

INTRODUCTORY RULES
PRINTER FRIENDLY

WARGAMING FOR YOUR MINIS, TOYS, & MODELS

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INTRODUCTION

Dice Wars is a game for bringing your toys together, and simulating a battle. Have your Warhammer Space Marine models fight against your opponent's Lego Rebel Alliance. Or see how well your Gunpla collection fares against the dastardly minions of Cobra.

The design goal with this game is to be able to build your army list, with all their stats and abilities, right before a game in no time at all. Then move into a battle without taking up an entire afternoon. Dice Wars games are quick and simple with a few short tables to memorize, and lots of dice rolling to simulate the chaos of battle.

FIELD ALL THE THINGS

Dice Wars is versatile enough to cover a variety of models and toys on the battlefield. For seasoned wargamers this is commonly referred to as combined-arms. You can have vehicles, mecha, squads, and heroes in any combination and variety you wish. The all devouring Tyranid of the Warhammer 40,000 universe favor veritable swarms of nasty bugs backed up by a few large monsters. Whereas a Gundam Mobile Suit army will have a variety of mecha, all relatively the same size, but vary in their capabilities and roles.

So grab your Ork Horde to see how well they do against the German Blitzkrieg, and have a good game of Dice Wars.

© M. Jared Swenson & Jarom C. Swenson, 2022

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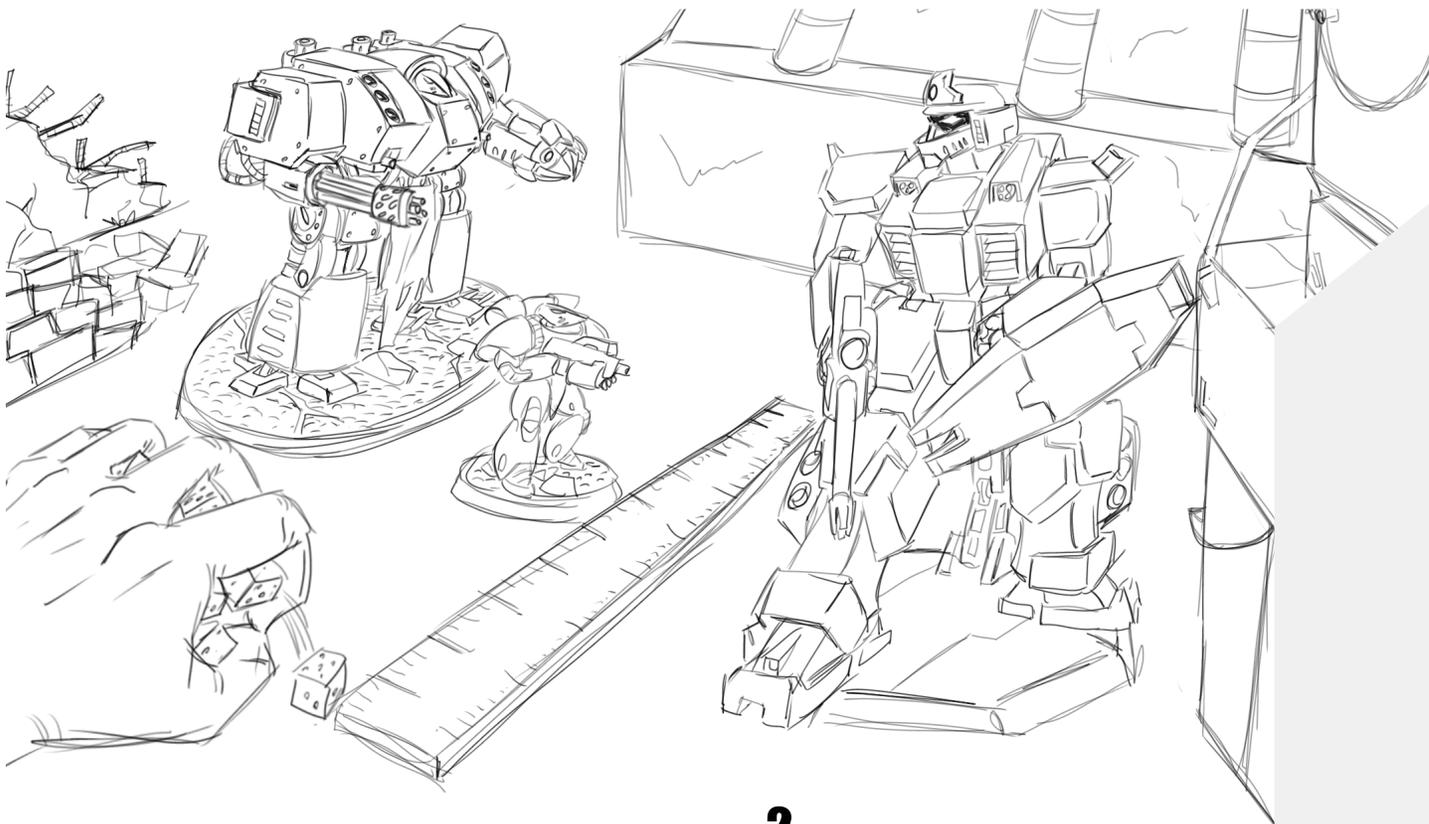
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GAMEPLAY BASICS

Dice are a big part of Dice Wars. This game utilizes 6 sided dice (abbreviated as D6). These are commonly found in game stores, or raided from your board games collection. Your unit's capabilities are represented by dice. These are the health of your units and their abilities in battle. As your units take damage, they lose dice.



GAME SIZES

An army is made up of a pool of available dice for each player to split between all the units they wish to field. The theme is using dice, but you can use just about any token to represent these totals. This means you do not need the exact number of dice (since you can write down a unit's attributes on paper or unit card.) Between you and your opponent, you choose the army sizes of the game. Each player has an equal amount of these dice with which to build their army.

Skirmish	20-40 dice	Handful of small units. Generally takes about an hour to build your army & play
Battle	60-80 dice	Sizeable force of combined-arms. Generally takes about 2 hours to build & play
Epic	120-200 dice	Much larger games with a lot of units and squads. Generally takes about 4 hours to build & play

Also see the "5&5" segment (page 51) for a more personal type of small skirmish.

TABLE SIZES

Games of Dice Wars are quick and bloody, so it is best to start the fights just as the enemy units are out of range of each other. In 20

A NOTE ON SCALES

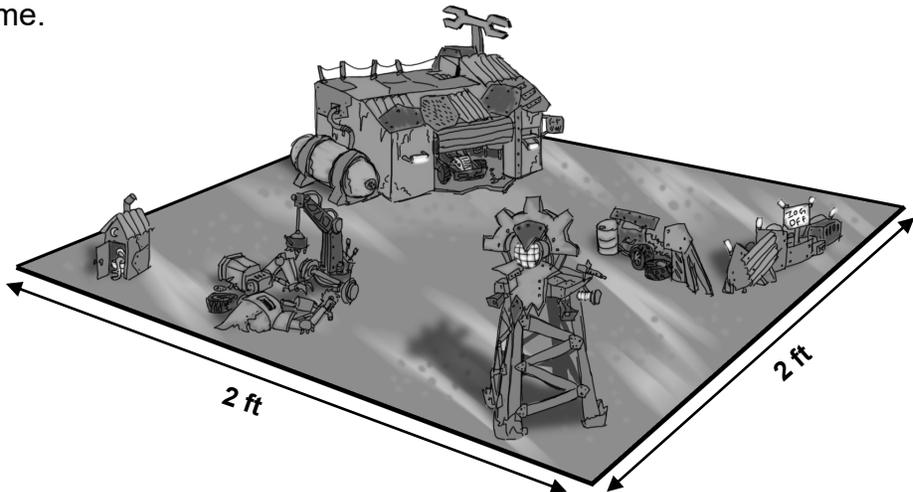
These rules assume the toys and figures you are playing with work around the 28mm scale, or 1:56. This means that the average human figure stands about 1.5" tall. Larger figures are assumed to be giants compared to the average human and should be reflected in the way you stat them up before a game.

dice Skirmish games, you don't need a space much bigger than 2 foot by 2 foot to play on and call your battlefield. Larger games like the 60 dice Battle need at least a 4 foot by 3 foot table so you can get a chance to maneuver and flank before the shots land on their targets. Epic games will likewise need larger. 4x6 or 5x5 can be sufficient.

SETTING UP THE TABLE

You and your opponent must agree on the terrain to put down on the table. Terrain provides cover for units and for some to stay out of line of sight. Terrain makes the game overall more interesting. Nothing is more dull than an empty featureless table where the Indirect and Ranged units just shoot at each other. Try to set a scene for the theme of the game.

Geergutz' Mek Shop
Big Mek Geergutz readies his shop to defend against some invading force. This type of table will be perfect for a 20 dice skirmish.



ROLLING DICE

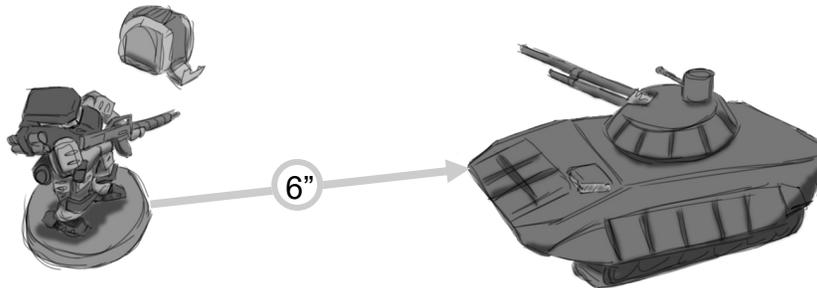
When dice are rolled, you look at the roll result on each individual dice. Times will call for rolls to equal or exceed a certain amount. For example, if something needs a 4+, that means when you roll a 4, 5, or 6, the roll has succeeded. If you rolled a 1, 2, or 3, the roll failed. Modifiers can alter dice rolls, and those are listed specifically. For example something may call for a “-1 to hit”, this means that if you needed a 4+ to hit, you now only hit on a 5+.

Sometimes you will be asked to roll a D6 or a D3 when asked to determine the amount of something, like the amount of damage on powerful Equipment. The D6 is simply roll the dice and the result is that amount. A D3 roll is the same as a D6, but the result is halved, rounding up.

D6 Roll	D3 Result
1	1
2	1
3	2
4	2
5	3
6	3

MEASURING

Measuring in Dice Wars is done in inches. You can use rulers or most commonly tape measures. Measuring is used to determine the range of attacks, how far you can move, and your deployment zones. If a unit has a base, or bases, always measure to and from the base. If the unit has no base, then you measure from the main body. This is common in that most vehicles are not based, and most miniature figures are based.



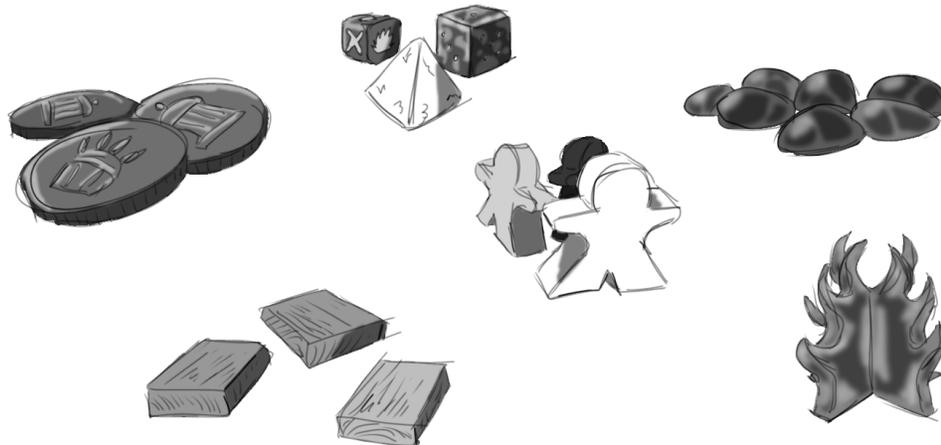
LINE OF SIGHT

When you need to determine if a unit can attack another, it needs to be able to see it. The unit being able to see its target is called having Line of Sight. Get down to the attacking unit's "eye level" and determine if it can see its target from its perspective. If it can see any part, then it has Line of Sight and can perform the attack. If it has no Line of Sight then it is unable to perform the attack on the target. The attacker must choose another target, or different action. Remember, if your attacker can see the target, the target unit can see your attacker.



The alien behind the wall is in line of sight to the supersoldier holding the rocket launcher, even though part of it is obscured.

However the alien hover-tank is hidden behind the structure, so it is not within line of sight to the supersoldier.



MARKERS

As action happens on the battlefield, you need some sort of simple markers to remember events in a game round. Damage markers are the most common. During a game round as the units are shooting or pounding each other, they are taking damage which is tallied and affected at the end of the game round, before the next round starts. Any sort of simple marker will do, just as long as you remember what the marker does when you place it near a unit.

Commonly colors can be representative of this. A player can put down red beads to show each damage marker on the unit that will be calculated at the end of the round. Then a green marker can show the player which units have activated already this round, so they're not unintentionally moving something twice. Then something like a yellow bead can be used to represent the cover bonus lost after a unit takes its first damage in the round, so subsequent attacks can affect it more.

Players are responsible for bringing their own markers and remembering what they do. Other common markers used are colored dice, coins, small rocks, ripped pieces of paper, etc.

As a general rule, after the last phase of a round ends, before the next round begins, ALL markers are removed from the table so as to not confuse yourself, as most bonuses or negatives do not carry over from round to round.

STATS - DICE TYPES

To represent a unit's strengths and weaknesses, they are indicated by stats. These stats are commonly referred to as "Dice Types". In the spirit of Dice Wars you will have dice laid down on a stat card to show much of what stat it has. Although, again, this is not necessary as you can just mark off or write down the scores.

 **Core Dice:** This represents the general skill and eliteness of your unit.  Core Dice determine how many actions a unit can take in a game round, as well as how much different Equipment Dice it can utilize.

Passive Dice: This represents whether the unit is a fast and evasive type, or a heavily shielded and armored type. A unit can not be both, so when Passive Dice are designated, the player must choose whether this unit plays with  Armor or  Speed dice in the battle.

 **Armor Dice:** Simply means the unit is tougher or covered better in protection. Higher dice makes the unit harder to kill.

 **Speed Dice:** Means the unit is faster and more agile. Higher dice make the unit harder to hit and can move more quickly on the battlefield. Speed Dice are not necessary for a unit to be able to move.

Equipment Dice: This represents the type of weapons and attacks the unit can utilize. A unit can have as many different Equipment Dice as it has Core Dice. (i.e. a 2 Core Dice unit can have up to 2 different Equipments.)

 **Melee Dice:** While all units are automatically able to perform basic melee attacks, units with Melee Dice are especially good at it and have generally deadlier weapons.

 **Ranged Dice:** Can be the standard bow or gun, which gets deadlier as you put more dice into it.

 **Indirect Dice:** These just mean any extremely long range attack that can either be coming from the unit itself, or called down from an outside source. Anything from mortars to lightning from the heavens.

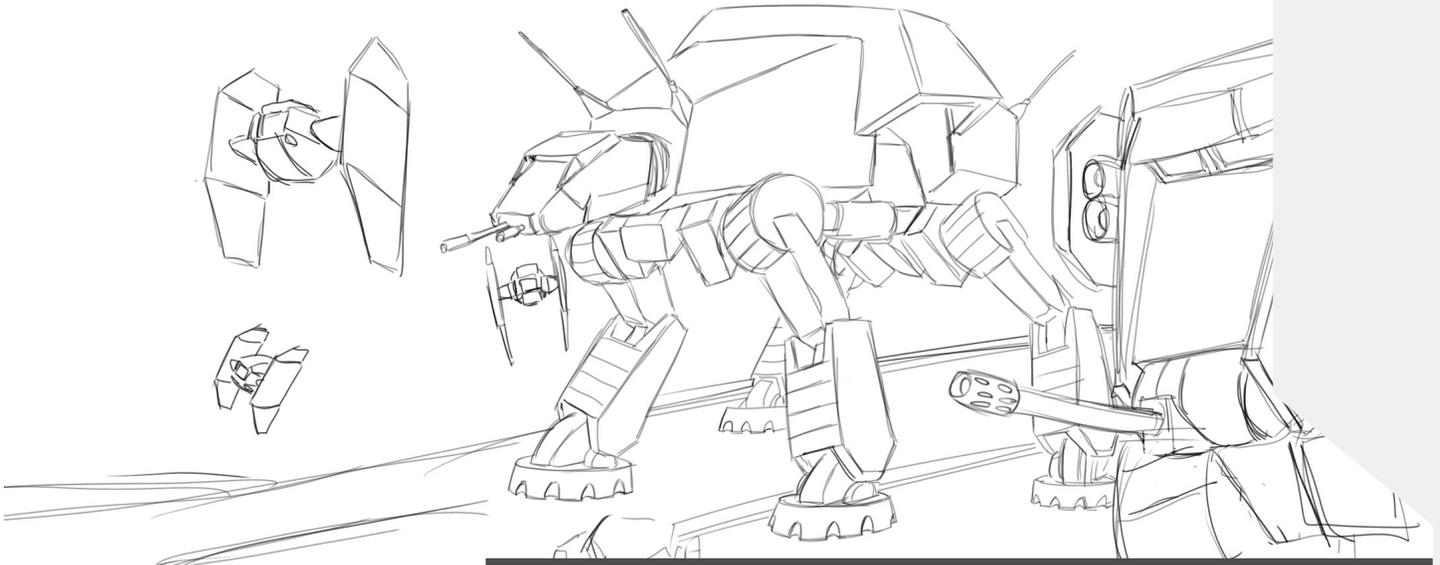
Rules for  Transport Dice,  Boost Dice, and  Weaken Dice are found in the full rulebook.



STAT CARDS

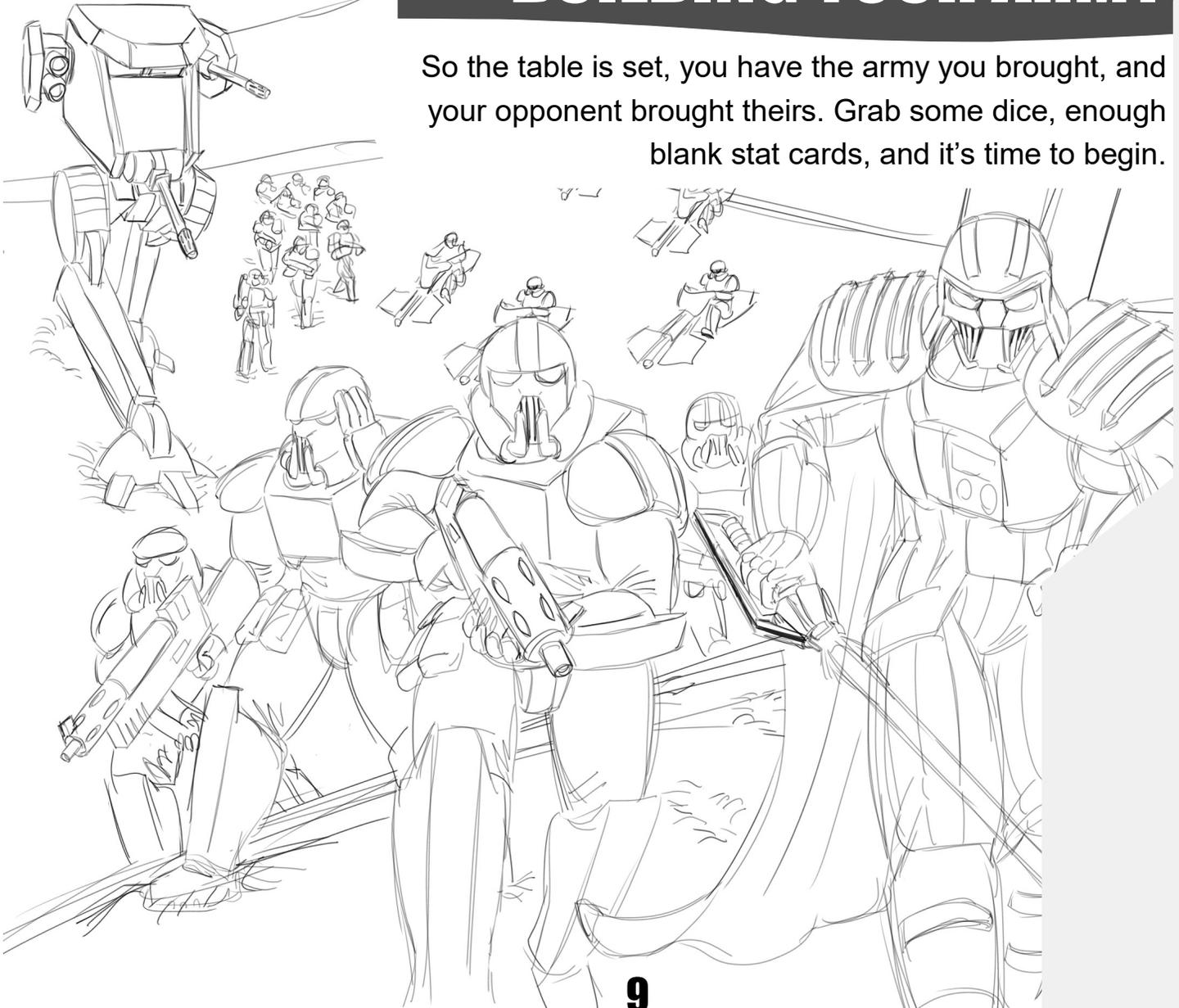
Handy stat cards are used to remind you how you stat up individual units. The example shown is available on PDF files available on our website (www.realmechislove.com) that can be printed, or at the back of this book that can be copied. The stat cards we provide are not completely necessary, as long as you have some method to accurately represent how you stat up your units.

<p>CORE</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px; text-align: center;">★</div> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px; text-align: center;">★</div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px; text-align: center;">★</div> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px; text-align: center;">★</div> </div> <p>PASSIVE</p> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px;"></div> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px;"></div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px;"></div> <div style="border: 2px solid black; padding: 5px; width: 40px; height: 40px;"></div> </div> <p style="text-align: center; margin-top: 10px;"> OR = </p>	<div style="text-align: right; margin-bottom: 10px;"> </div> <p>EQUIPMENT </p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="border-bottom: 1px solid black; width: 30%;"></td> <td style="border: 2px solid black; width: 15%;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border: 2px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border: 2px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border: 2px solid black;"></td> </tr> <tr> <td style="border-bottom: 1px solid black;"></td> <td style="border: 2px solid black;"></td> </tr> </table>																									



BUILDING YOUR ARMY

So the table is set, you have the army you brought, and your opponent brought theirs. Grab some dice, enough blank stat cards, and it's time to begin.



STATTING UP UNITS

A unit is any figure, model, or toy that will have an active role in your force. Start by choosing a unit, and a blank stat card, and think about how it will perform in battle. Next you will be assigning dice to parts on its stat card and that shows its capabilities. There are limitations to how many dice you can put to each part:

- **1 to 4**  **Core Dice:** Represents the amount of actions and Equipment a unit can take. Units must have at least 1  Core Dice.
- **0 to 4 Passive Dice:** Again at this point you choose whether the unit will be using  Armor or  Speed dice if you have dice here. Units can be built with no Passive Dice.
- **0 to 4 Equipment Dice:** Choose what type of equipment it is ( Melee,  Ranged, or  Indirect, and you can have a unique equipment for each  Core Dice this unit has. Units can operate with no Equipment Dice.

Once you have assigned the dice to this unit, add up all the dice on the unit, and the total is the unit's dice cost. This counts toward your maximum you can take for the battle, as discussed in Game Sizes earlier.

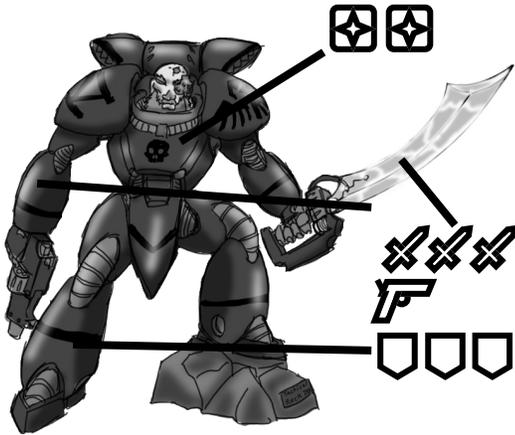
Building your army sequence

- 1) **Choose a unit and blank stat card**
- 2) **Assign dice to its stats**
- 3) **Total the amount of dice on all the stats on the unit**
- 4) **Subtract that amount of dice from your army total**
- 5) **Adjust if necessary**

TOO MUCH OR TOO LITTLE

You may be tempted to go max 4 in everything on a stat card, and it may create a very deadly formidable unit, but doing this on everything isn't always the wisest. There is strength in numbers, and spending all 24 dice (the max you can stat on a single card) on all you can bring will result in a very tiny force, and may make it an upward battle. Alternatively, bringing tons of small models costing only 1 or 2 dice each can similarly be ineffective as they aren't able to perform much. Strive for having a balance of combined arms. Some elite powerful units backed up by minion squads and specialized units can make you an effective opponent.

EXAMPLE UNIT CREATION



This Astra Marine Captain in Power Armor is meant to be a strong leader and fighter. The player decides to give him 2 Core Dice, which will give him some variety in actions, and 2 potential options for Equipment.

Then the player decides the Power Armor provides him more protection than speed, so the player opts to give him Armor Dice instead of Speed Dice for his Passive. 3

Armor Dice provides a great level of protection without putting too much into him.

Next the player notices the Captain has a wicked crackling Power Sword and a gun that looks like it can barely be lifted by any normal man. The sword would be a strong weapon so the player decides to give it 3 Melee Dice. The gun is only held in one hand so it may not be as effective as a dedicated fire support unit. The player only gives it 1 Ranged Dice. That's the max amount of unique Equipment the player can give this Captain (because it only has 2 Core Dice) so they decide to call it there.

The player totals the dice on the Captain and figures it to be a 9 dice unit. Expensive considering the player only has 60 dice total for their army (the Captain alone takes up almost 1/6th of the total pool), but this should be a good unit if the player can play it well and get up close to the enemy and slash things with its 3 dice sword

Once the dice are assigned on a unit, mark it off on its stat card, and move on to another unit. Keeping in mind your force does not exceed the agreed upon army dice pool.

Astra marine captain		9 dice		
CORE		EQUIPMENT		
	 	Melee	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
PASSIVE	<input type="checkbox"/> <input type="checkbox"/>	Ranged	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	<input type="checkbox"/> 		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

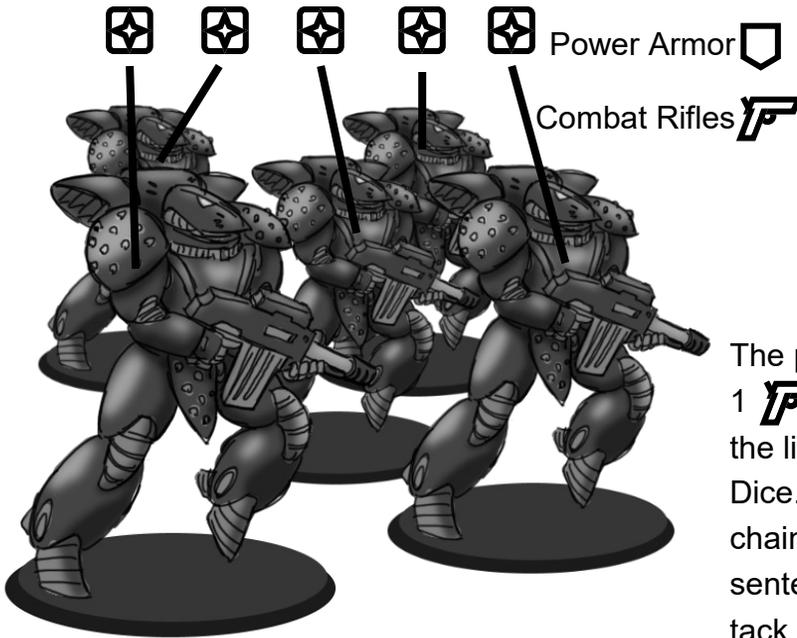
SQUADS

Fire teams, parties, and groups of minions are common on the battlefield of any genre and any era. In Dice Wars you can stat a group of 5 similar models together. This has several advantages. The Squads act as one and move as one, speeding up the game, and you will get somewhat of a discount in dice when you stat them up. But there are limitations:

- **Up to 5 members in a Squad only.** You can go less if you want, but it won't be as cost effective.
- **All 5 in the Squad will be stat up together and recorded on one stat card.** A Squad isn't 5 individual units, but 5 models acting as one unit.
- **1-2  Core Dice only.** A Squad is either a 1  Core Dice Squad, or a 2  Core Dice Squad. You will be spending the dice for each individual Squad member, but you can't have a variety in it. So a Squad can't have some in it cost 1  Core Dice and others cost 2.
- **Up to 2 Passive Dice.** You will be purchasing the Passive Dice once for the whole squad. This is where the discount comes in. So if you go 1  Speed Dice for this Squad, you only need to spend 1 Speed Dice on it, not 1 dice per squad member. But you are limited to only go up to 2.
- **The Dice on an Equipment can NOT exceed the  Core Dice of the Squad.** So 1  Core Dice units can only have 1 dice for the Equipment you choose, for example. Like with Passive Dice, you are purchasing this once for the whole Squad, not for each individual member. Squad Special Equipment are an exception to this.

As with regular units, you can only have up to the amount of unique Equipment as the Squad has  Core dice. So 1  Core dice Squads can only have 1 Equipment, and 2  Core Dice squads can have up to 2 Equipment. Squad Special Equipment is an exception to this.

EXAMPLE SQUAD CREATION



These 5 Astra Marines in Tactical Power Armor will make an excellent Squad. The player decides to make them a 1 Core  Dice squad.

The player gives their guns only 1  Ranged Dice, as that is the limit with only 1  Core Dice. While the unit has slung chainswords, that can be represented by the basic melee attack all units can perform so the

player does not need to worry about assigning dice to a  Melee Equipment.

Finally because the unit is in Power Armor, a single  Armor Passive Dice should grant some decent level of protection from damage. The player then calculates the cost for this Squad of Power Armor dudes. 1  Core Dice for each member (5) + 1 dice for the unit's  Armor (1) + 1 dice for the unit's  Ranged weapons (1) = 7 total. Better than trying to stat up each individual model with each their own stat cards.

Astra marine tac squad 7 dice 

CORE	EQUIPMENT				
					
		ranged	<input type="checkbox"/>		
PASSIVE			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

There are other advantages and disadvantages of Squads, but those will be discussed later in their relevant rules.

Also the player has 5 dudes in Power Armor and Jet Packs, which they will make into a 2  Core Dice squad.

The Jet Pack guys will be getting 2  Speed Dice, to reflect them being fast and hard to hit.

Also they are trained in melee combat with monomolecular swords. So the player gives them 1  Melee Dice. This means that when the unit is in melee, the whole squad can attack with the  Melee Equipment as well as their basic melee attack (more on that later). The pistols in their other hands also provide them with an option for attack as well. The player makes it a 1  Ranged Dice.



Totaling up this squad is 2  Core Dice for each member (10) + 2 for the speedy jet packs + 1 for the swords + 1 for the pistols. 14 total.

Astra marine jump squad		14
CORE	 	EQUIPMENT      
	 	Melee <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
PASSIVE	<input type="checkbox"/> <input type="checkbox"/>	Ranged <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
	 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	 	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

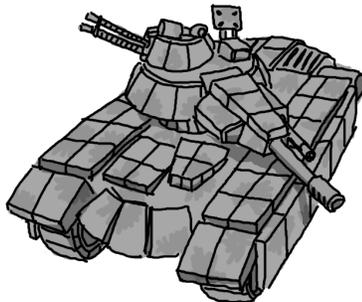
MAKE SURE IT ALL ADDS UP

One more time check the math on your army to make sure it does not exceed the agreed upon dice pool. A few dice short? Maybe you can go back and add 1 or 2 to a few select units to make them a little more powerful. Or if you exceed your limit, go back and figure out where you can shave off some dice from units.

Russian Federation 60 Dice Army

T-107 MBT (16 Dice)

- 3 Core Dice 
- 4 Armor Dice 
- 2 Ranged Dice 
- 3 Ranged Dice 
- 4 Indirect Dice 



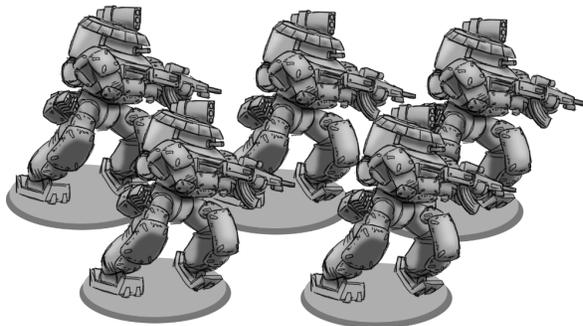
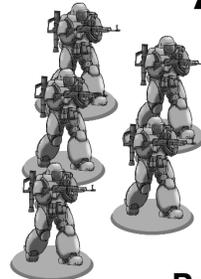
Alexander II MTM (15 Dice)

- 3 Core Dice 
- 4 Armor Dice 
- 2 Ranged Dice 
- 3 Ranged Dice 
- 3 Ranged Dice 



Russian 'Gumps' (7 Dice)

- 5x1 Core Dice 
- 1 Armor Dice 
- 1 Ranged Dice 



Putin III STM Squad (15 Dice)

- 5x2 Core Dice 
- 1 Indirect Dice 
- 2 Armor Dice 
- 2 Ranged Dice 

Putin III STM (7 Dice)

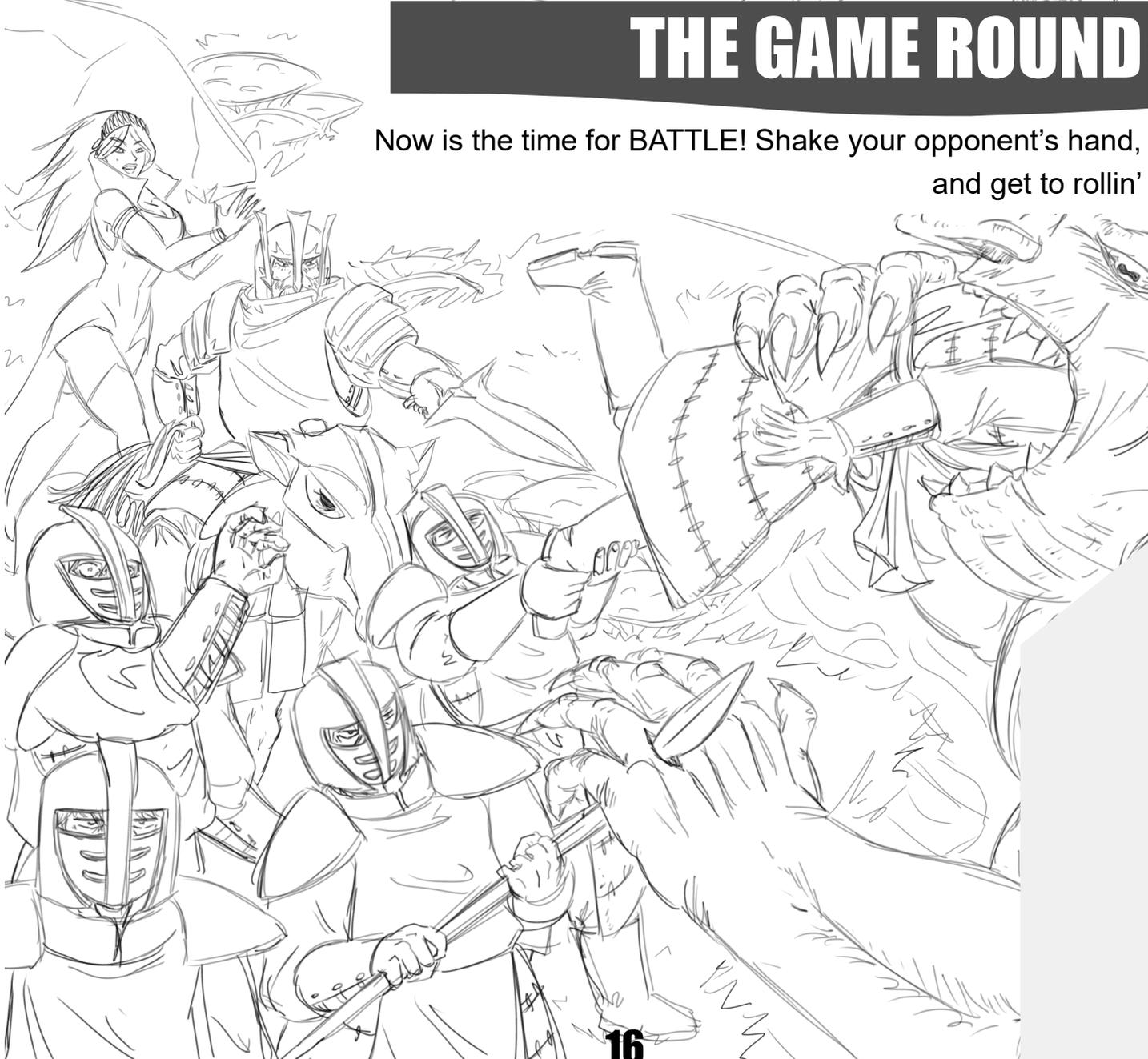
- 2 Core Dice 
- 2 Speed Dice 
- 2 Ranged Dice 
- 1 Ranged Dice 





THE GAME ROUND

Now is the time for BATTLE! Shake your opponent's hand, and get to rollin'

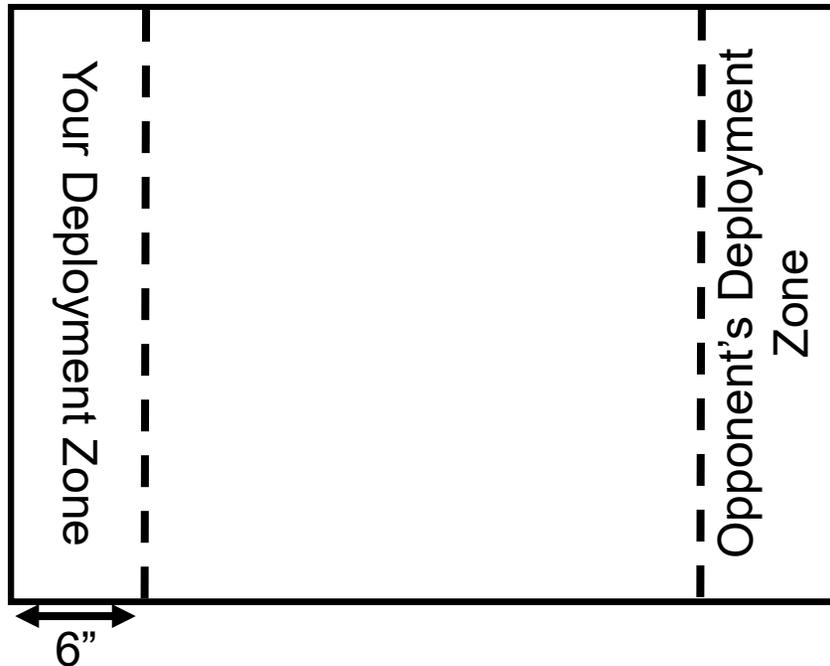


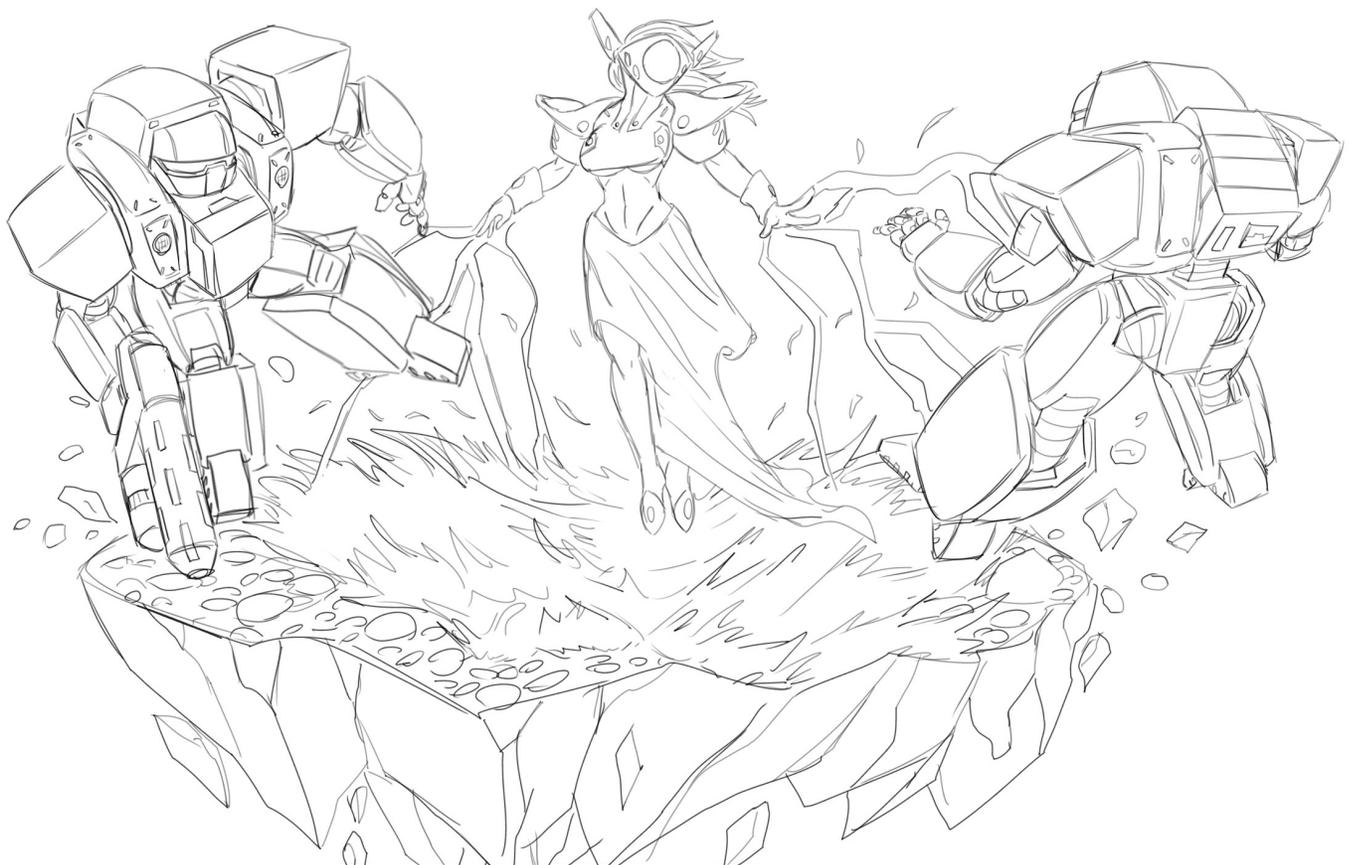
DEPLOYMENT

Before the battle begins, you and your opponent determine the table edges you will deploy on. Both players roll a dice (rerolling ties) and the player with the higher roll may choose which edge to deploy their army on. The other player gets the opposite edge.

The player that won the roll starts off by placing any unit entirely within 6" from their edge (Epic games of 120-200 dice will likely need 12" deployment zones). Squads are a single unit and all members of the Squad must be placed up to 1" away from another member of the same Squad. They can not be split up.

Next the opposing player chooses a unit and deploys it in a similar manner on their edge of the table. This continues with each player taking turns until all units are on the table in their respective deployment edges. If one player finishes first, the other player can deploy the remainder of their army.





ROLL OFF AND TAKING TURNS

When a game round begins, you and your opponent always roll to see who goes first. Each player rolls one D6. Whoever rolls highest goes first (re-roll ties). That player activates a unit. When that unit has completed activation, the next player activates a unit. This continues back and forth until all units have had a chance to activate this round. If a player has finished activating units, and the other player still has more remaining, that player may continue to activate the rest of their units.

When you have a lot of units to activate, it may be wise to use a marker to note who has been activated this round, as suggested earlier in the Markers section.

PRE-GAME SET-UP

- 1) Players roll-off. Winner chooses battlefield edge.
- 2) Opponent gets opposite edge.
- 3) Winner of roll-off deploys 1 unit entirely within 6" of their battlefield edge.
- 4) Opposing player deploys 1 unit entirely within 6" of their battlefield edge.
- 5) Continues back and forth until all units for both players are deployed.
- 6) Players roll-off. Winner starts the first round of battle.

CORE ACTIONS

During activation the  Core Dice represent how many actions the unit can take on top of their free move.

So a unit with 1  Core Dice has 1 free move and 1 action.

A unit with 3  Core Dice has 1 free move and 3 actions.

You can do any of the following actions in a turn with your  Core Dice:

- **Move** (this is in addition to the free move and treated the same way. Only one action can be used on this per round)
- **Basic Melee** (this is different from using a  Melee Equipment. Only one action can be used on this per round.)
- **Use Equipment** (One action can be spent on this per unique Equipment this unit has.)

Example: The Power Armor Captain has 2  Core Dice. So during his activation, the player decides to give him his free move. Then the player decides to use his first action to Move the Captain again, which gets him close enough to an enemy for him to use his second available action, which is the Power Sword ( Melee Dice). If the Captain had another  Core Dice he could have used it either for a Basic Melee attack (which is treated different from the Power Sword's  Melee Equipment) or he could have shot something with his gun. But he could not have used the same Power Sword again this round.

All members of a Squad act as one unit, so a 1  Core Dice squad has their free move, and 1 action they all perform together. 2  Core Dice squads have their free move and 2 actions they all perform together. But the action they perform together **MUST** be the same action, regardless if any member of the Squad is unable to do so (i.e. a member is out of range for the attack, or out of Line of Sight).

With Squad Special Equipment, the model with the unique equipment can use it when the rest of the unit is doing a Use Equipment action, and can target something separate from the rest of the unit.

MOVE ACTION

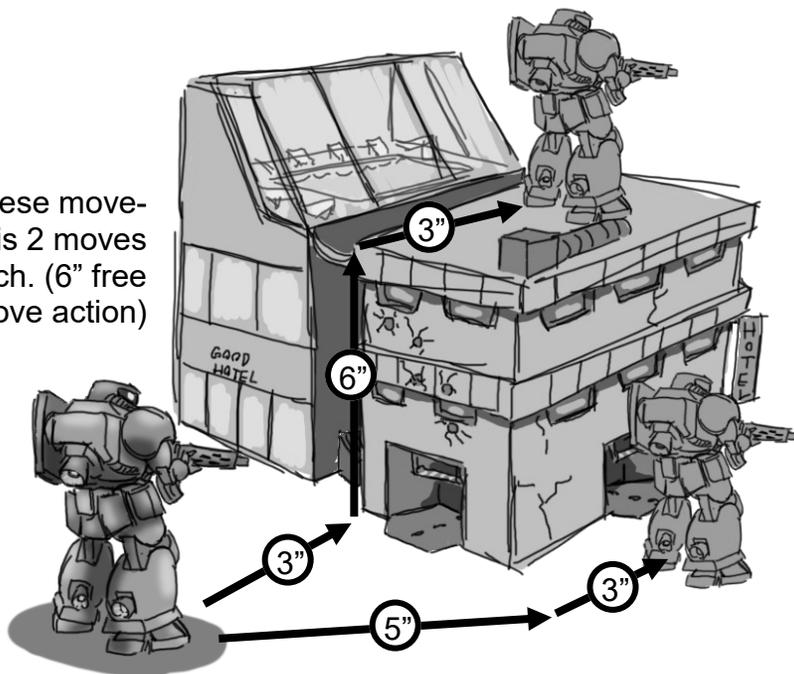
You can move a unit 6 inches in either the free move, or Move action. Ignore other models when moving a unit, but you can not end your movement on another model. If it ends its movement on a piece of terrain, it must be stable and not fall over from a slight table bump or breeze. The player must be able to confidently remove their hand from the unit. If you are moving a unit through different levels or heights of terrain, always measure straight up or down, then across, not diagonally.

Squads must always maintain that 1" unit coherency, meaning each Squad member must always be within 1" of another in its Squad when moving. They can not split up. Squads never leave a man behind! Unless a member dies, then it's removed from the table.

SPEED DICE IN MOVES

- 1 Dice grants you 12" instead of 6" when moving either with a Move action or free move.
- 3 Dice grants you 18" moves instead.
- 4 Dice means you can spend up to 2 of your  Core Actions for moves, this means that a 4  Speed Dice unit can do an 18" move 3 times in a turn (1 free move, 2 Move actions) as long as it has available actions.

Either of these movement paths is 2 moves for the mech. (6" free move + 6" move action)



BASIC MELEE ACTION

A basic melee can be performed by units that have no Equipment Dice or no  Melee Equipment. Also it can be performed in addition to any type of use Equipment action, but Equipment Dice have no effect on the basic melee. A basic melee attack requires a target to be up to 1 inch away and in Line of Sight to the attacker. You then roll a D6, and on a 4+, the target takes 1 damage. The target's player marks its unit to show it has taken 1 damage this round.

SPEED DICE IN ATTACKS

With all types of attacks (whether basic melee or using Equipment) when attacking a target that has 2  Speed type Passive Dice, you have a -1 penalty to your attack rolls. So if you normally hit on a 4+, you hit on a 5+ instead. Same with normally hitting on a 3+ means you hit on a 4+ instead. It is up to the target player to remember and remind the attacker of the -1 to hit penalty. If the player forgets, what rolls stands. Generally players only need to forget a few times when they see that "4" rolled on a dice, knowing if they only remembered the penalty that it would have been a miss.

When a Squad performs a basic melee action, the entire Squad must choose the same target, and all within 1" of that target can attack it. You roll a dice for each eligible Squad member, and for each 4+, you deal 1 damage to the target. Any Squad members outside of that 1" range are unable to attack and are still considered to have spent that one action.



USE EQUIPMENT ACTION

A unit can spend 1 action per unique Equipment Dice it has. This can even be duplicates. So a unit with 2 separate  Ranged Equipment dice can use each one, as long as it has available actions. Keep in mind though, each Equipment may have a different amount of dice on it, and so each Equipment is treated separately. Be sure to keep in mind how many dice the Equipment has and apply its benefits.

Just as with basic melee, all members of the Squad are considered to have the same Equipment when the action is declared, and all must attack the same target if able. Roll a dice for each eligible member of the Squad using the equipment. When a Squad Special Equipment is used, it can target something different from the rest of the Squad, as long as the target is in range and line of sight.

MELEE DICE

Most units have some sort of basic melee equipment that it can always attack with, like knives or punches. But the  Melee Equipment is for special weapons in this role. Like powerful swords, spears, electro-rods, chainsaws, shotguns, chi-boosted kung fu, acid vomit, etc.

- At 1 dice a  Melee Equipment is treated the same as a basic melee, but it has a range of 3" instead of only 1".
- At 2 dice the  Melee equipment has that 3" range and hits its target on a roll of 3+ instead of 4+.
- At 3 dice the  Melee equipment has the above benefits as well as ignores the target's cover benefit if it has one, and it does D3 damage instead of 1 when it hits a Squad.
- At 4 dice the  Melee equipment also does D3 damage instead of 1 when it hits a single target unit, or D6 damage instead of 1 when it hits a Squad.

RANGED DICE

Unlike a basic melee, a  Ranged Dice is needed to be able to do a Ranged attack. These can be anything from throwing axes, or bows, to pulse rifles, or magic missiles from your fingers.

- At 1 dice a  Ranged Equipment is treated the same as any attack, but you can attack a target up to 12" away.
- At 2 dice it also hits on a 3+.
- At 3 dice it has an 18" range instead of 12", and does D3 damage when it hits Squads instead of 1.
- And at 4 dice it does D3 damage instead of 1 when it hits a single target unit, or D6 damage instead of 1 when it hits a Squad.

INDIRECT DICE

Indirect generally refers to any weapon that has extremely long range, and either has the ability to attack with super pinpoint accuracy (like a sniper rifle), can shoot at an indirect arc on the target (like missiles or mortars), or even attacks called from elsewhere (like lightning from the gods, or a precision missile strike from a gunboat miles away).

- At 1 dice an  Indirect Equipment has a range of 12" to 24", meaning it can not attack anything within 12", but it also can not attack anything more than 24" away.
- At 2 dice it also ignores the target's cover benefit if it still had one.
- At 3 dice the range is now 12" to 36", and does D3 damage when it hits Squads instead of 1.
- At 4 dice it also does D3 damage instead of 1 when it hits a single target unit, or D6 damage instead of 1 when it hits a Squad.

BEING IN COVER

Cover provides some immediate benefit during this action phase. When a unit is attacked and receives damage while it is in cover, it immediately ignores the first single damage it receives then takes damage tokens normally for the rest of the round. It is wise to mark

ARMOR DICE AND COVER

A unit with 2  Armor type Passive Dice acts as a terrain piece for neighboring friendly units, although the unit itself is not considered automatically in cover unless it itself is within 1" of something eligible providing it cover. All rules for cover still apply with the 2  Armor Dice. As in the unit providing cover needs to be at least as half as tall as the unit receiving cover, and all trying to receive cover needs to be within 1" of the unit providing it.

somehow that it lost its cover benefit especially if you have a lot of different units to keep track of.

A unit is considered in cover if it is anywhere within 1" of the terrain piece that provides cover, AND the cover piece is at least half as tall as the unit's height. Squads are in cover only if ALL members of the Squad are within 1" of an eligible cover piece.



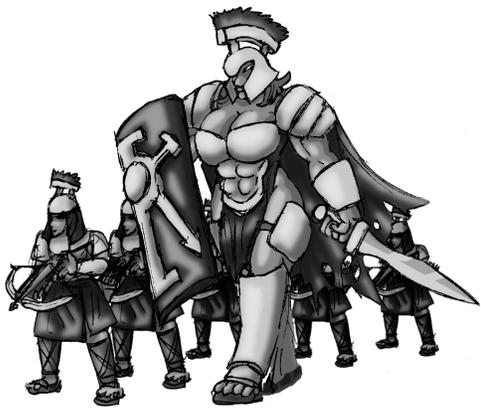
This stone tower is able to provide a cover benefit to both the giant and the foot soldier. It is at least half as tall as the giant.

This spike wall is able to provide a cover benefit to the foot soldier only, not the giant.

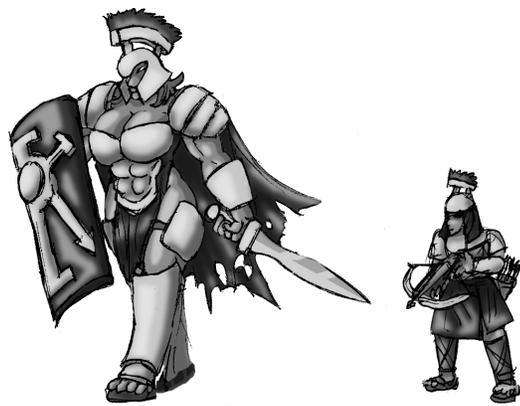
Some Equipment dice have the benefit to ignore cover when attacking. This ignores the cover rules and applies damage markers directly to the target unit. Damage inflicted this way does not cause the target unit to lose its cover benefit. Damage from attacks that do not ignore cover will cause the target to lose its cover benefit after the first damage is ignored.

BUT I WAS IN COVER!

Part of the strategy of Dice Wars is not only knowing HOW to activate your units, but WHEN to activate them. You may want to think twice about moving a unit out of cover if you see your opponent has more activations to go. The benefits of cover only count when the unit is in cover at the time of receiving the hit. So even though that unit started the game round in cover, if it moves out then gets attacked later, it is no longer considered to have the benefit of cover, even if it moved to another cover piece. However if the unit was attacked while in cover, and loses its benefit by ignoring the first damage, it can move out any time you want because being in cover doesn't matter anymore this round. But keep in mind your positioning for the next round of battle...



This giant shield legionnaire has 2  Shield dice, and is able to provide cover for the unit of crossbowmen nearby.



This crossbowman is not within 1" of the giant, so he gains no benefit from the giant's 2  Shield dice.

DAMAGE PHASE

Once all units on the table have had a chance to activate this round, then it's on to the Damage Phase. This is where the damage markers that were accrued from all the attacks take their toll on your units.

Dice on a stat card act as the health or hit points of the unit. For each damage marker on the unit, that unit loses a single dice. You may choose what types of dice are lost. Choose wisely, the effectiveness of your units in a continuing battle depends on what dice you choose to remove.

If you remove dice from Passive Dice or Equipment Dice, mark the losses on your stat card as this changes their effectiveness. For example, a 4 Dice  Melee Equipment only gets that D3 damage vs

units/D6 damage vs Squads as long as it still has 4 dice on it.

When you opt to remove one of its dice from the damage, it becomes a 3 Dice  Melee Equipment instead.

ARMOR DICE IN THE DAMAGE PHASE

- 1  Armor dice grants you a 5+ save against damage taken. You roll 1 dice for each damage marker. Any 5+ roll negates that damage, but the remainder still have to remove dice from the stat card.
- 3  Armor dice grants a 4+ save against damage taken, instead of 5+.
- 4  Armor dice allows you to automatically pass on the first damage you roll to save against, but the rest are rolled for on a 4+, and the remainder remove dice from your stat card.

 Core Dice can be removed from damage, but when a unit is reduced to zero  Core Dice, it is considered destroyed, and removed from the table. Also

 Core Dice removal reduces available actions that unit can perform.

Example: The player's WWII German Tiger Tank has 4  Armor Dice on it. The opposing player that round really focused some fire on it. So the player has 5 damage markers to deal with this Damage Phase. Since the tank has 4  Armor dice, it immediately passes the first save roll, so now it has to roll for 4 damage. The player rolls 4 dice hoping for 4+'s. The player gets a 6, 3, 1, and 1. Not ideal. They are able to ignore one more damage, but the remaining 3 means the player has to remove 3 dice from somewhere on the Tiger tank's stat card.

When a Squad takes damage (after armor save rolls if it has any) and must remove dice, it can ONLY remove  Core dice. It can not remove Passive or Equipment dice. This means that a 1  Core dice Squad will be removing 1 member per damage. 2  Core dice squads will be removing 1 member per 2 damage taken. Odd amounts of damage that get through on a 2  Core dice squad must be marked somewhere either near the unit or on its stat card, so when it gets another damage you can get to the even number required to remove Squad members.

NOT OUT OF THE FIGHT YET!

One thing to notice in Dice Wars is how it differs from most miniatures games on damage. In most games when damage is dealt to a unit, the effect of that damage happens immediately, and units can be killed off without having a chance to act. In Dice Wars damage is tracked during all those activations, but the effects of damage are not determined until all units in the round have activated and done something. So even if you're staring at those 10 damage markers on your prize unit that hasn't acted yet, fear not, as he will still get to activate this round as though the damage markers were not there. He will likely suffer in the Damage Phase, so make sure what he does in his precious activation is of worth and he goes down in a blaze of glory.

ROUND END

After all the damage is calculated, and the casualties are removed from the battle, you then remove ALL markers on the table (except the odd damage on the 2  Core Dice Squads). This means damage markers, cover lost markers, activation markers, boost and weaken, etc do not carry over to the next round. All casualties and dice removed on units have been recorded, and cover is restored for the next round.

The players then begin a new game round, and roll off to see who goes first.

GAME END

Generally unless the 2 players agree to see where it goes, a game of Dice Wars ends after 5 rounds. To end a game and determine the winner, count up the remaining dice on the remaining stat cards to

UNUSUAL SITUATIONS & RULES CONFLICTS

Often a situation may come up that the rules don't explicitly cover. Or it's not clear to either player whether that unit's in range or out of range. Any such conflict can be simply resolved by the players rolling off, and the highest roll gets to decide the result of the contested situation. Sure you can measure every minute detail or catalog the discrepancies for leverage in future conflicts, but it's often better to just move on and let the dice decide the fate of whether or not that 5th Squad member counts as being in cover, thus rendering whether or not the entire Squad is in cover.

see your total dice representing your army. Be sure to count the  Core Dice for each individual remaining Squad member, THEN count the Squad's Passive and Equipment dice. Mook Squads count each member as a half-dice, and then 2 dice for the equipment, if any.

The player with the most dice is declared winner.

This was just a sample of the full rulebook available now on our website www.realmechislove.com.

This will get you familiar with and playing a basic game of Dice Wars.

The full rulebook includes rules for transports, boost and weaken equipment, mook squads, squad special equipment, and additional scenarios to make your games of Dice Wars more exciting. As well as filled to the brim with full color artwork by Jarom C. Swenson.

DICE TYPE TABLES

	<i>(Passive)</i> ARMOR
1	5+ save vs. damage
2	Unit is treated as a piece of terrain for eligible friendly units within 1"
3	4+ save vs. damage
4	Unit automatically passes the first Armor save roll in the Damage Phase

	<i>(Passive)</i> SPEED
1	12" moves
2	-1 to be hit
3	18" moves
4	Up to 2 Core actions can be used for moves

	<i>(Equipment)</i> MELEE
1	3" range
2	3+ to hit
3	Ignores cover / D3 damage on Squads
4	D3 damage on single units / D6 damage on Squads

	<i>(Equipment)</i> RANGED
1	12" range
2	3+ to hit
3	18" range / D3 damage on Squads
4	D3 damage on single units / D6 damage on Squads

	<i>(Equipment)</i> INDIRECT
1	12"-24" range
2	Ignores cover
3	12"-36" / D3 damage on Squads
4	D3 damage on single units / D6 damage on Squads

	<i>(Equipment)</i> TRANSPORT
1	SEE IN FULL RULES
2	
3	
4	

	<i>(Equipment)</i> BOOST
1	SEE IN FULL RULES
2	
3	
4	

	<i>(Equipment)</i> WEAKEN
1	SEE IN FULL RULES
2	
3	
4	

DICE WARS

Dice Wars is a quick simple set of rules for playing battles with your collection of toys, miniatures, models, and action figures. Build your army and play your game in the same setting.



2022, M. Jared Swenson & Jarom C. Swenson

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