








To play, every player needs 6 six-sided dice (d6) of 3 different colors (2 RED, 2 WHITE & 2 BLUE).

DICE RESULTS

	SKULL (cancels another die)
	STAR (for Specialists)
	1 SOLDIER
	2 SOLDIERS
	COURAGE (to advance)
	TOOL (for Item Points)


ITEM POINTS

Add the number of Tools  in your final tally and gain points according to this table:

1 x  = 1 Item Point

2 x  = 3 Item Points

3 x  = 6 Item Points

4 x  = 12 Item Points

5 x  = 24 Item Points

6 x  = 48 Item Points

+ 24 Item Points for every  after that

Special result:



MEDAL OF HONOR

The first player to roll a complete sequence (numbers 1 to 6, or 1 of every die face) wins the **Medal of Honor**.

- ▶ Gain +5 Courage and recruit 1 Specialist for free
 - ▶ Add this Item to your inventory as a reminder
- Only 1 Medal of Honor may be won per game.**

TURN SEQUENCE

Players play simultaneously, and must follow each phase of the turn together.

PHASE 1 ■ ROLL DICE

Roll 6 dice. Lock 2 dice, re-roll the rest up to 2 more times until you have your “Final Tally”.

PHASE 2 ■ UPKEEP/ADJUST UNIT MARKERS

Count the resources of your final tally and note them. Adjust your Unit marker 1 face (if it shows 4, you must move).

PHASE 3 ■ RECRUIT SPECIALISTS/FIND ITEMS

You may spend Stars to recruit 1 Specialist and Item Points to find 1 Item (never more than 1 per turn, but you may use as many as you want).

PHASE 4 ■ MOVE

You can only stay up to **3 turns** in any Sector, you can only move forward (“Advance”) or laterally, and you can never visit the same sector twice. If you decide/are forced to move, you must fulfill all the requirements (if any) of the new Sector. If you move over Landmines, you must roll a die to see how many Soldiers you lose. If you Advance, spend the Courage indicated on the map.

PHASE 5 ■ COMBAT

Lose a number of Soldiers equal to the Defense Value of your sector (+ Machine Gun Fire if applicable).

RED, WHITE & BLUE

If you roll 3 identical results on 3 dice of different colors, you gain a “RWB” bonus, in addition to your normal results.

DEAD MAN'S GIFT

Gain 20 Item Points, and ignore the negative effects of these 3 Skulls (they don't cancel other dice).

LEADERSHIP

Add 1 **WHITE** result to your Final Tally: this can trigger another RWB bonus **OR** another Unit gains +2 Courage.

REINFORCEMENTS

Add +4 Soldiers to your Unit & +4 Soldiers to another Unit.

FRESH TROOPS

Gain +6 Soldiers.

BATTLE CRY

Gain +3 Soldiers. **OR**, if you move this turn, ignore all requirements of the Sector you move to and don't spend Courage to get there. Landmines are not ignored this way, and combat occurs normally once you have moved.

SPECIAL FIND

You can find a used Item (you must still pay its cost in Item Points **OR** gain +2 Stars.

D*DAY DICE

REFERENCE SHEET

v1.0

★ REGULAR SPECIALISTS

■ **BEACHMASTER** (Gain +3 Soldiers every time you Advance) (Cost: 3) If you sacrifice him after Advancing, you get his bonus before he dies.

■ **MINESWEEPER** (Ignore Landmines) (Cost: 3) No Soldiers are lost when moving across Landmines.

■ **HERO** (Spend Courage to save Soldiers) (Cost: 3) Lose Courage Points to prevent the loss of Soldiers (1 Courage for 1 Soldier, no limit).

■ **MEDIC** (Save 1 Soldier per Phase) (Cost: 4) Reduce your casualties by 1 when you lose Soldiers. If the Medic himself is lost, he can still save 1 Soldier before he dies. He can't save a Specialist and he can't prevent a sacrifice.

■ **CORPORAL** (Re-roll 1 die in your Final Tally) (Cost: 2) Cannot re-roll a Locked die. Also, you can never re-roll Machine Gun Fire or Landmines.

■ **SCOUT** (+1 Tool per turn. This result has no color) (Cost: 2)

■ **SHARPSHOOTER** (Ignore 1 Skull in your tally) (Cost: 2)

Ignore the negative effect of 1 Skull (preventing it from cancelling another die). This Skull still counts for “Dead Man's Gift”.

■ **VETERAN** (+1 Soldier for every RWB you obtain) (Cost: 3) Every time you gain a RWB, gain +1 Soldier in addition to the regular RWB bonus. This effect is also triggered if you obtain a RWB with an Item.

☆☆ UNIQUE SPECIALISTS

■ **CAPTAIN** (Change color of 1 die, but not its color) (Cost: 4) You cannot change more than 1 die per turn.

■ **DECOY** (May be sacrificed in place of any other Specialist) (Cost: 2) If a Map asks you to sacrifice a specific Specialist, the Decoy can take his place.

■ **ENGINEER** (Subtract 5 from the DEF of the Bunker) (Cost: 3) Doesn't work on regular Sectors.

■ **LIEUTENANT** (After the Final Tally, any Unit may trade 1 die with another Unit. No Unit may trade with more than 1 Unit this way) (Cost: 4)

Units don't need to be in the same Sector to trade dice. In a 3-player game, on any given turn, 1 Unit won't be able to trade dice.

ITEMS

▶ **Bangalore Torpedo** (Reduce DEF of your Sector to 0. Doesn't work on the Bunker.) (Cost: 20)

Ignore the Defense Value of your sector for 1 turn. Machine Gun Fire is not reduced this way.

▶ **Binoculars** (Change the result of any 1 die, but not its color. Can be used on Locked dice or any other die (like MGF) (Cost: 10)

▶ **Carrier Pigeon** (This turn, you may trade with another Unit anywhere on the Map) (Cost: 3)

▶ **Command Jacket** (Gain a “Leadership” RWB) (Cost: 10) This can activate the Veteran's ability.

▶ **Dispatch Case** (Copy the Final Tally of another Unit and ignore yours) (Cost: 12)

▶ **Field Radio** (Gain +5 Soldiers) (Cost: 12)

▶ **Flak Vest** (Your Unit ignores casualties from MGF for 1 turn. Other Units do not benefit from this.) (Cost: 7) Special Damage is also ignored.

▶ **Flame-Thrower** (Subtract 10 from DEF of the Bunker) (Cost: 20)

Does not work on regular Sectors (only Bunkers).

▶ **Grenade** (Prevent MGF in your Sector — must be played before MGF is rolled) (Cost: 10)

▶ **Lucky Charm** (Gain +1 Star OR +1 Courage) (Cost: 3)

▶ **Medal of Honor** (Gain +5 Courage and recruit 1 Specialist for free) (Cost: N/A)

▶ **Mine Detector** (Ignore Landmines for 1 turn) (Cost: 7)

Move over Landmines without any losses. You must decide to use it *before* moving (don't roll the LM die).

▶ **Shoulder Patch** (Lose -1 Soldier to recruit any Specialist for free) (Cost: 15)

▶ **Signalling Lamp** (Gain a “Fresh Troops” RWB) (Cost: 15)

▶ **Strategic Map** (Change the color of 1 die, but not its result) (Cost: 7)

▶ **Toolkit** (Add 2 Tools to your Final Tally. These Tools have no color.) (Cost: 7)

▶ **Walkie-Talkie** (Gain +2 Soldiers) (Cost: 5)

▶ **Whistle** (Advance without spending Courage. You still need to follow Sector requirements.) (Cost: 7)