked with a [P] and are always active. Active powers use up the unit’s action for the turn.

A unit cannot combine any other action such as attacking, moving, or regrouping with using an active power unless the power specifically says so.

Heroes

Factions have heroes that can only be bought once in a game. They are 3x3 units, but their center square is not rolled; instead, it’s always rated at 8. Even powers can’t change this rating.

Win Conditions

In the standard game, there are two ways of winning: wiping out the enemy or capturing the enemy’s base.

The first condition is obvious: when one side has units and the other side doesn’t, the first side wins the game.

The second condition works as follows: at the end of each round, a player who has a unit in the other player’s base wins a victory point. Score five victory points to win the game. If both players score five victory points in the same round, whoever first cleanses their base of the enemy’s units wins.

Factions

All units are listed with their name, their size (Width x Height), cost in setup points, attack ratings (when multiple are listed, pick one every time you attack), and special powers, if any.

The special powers are listed in their own section after the three factions for ease of reference during the game.

Dragonfolk

Humans, driven to the brink of extinction, have given themselves over to the reign of the tyrannical dragons, allowing enslavement, crossbreeding, and worse to save their people's future.

<i>Unit Name</i>	<i>WxH</i>	<i>Cost</i>	<i>Attacks</i>	<i>Special Powers</i>
Archers	1x2	2	Ranged 2	None
Footsoldiers	3x1	2	Melee 2	None
Dragon Warriors	2x2	3	Melee 2	Flanking
Lance Bearers	4x1	4	Melee 2 Critical 2	Defensive Formation Flanking
Rain of Fire	2x2	5	Siege 3	Carpet Bomb Fly
Fireborn Assassins	2x2	6	Critical 3 Snipe 2	Evasion Flanking
Hybrid Elite	3x2	8	Melee 3 Critical 2	Defensive Formation Fly
Basilisk	2x4	10	Melee 3	Paralyze
The Winged Wurm	Hero	15	Melee 4 Ranged 2	Fly Swallow
Lady of the Red Scales	Hero	15	Melee 2 Ranged 4	Evasion Healing

The Lich Queen's Army

Powered by the near-unstoppable Lich Queen, this army of undead warriors knows no fear, no hesitation, and no desire but one: to swallow all of the world's life energy.

<i>Unit Name</i>	<i>WxH</i>	<i>Cost</i>	<i>Attacks</i>	<i>Special</i>
Skeleton Warriors	3x1	2	Melee 2	None
Venom Spitters	1x2	2	Ranged 2	None
Dire Crawlers	4x1	3	Melee 2	Burrow
Bone Tosser	2x2	4	Siege 3	Flanking
Zombie Horde	3x2	5	Melee 2	Regenerate
Banshees	2x2	6	Melee 3 Critical 2	Ethereal Evasion
Undead Mastodon	3x3	8	Melee 2	Regenerate
Vampire Lord	2x4	10	Melee 3 Snipe 2	Fly Regenerate
Lich Princess	Hero	15	Melee 3 Critical 3	Drain Weaken
Dracolich	Hero	15	Ranged 3 Siege 5	Fly Raise Undead

The Horde

Who are they? Where do they come from? And what do they want? Only the last question really matters: they want to rip apart everything in their path!

<i>Unit Name</i>	<i>WxH</i>	<i>Cost</i>	<i>Attacks</i>	<i>Special</i>
Critters	1x1	1	Melee 1	None
Hulking Beast	3x1	2	Melee 2	None
Spikers	2x2	3	Ranged 2	Hit and Run
Crimson Snake	1x5	4	Melee 2	Flanking
Dark Blades	2x2	5	Critical 2 Snipe 2	Hit and Run Evasion
Razor Fiend	2x3	6	Melee 3	Acid Blood Regenerate
Doppelgangers	3x2	8	Melee 3	Shapeshifting
Toxic Maelstrom	3x3	10	Melee 2 Siege 5	None
Broodkeeper	Hero	15	Melee 3 Snipe 3	Healing Shapeshifting
Mindbender	Hero	15	Ranged 3 Siege 4	Assimilation Carpet Bombing

Power Listings

Acid Blood [P]: Whenever this unit is injured with a melee attack, it gets to roll 1 attack die against a square of the attacking unit of that unit player's choosing. This does not count as an action.

Assimilation: Once per battle, you can transfer an enemy unit of 1-4 squares to your own roster. The target unit must be in the same zone as this unit.

Burrow[P]: Units with this power can be placed in the center before the game begins.

Carpet Bomb: You get to make a siege attack with a rating of 1 against all enemy targets within the target zone.

Defensive Formation: The sum of this unit's columns and rows counts as 3 points higher for the remainder of the round (this bonus does not apply against snipe, critical, or siege attacks). This power can be combined with a move action.

Drain: Lower an enemy unit's square to 1 (this does not affect hero center squares), then erase one of your destroyed squares' marks and roll a die for its value.

Ethereal [P]: This unit can enter the enemy's base even if the enemy has melee units in the center. However, this unit cannot score victory points.

Evasion: Once this power is activated, this unit cannot be targeted by attacks from other zones for the rest of the battle. This power can be combined with a move action.

Flanking: This power grants a bonus die to a friendly unit for a melee or ranged attack against an enemy in the flanking unit's attack range. The friendly unit must immediately use its action to attack.

Fly: If this unit already has been attacked this round, it can only be attacked by ranged and snipe attacks until the end of this round. If it has not, this effect will occur after the first time it is attacked this round. This special power can be combined with a move or an attack action, but not both.

Healing: Erase two of your or a friendly unit's defeated squares' marks and write in a 5. This cannot be used on completely defeated units.

Hit and Run: Using this power, a unit can move, attack, then move again.

Paralyze: Mark two enemy units with 3 or fewer squares or one enemy unit with more squares as if they had already acted this turn; their action is forfeited. This power cannot be used on heroes. The enemy units need to be in the same zone as this unit.

Raise Undead: For every completely defeated unit in the game, you gain 2 faction points to immediately spend on freshly raised units of your choice. This power can only be used once during the battle.

Regenerate: Erase 1 crossed-out square of this unit and roll a die for its value. This power can be combined with a regrouping action.

Shapeshifting [P]: This unit can combine a move or attack action with regrouping.

Swallow: This unit can swallow any unit of 1 to 3 squares' size whole. This completely defeats the unit (all squares are crossed out). It can only be used on units in the same zone as this unit.

Weaken: Pick 2 enemy units and lower all of their square ratings by 2, to a minimum of 1 (this does not affect hero center squares).