

D★DAY DICE

Regulations Book



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Normandy, June 6th, 1944, 0817

Omaha Beach (Easy Red Sector)

1st Infantry Division (Big Red One)

16th Regimental Combat Team (RCT), G Company

And they called this sector " Easy Red " ! As part of Omaha's second wave, our landing craft bounces on the angry sea toward the smoky beach. Surrounded by my nervous comrades and the stench of their sea sickness, all I could see ahead were broken bodies laying on an apocalyptic landscape. German shells struck like thunder and unrelenting machine gun fire riddled the sand in a rain of lead.

When the gate of our landing craft lowered I dashed behind an anti tank barrier, partially shielded by its steel beams. The rest of the men scattered everywhere, desperately seeking protection. My platoon leader fell face down in the mud, a hole where his chest used to be. Up on the bluffs, nested in a fortified bunker, vicious MG 42s mowed down everything that moved.

Knee deep in the bloody water, I looked around for guidance, but all I saw was terror on the faces of my colleagues. Someone had to do something! Knowing full well these soldiers would not budge without proper leadership, I decided to take matters into my own hands. I squeezed my rifle tightly, mumbled a prayer, and signaled the men, " FOLLOW ME ! "

OVERVIEW

Players are Allied soldiers trying to organize units for an attack against the machine gun nest. Each player starts the game with a unit of a few soldiers and nothing else. As the game progresses, he will collect resources and advance on the beach, sector by sector, as his unit grows stronger and deadlier. He will succeed... or die trying.

D-Day Dice is a cooperative game, where all players must help each other against the common enemy. If one player loses, the game is lost for everyone.

COMPONENTS

- 8 Battle Maps Double sided
(Exercise Tiger/Omaha Beach, Utah Beach/Gold Beach, Juno Beach/Sword Beach, Pointe-du-Hoc/Merville Battery)



- 4 Resource Cards with dials
(in 4 different colors, 1 for each player)



- 4 sets of special dice (6 per player:
2 Red, 2 White and 2 Blue)



- 4 decks of 13 Regular Specialist cards
(in 4 different colors, 1 for each player)



- 11 Unique Specialists



- 4 player aids



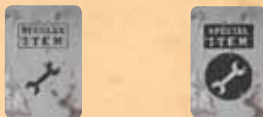
- 4 Unit markers
(in 4 different colors, 1 for each player)



- 4 regular six-sided dice (d6)



- 28 Item cards
10 Regular 18 Special





- 6 Vehicle cards



- 12 Award cards



GAME START

Players select their Unit color and the corresponding Specialist deck, Unit marker and Resource Card. Then, a Battle Map is selected (new players should start with "Exercise Tiger"). All players place their Unit markers on the Map's starting position  (usually "Sector 1"), with 1 chevron  displayed. As the Units advance, their respective markers will move on the Map to keep track of their position.

Then, players must look at the list of available Specialists and Items for their selected Battle Map (each has a different mix, as specified in the Battle Map's description at the back of this book). The available Items and Unique Specialists are placed in the "Pool" (on the table, accessible to every one) and the available Regular Specialist cards are drawn by each player from their own deck (and kept in hand). The unavailable Items and Specialists are placed back in the game box. Award cards are also placed on the table, but they are not part of the Pool (see "AWARDS," p. 6).

Finally, players note the starting resources printed on the Map, according to their starting position, and record them on their respective Resource Cards.

TURN SEQUENCE

Gameplay is simultaneous. All players go through the turn sequence together. The turn is divided into 5 phases. Each phase must be completed in order by all players before moving on to the next phase.







- Phase 1: Roll the Dice (until you have your "Final Tally")
- Phase 2: Upkeep (count "Red, White & Blue" bonuses, earn Awards, adjust Resource Cards & change the face of Unit markers)
- Phase 3: Recruit Specialists/Find Items/ (also Trade Resources/ Purchase Awards)
- Phase 4: Move & fulfill new Sector requirements (if applicable)
- Phase 5: Combat (lose Soldiers from your Unit according to your Sector)

Phase 1 ★ ROLL THE DICE

Every turn a player rolls 6 dice. On the 1st roll (and only then), 2 of these dice must be "Locked" and cannot be re-rolled. The player can keep or re-roll any or all the remaining 4 dice for the 2nd roll. On the 3rd and final roll, any or all of the remaining 4 dice may be re-rolled. The only dice that can never be re-rolled are the 2 Locked dice. Players can consult each other and discuss while rolling their dice.

When all rolling is finished, the dice on the table are the "Final Tally." Players must take note of every die and proceed to the next phase.

DIE RESULTS

-  SKULL (Cancels another die)
-  STAR (For recruiting Specialists)
-  1 SOLDIER (To expand your Unit)
-  2 SOLDIERS (To expand your Unit)
-  COURAGE (To Advance)
-  TOOL (To obtain Item Points)

SKULL (Cancels another die)

For every Skull a player has in his Final Tally, 1 other die of his choice is cancelled (ignore its result for this turn). A Skull cannot cancel another Skull.

STAR (For recruiting Specialists)

Every Specialist has a specific cost in Stars. When a player has enough Stars to recruit a Specialist, that Specialist joins the player's Unit. A player may not recruit more than 1 Specialist per turn. See "SPECIALISTS," p. 6.

SOLDIERS (To accomplish your mission)

Add 1 or 2 Soldiers to your Unit, depending on the die result.







COURAGE (To Advance)


It takes Courage to move toward the Bunker while the enemy is firing.

TOOL (To Obtain Item Points)

These represent objects collected from fallen comrades, supply bags and other sources.




The number of Tools in a player's Final Tally will determine how many Item Points are gained:




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.

RED, WHITE & BLUE (RWB)




If a player rolls 3 identical results on 3 dice of different colors, he scores a "Red, White & Blue" special bonus (RWB). These bonuses are in **addition** to the dice themselves, they don't replace them (with the exception of Skulls). Many of these bonuses offer 2 different possibilities (separated by an "OR"), giving the player the choice depending on his needs. Here are the bonuses for each triple result:




   = **DEAD MAN'S GIFT:** You find a fallen soldier's gear bag. Gain +20 Item Points, and ignore the negative effect of these Skulls (they don't cancel any dice).

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

   = **REINFORCEMENTS:** Add +4 Soldiers to your Unit and +4 Soldiers to **another** Unit of your choice.

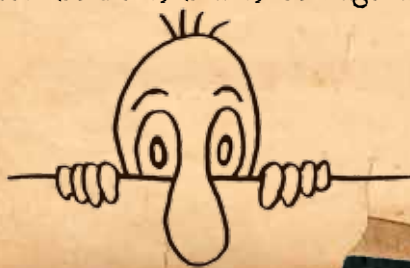
   = **FRESH TROOPS:** Gain +6 Soldiers.

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

   = **SPECIAL FIND:** You can find a face-down Item of your choice (you must still pay its cost in Item Points) OR gain +2 Stars.



Phase 2 ★ UPKEEP


After looking at their Final Tally, players note if they are eligible for any RWB bonuses or an Award (see below). All RWB bonuses are then collected along with all the resources collected by the players in their Final Tally. Everything is noted on the players' respective Resource Cards. All resources (Soldiers, Stars, Courage and Tools) accumulate from turn to turn.





KILROY
WAS
HERE!

Also, it is during Phase 2 that players change the face of their Unit marker.

 Use these icons to indicate how many turns you have spent in a Sector. Change the face to an additional chevron each upkeep. If three chevrons were already showing during upkeep, change the face to .

 use this face to indicate that your Unit **must** move this turn (see "Phase 4 ★ MOVING," p. 9).

 use this face to indicate that you will move using a Battle Cry RWB.

 use this face when you are in a "Can't stay here" Sector (see "Phase 4 ★ MOVING: ADVANCING," p. 9).

AWARDS

Awards can be obtained in one of two ways:

- If a player obtains 1 of each result in his Final Tally (a straight), he **CHOOSES** 1 Award card during Phase 2 or
- If, during Phase 3, a player spends 6 Courage, he draws 1 Award card **AT RANDOM**.

Certain Battle Maps can also give Awards to Units. See the Battle Map descriptions for further details.

Awards are played just like regular Items (see "ITEMS," p. 7), but must be played at the end of any Phase 1 (after the Final Tally is obtained). Once used, the Award card is discarded and cannot be earned again for the remainder of the game. Once there are no cards left in the Award deck, no more Awards can be earned. A Unit cannot draw more than 1 Award per turn.

When an Award card allows players to recruit a Specialist or find an Item, these never count toward the 1-per-turn limit.

Phase 3 ★ RECRUIT SPECIALISTS/FIND ITEMS

SPECIALISTS

These specially trained soldiers are essential for the survival of a Unit. A player must roll Stars on his dice to recruit Specialists. Each one has a specific cost (the Medic costs 4 Stars, for example) and a **permanent** ability that affects the Unit he joins (that ability is lost if he dies). Specialists' abilities are cumulative: if you have a Veteran and a Chaplain, for example, you'll get +1 Soldier and +1 Courage for every RWB you obtain!

There are 2 kinds of Specialists:

- Regular Specialists are available to all players (they come in each color).
- Unique Specialists are placed in the Pool with the Items.

At the beginning of the game, players must look at the list of available Specialists according to the Battle Map they have chosen (see the lists at the end of this rulebook). All Specialists that are not on this list must be placed back in the game box (they cannot be recruited).

Once a player collects enough Stars, he can spend them to "recruit" a Specialist (only 1 Specialist may be recruited per turn per player). Subtract the cost of the Specialist from your Resource Card, take the Specialist card from your hand or the Pool and place it in front of you, face-up. This Specialist is now part of your Unit.

Specialists also count as Soldiers, so a player can choose to lose them during combat (see "Phase 5 ★ COMBAT," p. 12). Once a Specialist dies, he cannot be recruited again. Dead Specialists are placed face-down on the table, as a reminder.

ITEMS

Tool results generate Item Points. Once a player collects enough Item Points, he can spend them to "find" an Item (only 1 Item may be found per turn per player). Subtract the cost of the Item from your Item Point total on your Resource Card, take the Item card from the Pool and place it in front of you face-up. That Item is now part of your "inventory."

There are 2 kinds of Items:

- Regular Items are always available, whatever the Map (except when noted).
- Special Items are only found on certain Maps (consult the Map's description to find out which are available).

Items can only be used once, and must be discarded afterward (place them face-down in the Pool as a reminder). While Specialists have permanent effects, Items have "one-shot" effects that take place immediately after they are used. Although players can only find 1 Item per turn, there is no limit to how many may be used in a given turn. Items can be used anytime (except where noted), and some may be used the instant they are found (like the Walkie-Talkie or the Whistle). Please note that Items that affect the DEF value or Machine-Gun Fire of Sectors (pp. 10-11) affect all Units present in the Sector until the end of the turn.

VEHICLES

These can usually be found in specific Sectors on certain Battle Maps (like Juno or Sword Beach), or with the "Legion of Merit" Award. A Vehicle is found just like an Item (with Item Points), but works more like a Specialist:

- Its special power is constant and affects all Units present in its Sector.
- Contrary to Specialists, Vehicles do not count as Soldiers.
- Vehicles can never move over Landmines (even if your Unit ignores Landmines).
- Vehicles can never enter a Bunker.
- A Unit may not have more than 1 Vehicle at the same time.
- Vehicles can be traded or they can be abandoned, but once they are abandoned, they cannot be found again.

(Vehicles are plainly visible, so they are not "found" in the strictest sense: the Item Points you spend are for the various parts necessary to make them run.)

TRADING

Since this is a cooperative game, and the loss of 1 player means a defeat for all, Units must help each other whenever possible. The survival of the whole operation depends on it!






Trading Resources


When 2 or more Units stand in the same Sector, they may trade resources between themselves. These include Soldiers, Courage, Stars, Tools, Items and Vehicles. Awards and Specialists may never be traded this way (except the Messenger). A Unit cannot trade with a Unit that stands in a different Sector (unless otherwise noted). A Unit can trade resources for nothing in return. Trading can be done at any time. During Combat (see "Phase 5 ★ COMBAT," p. 12), trading is allowed after the rolling of Machine Gun Fire but before Units suffer casualties, to help them cope with their losses.

Trading Dice with the Lieutenant

When using the Lieutenant Specialist, each Unit can trade 1 (and only 1) die with 1 other Unit (in a 3-player game, this means 1 player won't be able to trade dice during any given turn). Units don't need to be in the same Sector to trade dice (the Lieutenant communicates with the others by radio and hand signals). Note that "virtual" results given by Sectors (p. 10) or the "Leadership" RWB cannot be traded away: only real dice can be traded. When trading dice with the Lieutenant, make sure you have 2 dice from each color before rolling again next Phase 1.

Phase 4 ★ MOVING


Battle Maps are split into spaces, called "Sectors." Units are allowed to stay in any Sector for a maximum of 3 turns (sometimes less or more, depending on its special attributes). They then must leave. Unit markers have chevrons printed on them (  ). When you move your marker into a new Sector, it should show 1 chevron, indicating your first turn there. During Phase 2, you must change the face of your marker to add 1 chevron. Once you cannot add any more chevrons to your marker (i.e., it already shows ) , change the face to  to remind you that you must move during the next Phase 4.

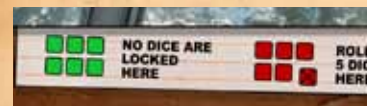
When a Unit decides to move (or is forced to), it must move to an adjacent Sector (moving its marker and placing it back on its  face). A Unit can only move once per turn, and can never visit the same Sector twice. It can move laterally or forward, but can never go backward. When a Unit moves forward (changing rows), it "Advances" (see below). If a Unit must move, and cannot do so (whatever the reason), it is wiped out (and the players lose the game).

ADVANCING

A player must spend Courage every time he Advances. The amount of Courage necessary depends on the Battle Map (the number is printed at the left end of the horizontal line that was crossed, in the Courage icon). Entering the Bunker also counts as Advancing: the Courage necessary is printed on the Bunker in a Courage icon.

SECTORS

SECTOR 1 Sectors on a Battle Map have specific attributes (Bunkers also count as Sectors). These attributes are shown as icons (described in the Map's legend) or text. At the bottom of all Maps, the Starting Sectors can be identified by this symbol  , indicating their respective starting resources. Here are the most common Sector attributes:



Special Instructions:

Simply follow the printed instructions. Sector instructions take precedence over the general rules of the game. Refer to the Map's description for the full meaning of these instructions. When printed in green, instructions are beneficial to the players; when printed in red, they are not.



Can't stay here

Sectors with a black Shield are Sectors where you cannot stay more than 1 turn. This means you must move out during the next Phase 4 (movement).



SCOUT

Requirement: Must have XXX to move here

Many Sectors require a Unit to have a specific Specialist to move there. A Unit must always have the required Specialist at the moment it moves into the Sector. It cannot recruit said Specialist later on. This requirement must be met only once: if the required Specialist is killed later on, the Unit can stay. The only way to ignore the requirements of a Sector is by moving in with a Battle Cry RWB.



Requirement: Sacrifice XXX to move here

When you need to sacrifice a Specialist, you must have that specific Specialist in your Unit when you arrive. Sometimes, a sacrifice will mention "1 Specialist", in which case you can choose any Specialist to fulfill this requirement. This sacrifice happens during Phase 4 ★ MOVEMENT, and is not counted toward the casualties suffered during Phase 5 ★ COMBAT. The only way to ignore the requirements of a Sector is by moving with a Battle Cry RWB.



Bonuses per turn

Some Sectors give bonuses (depending on the icon present), which are added to the Final Tally (Phase 1 ★ ROLL THE DICE). These bonus results do not have a specific color, cannot allow a player to obtain RWB bonuses and cannot be traded with the Lieutenant.



Penalties per turn

Some Sectors will take away specific dice results (depending on the icon present). These penalties occur every turn: simply subtract the penalty from the Final Tally (Phase 1 ★ ROLL THE DICE). If you don't obtain the specific result in your Final Tally, you don't suffer the penalty.

DEFENSE (DEF)



Every Sector has a big number written in a shield: this is its "Defense" value (DEF). The DEF of a Sector represents the number of Soldiers every Unit present must lose. The higher the number, the deadlier the Sector (see Phase 5 ★ COMBAT, p. 12). Sometimes, the DEF shield will be black instead of white: this simply means that Units cannot stay more than 1 turn in that Sector; it has no bearing on the DEF itself.



Some Sectors have more than one DEF: in these cases, you must use the first (and lowest) DEF during your first Combat turn, then the second one for the second Combat turn, and so on. The number of chevrons on your Unit marker indicates which DEF to use.

Some Items and effects allow players to reduce the DEF of a Sector (examples: Flame-Thrower or Bazooka). When this happens, the DEF value changes affect all Units present **until the end of the turn**. Note that all DEF reducing effects are cumulative, but if a Sector's DEF is reduced below 0, treat it as being 0.

MACHINE GUN FIRE (MGF)



Some Sectors are exposed to Machine Gun Fire (MGF). These Sectors have a special symbol beside their DEF. When Units are present in such a Sector, one player rolls a regular six-sided die (d6), counts the pips, and adds this result to the DEF of the Sector.

MGF dice can be re-rolled or changed in special circumstances or when certain Items are used (like the Binoculars). If something modifies the MGF for any reason, all Units present in the Sector benefit or suffer from it.

On some Battle Maps, some Sectors have more than 1 MGF symbol. When this happens, all the MGF dice are added together and count as one result.



Special Damage

Sometimes, MGF may inflict specific damages when a "6" is rolled. When this is the case, a die icon will appear beside the MGF symbol. Simply refer to the legend of the Battle Map to see what the Special Damage is (usually, the player will lose 1 Courage or 1 Specialist of his choice). Special Damage is activated by any die with a result of 6: in Sectors with multiple MGF symbols, you may suffer multiple Special Damage. The Special Damage is always added on top of the regular MGF damage.



LANDMINES

When moving from one Sector to another, if a Unit crosses a line with Landmines, it must immediately roll 1 die to determine its losses. A Medic can reduce this number by 1, and a Minesweeper can entirely prevent this loss. Landmine dice can be modified by some effects (like using the Binoculars). If more than 1 Unit crosses the same Landmines during the same turn, they must each roll a die (because some Units are luckier than others when treading the minefields).



BARRIERS

Barriers are impassable: Units can never move over them, even with a Battle Cry RWB. Wirecutters are an exception to this rule.

Phase 5 ★ COMBAT

Whether a Unit moved or not, it suffers casualties at the hands of the enemy during Phase 5. The number of Soldiers Units lose is equal to the Defense (DEF) of the Sector (plus Machine Gun Fire if applicable).

CASUALTIES

Whenever a player suffers casualties (during any Phase), he must subtract that number from the total number of Soldiers in his Unit (don't forget that Specialists also count as Soldiers). If there are no more Soldiers (or Specialists) in a Unit, it is wiped out and the players lose the game.

WINNING

All players must enter the Bunker and survive with at least 1 Soldier to win the game. If even 1 Unit fails to do so, all the players lose the game.

When a Unit successfully enters the Bunker, it is considered "safe" and no longer in harm's way (it stops rolling dice). The player places his surviving Specialists beside the Bunker. Every surviving Specialist thus placed reduces the DEF of the Bunker by 1 point for the remaining Units. If 2 or more Units enter the Bunker at the same time, they cannot benefit from each other's Specialists this way. The game ends when the last Unit successfully enters the Bunker.

LOSING

To succeed in their daring invasion, the Allies need all the men they can spare to secure the beach exits. The loss of even 1 Unit is enough to let the enemy regroup and jeopardize the landings.

The game ends in defeat for the players if one of these 2 things happen:

- A player has no more Soldiers including Specialists (Unit is wiped out).
- A Unit is forced to move and cannot do so (because of Sector requirements or a lack of Courage).

RULE CONFLICTS AND TIES

If you ever encounter a situation where there is conflict between various rules or the text of a card and can't decide which has priority, resolve conflicts in the following order of precedence:

- 1 - Awards (override everything else)
- 2 - Items & Vehicles
- 3 - Specialists
- 4 - Sector attributes
- 5 - Game rules (overridden by all of the above)

Also, if ever there is a tie between 2 Units who try to do the same thing (find an Item, pick up an Item or an Award from a Battle Map, etc.), the Unit with the least Soldiers always has priority. If the tie persists, the players should roll dice (or settle without rolling).

★ OPTIONAL RULES ★

SOLITAIRE

D-Day Dice plays very well in solitaire play. All of the normal rules apply, except for trading (see below). Items, Awards and RWB that mention "another Unit" now affect the player (for example, the "Reinforcement" RWB now gives the solitaire player 4 + 4 Soldiers). The exception to this is the Awards written in 2 parts (like the Memorial Cross), where you should only consider the 1st part for yourself. These cards are unavailable in solitaire play: the Victoria Cross Award, the War Correspondent Specialist, and the following Items: Carrier Pigeon, Dispatch Case and Mortar.

To give the solo player an idea of his performance, and a score to beat the next time he plays the same Map, the "Victory Points" optional rule is recommended (see p. 14).

Solitaire Trading

If you recruit the Lieutenant, take a second set of 6 dice and roll it once (Skulls are not re-rolled, as they can be useful for the Dead Man's Gift RWB). Then, place aside these dice: they are your "Trading Pool".

The Lieutenant allows you to trade, once per turn, 1 of the dice from your Final Tally with 1 from the Trading Pool. This is a good way to get rid of unwanted Skulls. Dice need not be the same color. Dice from the Trading Pool can only be traded once each (discard them afterward). Make sure you have 2 dice from each color before rolling again next Phase 1 ★ **ROLL THE DICE.**

BAZOOKA JOE

To make the game less difficult, all Special Items are available, regardless of the Map's list. If you still find the game too hard, make all the Specialists available, too.

SOLDIER MULLIGAN (Recommended)

If your first roll of any turn doesn't show any Soldiers, you can re-roll all 6 dice (once per game).

WELL EQUIPPED

All Units start with 10 Item Points.

WILD SPECIALISTS

Instead of following the list of available Specialists for each Battle Map, players may want to try other combinations. For this, players need to split their Regular Specialist cards in 3 different piles (according to the Specialists' cost). Once this is done, they each draw randomly 3 cards from the 2-Star pile, 3 cards from the 3-Star pile and 1 card from the 4-Star pile (a total of 7 cards). This will give players different Specialists in every Unit. Now, shuffle the Unique Specialists together, draw 1 per player, and place them in the Pool.

Warning: Your mileage may vary. Wild Specialists can make the game very uneven between players, depending on the Map.

THE QUARTERMASTER'S WHIM

Instead of following the list of available Special Items for each Battle Map, players may want to try other combinations. For this, simply shuffle the pile of Special Items and randomly draw 2 Items per player, to be placed in the Pool (so, in a 2-player game, draw 4 Special Items). All the Regular Items are available, as usual.

Warning: Your mileage may vary. The absence of some key Special Items may make certain Battle Maps a lot harder (like the Grappling Hook & Rope Ladder on Pointe-du-Hoc).

VICTORY POINTS (VP) (Recommended for solitaire)

For competitive (or solitaire) players, it can be fun to determine the glory of their success or the tragedy of their loss. VP are counted when the game ends (either by victory or defeat): this will give players a score to beat on their next game.

- Successfully entering a Bunker gives 20 VP;
- Being the first to successfully enter a Bunker gives an additional 20 VP (if 2 or more players do this during the same turn, they all win 20 VP);
- Number of the last Sector visited (before Bunker) x 10 VP;
- For every Soldier left in a Unit, add 1 VP;
- For every Courage Point left in a Unit, add 2 VP;
- For every Specialist left in a Unit, add 3 VP;
- For earning an Award, add 10 VP (per Award obtained, face-up and face-down.)

If a solitaire player wins the game, when counting his VP, he counts both the bonus for entering a Bunker and for being the first to do so.







For example, if a single player wins on Omaha Beach with 5 Soldiers left, 2 Courage and 4 Specialists his VP count would be:

20 VP for entering + 20 VP for being the first + 150 VP for the last Sector (the last Sector before the Bunker is Sector #9) + 5 VP for Soldiers + 4 VP for Courage + 12 VP for Specialists + 0 for Awards, for a total of 151 VP.

If you want to know how well you and your partners performed as a group, simply count the VP for all players. Your group's VP total is equal to the player with the **least** VP.

BLIND START

At the beginning of the game, players ignore the starting resources printed on the Battle Map and simply add 1 Soldier to their resource card. Then, each player rolls his Unit marker 4 times to determine his additional starting resources, adding the results together:

			1, 2 or 3 Chevron	=	1, 2 or 3 Soldiers
			1 or 2 Arrows	=	1 or 2 Stars
			Shield	=	Nothing

D-Day Dice is dedicated to all the young men who went above and beyond the call of duty on that fateful morning.



★ BATTLE MAPS ★

The Battle Maps are designed to be played in order, as most of them introduces new features to the game. For your very first game of D-Day Dice, it is highly recommended to start with "Exercise Tiger" (where the Allies practised the Normandy landings in April 1944). Begin with Tiger's Practice Run. Once you are comfortable with the basic dice mechanics, you can try Basic Training, which will introduce you to the Specialists. After that, you can graduate to Advanced Training. Be sure you can beat Exercise Tiger before trying your hand at the "serious" beaches like Omaha and Gold...

Battle Map N-01 : EXERCISE TIGER

Exercise Tiger: PRACTICE RUN

For the Practice Run, you will ignore the Sectors' attributes. The only icons that concern you are the DEF value of each Sector (shown in a shield). Remember that you cannot stay more than 1 turn in Sectors with a black DEF shield (Sectors 4 & 6). You will also ignore all the Machine Gun Fire icons and the Landmines.

For the dice, your only 2 concerns are Soldiers and Courage. You need Soldiers to survive, and Courage to advance. Other dice results are not taken into account (for now).

The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, the other players must continue onto the objective.

You can keep track of the Stars and Item Points you obtain, if you want. These will determine who, among the winners, did the best Practice Run.

Exercise Tiger: BASIC TRAINING

This time, you will ignore the Sectors' attributes except Machine Gun Fire and Landmines. This will add a layer of difficulty and danger.

To help you along the way, you will have access to Specialists. The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, the other players must continue onto the objective. To determine who did the best Basic Training, you can use the Victory Points optional rule among the victors.

Since there are no Items in Basic Training, ignore all Tool results from your Final Tally (re-roll them if possible).

Here are the available Specialists in Basic Training:

Regular Specialists

- Beachmaster
- Corporal
- Medic
- Minesweeper
- Sharpshooter

Unique Specialists

- Captain
- Lieutenant
- Engineer
- General

Exercise Tiger: ADVANCED TRAINING

Now, we'll use live ammo! In Advanced Training, all the game features and Sectors are fully functional. Items are also accessible.

The objective is to survive entering the Bunker and the combat that immediately follows. If a Unit is killed along the way, everybody loses. So Units will have to help each other in the face of danger. Some additional notes:

Sectors 2 & 3: The Specialists mentioned automatically join the Units (they do not need to be recruited).

Sectors 7 & 10: Any 1 Specialist must be sacrificed to move here.

Sector 9: Although Items may not be found here, they can be used here if they were found earlier.

Sector 10: You only gain 1d6 Soldiers when you move here, not every turn.

Here are the available Specialists and Items for Advanced Training:

Regular Specialists

- Beachmaster
- Corporal
- Medic
- Minesweeper
- Scout
- Sharpshooter
- Veteran

Unique Specialists

- Captain
- Engineer
- Lieutenant
- Messenger
- General

Special Items

- Bazooka
- Dispatch Case
- Flak Vest
- Lucky Charm
- Strategic Map
- Toolkit

This Map is dedicated to the 638 US servicemen who died on April 28th, 1944, when their boat was torpedoed by a German E-Boat on the way to Exercise Tiger.

Battle Map N-02 : OMAHA BEACH

Sector 5: The Special Damage for Machine Gun Fire is "-1 SPECIALIST". This Specialist is lost on top of the regular MGF damage. If you don't have any Specialist in your Unit, ignore this loss.

Sector 7: Although Items may not be found here, they can be used here if they were found earlier.

Sector 8: There can never be more than 1 Unit at the same time here. Any Unit present must leave to allow another to move in.

Note that the bomb blasts in Sectors 3, 7 & 9 are there for purely aesthetic reasons.

Here are the available Specialists and Items for Omaha Beach:

Regular Specialists

- Corporal
- Hero
- Medic
- Minesweeper
- Scout
- Sharpshooter
- Veteran

Unique Specialists

- Captain
- Combat Photographer
- Decoy
- Lieutenant
- Messenger

Special Items

- Command Jacket
- Dispatch Case
- Flak Vest
- Lucky Charm
- Mortar
- Strategic Map

This Map is dedicated to legendary combat photographer Robert Capa and the men of the US 1st Infantry Division ("The Big Red One").



Battle Map N-03 : UTAH BEACH

Starting in Sector 2 gives you the Corporal Specialist and 0 Soldiers.

The Special Damage for MGF (Sectors 6, 13 & 14) is "-1 COURAGE." If you do not have any Courage left, ignore this loss.

Sector 6: You cannot re-roll Skulls, but you can still ignore them (with a Sharpshooter) or change their result (with the Ammo Box or Binoculars), as long as you don't re-roll them.

Sectors 10 & 12: The Shoulder Patch & Flame-Thrower can **only** be found in these Sectors (Shoulder Patch in Sector 10, Flame-Thrower in Sector 12). They are found for free by the first Unit to enter, and are not available elsewhere on the Map, so place these 2 Items aside from the Pool at the beginning of the game.

Sector 11: If you obtain 4 of a kind in your Final Tally, you gain 5 Soldiers. If you obtain 5 or 6 of a kind, you still gain the bonus. This bonus is on top of any RWB.

Here are the available Specialists and Items for Utah Beach:

Regular Specialists

- Beachmaster
- Chaplain
- Corporal
- Hero
- Minesweeper
- Scout
- Sharpshooter

Regular Items

- Shoulder Patch (in Sector 10)
- Flame-Thrower (in Sector 12)

Special Items

- Ammo Box
- Dispatch Case
- Lucky Charm
- Pocket Bible
- Rangefinder
- Signalling Lamp

Unique Specialists

- Captain
- Decoy
- General
- Lieutenant

This Map is dedicated to Brigadier General Theodore Roosevelt, Jr, and the men of the 4th Infantry Division ("Ivy Division").



Battle Map N-04 : GOLD BEACH

In this Map, both Bunkers need to be conquered by at least 1 Unit. Once a Unit enters either one of the Bunkers, it is removed from play (as per the "Winning" rules, leaving its Specialists to reduce the Bunker's DEF).

Sector 8: The first player to enter this Sector automatically earns an Award. Only 1 Award per game can be earned this way. Historically inclined players may choose to take the Victoria Cross (if available).

Solitaire: When playing solo, you must enter both Bunkers (conquer one, then move laterally to the other one). Remember that since you cannot visit the same Sector twice, you must enter your 1st Bunker from Sectors 9 or 10, in order to exit from the top row (and move to the 2nd Bunker).

Here are the available Specialists and Items for Gold Beach:

<u>Regular Specialists</u>	<u>Unique Specialists</u>	<u>Special Items</u>
• Beachmaster	• Captain	• Bazooka
• Corporal	• Engineer	• Dexedrine
• Medic	• Lieutenant	• Flak Vest
• Minesweeper	• Quartermaster	• Gammon Bomb
• Platoon Leader	• Messenger	• Lucky Charm
• Sharpshooter		• Pocket Bible
• Veteran		

This Map is dedicated to Company Sergeant Major Stanley Hollis, who singlehandedly captured 2 bunkers on Gold Beach, and the men of the Green Howards Regiment.



Battle Map N-05 : JUNO BEACH

Sectors 4 & 9: The specified Specialists join your Unit for free when you move here. If you obtain the Beachmaster by Advancing to Sector 9, you **do not** gain his 3 Soldiers bonus (he must be in your Unit before you Advance).

Sector 5: The Tank can be found here, but you must pay its cost in Item Points. Remember that Vehicles cannot move over Landmines.

Sector 7: If the General is in play, Units would ignore this Sector's attribute.

Sector 8: Remember that the penalty only affects the Final Tally (you don't lose 3 Stars per turn, you simply lose 3 Star results from your tally).

Sector 11: If you obtain 4 of a kind in your Final Tally, you lose 3 Soldiers. If you obtain 5 or 6 of a kind, you still suffer the Soldiers loss.

Sector 13: The Flame-Thrower can **only** be found in this Sector. It is found for free by the first Unit to enter, and is not available elsewhere on the Map, so place the Flame-Thrower aside from the Pool at the beginning of the game.

Here are the available Specialists and Items for Juno Beach:

<u>Regular Specialists</u>	<u>Unique Specialists</u>	<u>Regular Items</u>
• Beachmaster	• Captain	• Flame Thrower (in Sector 13)
• Corporal	• Combat Photographer	
• Medic	• Lieutenant	
• Minesweeper	• Quartermaster	
• Platoon Leader	• War Correspondent	
• Scout		
• Veteran		
	<u>Vehicle</u>	
	• Tank (in Sector 5)	
		<u>Special Items</u>
		• Lucky Charm
		• Dexedrine
		• Gammon Bomb
		• Rangefinder
		• Signalling Lamp
		• Toolkit



This Map is dedicated to Corporal Léo Major and the men of the Régiment de la Chaudière.

Battle Map N-06 : SWORD BEACH

Sector 4: As with all "virtual" results, the bonus Skull cannot be traded with the Lieutenant.

Sector 5: The Lieutenant is recruited for free by the first Unit to move here. **This Specialist cannot be recruited anywhere else on the Map.**

Sectors 6, 7 & 11:

? **RANDOM SECTORS:** The first time a Unit moves into these Sectors, roll 1d6 and follow the corresponding Random Attributes Table below (Binoculars can be used to change the result of the roll). The attribute obtained for each Sector stays for the duration of the game. As a reminder, you can leave the d6 showing its result on its corresponding Sector.

Random Attributes

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- 1 - **Mortar Fire:** Lose 1d6 Soldiers during each Phase 5
- 2 - **Minefield:** Skulls cannot be re-rolled here
- 3 - **Foxholes:** -1 Star per turn
- 4 - **Shelter:** +1 Courage per turn
- 5 - **Half-Track:** May find a Half-Track here (pay its cost in Item Points)
- 6 - **Fields of Glory:** Draw 1 Award at random (see Sector 15)

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2

- 1 - **Artillery Barrage:** Can't stay here
- 2 - **Dead Troopers:** -1 Courage per turn
- 3 - **Snipers:** Add 1 Skull of any color to your Final Tally
- 4 - **Trench:** +1 Star per turn
- 5 - **Bulldozer:** You can find a Bulldozer here (pay its cost in Item Points)
- 6 - **High Ground:** No dice are Locked

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3

- 1 - **Booby Traps:** If you don't have a Minesweeper, lose an additional 1d6 Soldiers per Phase 5
- 2 - **Crossfire:** No Battle Cry RWB here
- 3 - **Ambush:** For every Star in your Final Tally, lose 1 Soldier
- 4 - **Artillery Barrage:** Can't stay here
- 5 - **Armored Car:** You find an Armored Car for free
- 6 - **Rallying Point:** Gain 1 Soldier for every RWB you obtain

Sector 15: The first Unit to enter this Sector automatically earns a random Award. Only 1 Award per game can be earned this way.

Here are the available Specialists and Items for Sword Beach:

Regular Specialists

- Chaplain
- Corporal
- Hero
- Point Man
- Minesweeper
- Scout
- Veteran

Unique Specialists

- Captain
- Lieutenant
- Marksman
- Messenger
- Quartermaster

Special Items

- Ammo Box
- Dispatch Case
- Lucky Charm
- Pocket Bible
- Rangefinder
- Toolkit

This Map is dedicated to capitaine de corvette Philippe Kieffer, Brigadier Simon Fraser (15th Lord Lovat), Piper Bill Millin and the men of No. 4 Commando.



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Battle Map N-07 : POINTE-DU-HOC

Sector 2: Your starting resources are 1 Soldier 3 Courage.

Sector 4: Although Items may not be found here, they can be used here if they were found earlier.

Sector 7: If you Climb in either Sector 9 or 10 and fail, you are allowed to retreat to Sector 7 to try your luck again. Remember that you cannot visit the same Sector twice: if you have already visited Sector 7 when Climbing, you cannot retreat there!

Sectors 9 & 10:



CLIMBING RULES: To successfully Advance from these Sectors, you must "Climb." You cannot Advance otherwise, and no Battle Cry RWB is allowed. To "Climb," you must obtain 4 Skulls in your Final Tally. To help you do this, no dice are Locked when you Climb.

You have 3 turns to succeed. If you fail your Climb, you may retreat to Sector 7 (if you haven't visited it already) and try Climbing again in another Sector. Skulls obtained while Climbing count as normal (they cancel other dice), and can give you a Dead Man's Gift. A Vehicle can never be present in a Climbing Sector.

Here are the available Specialists and Items for Pointe-du-Hoc:

Regular Specialists

- Corporal
- Hero
- Medic
- Platoon Leader
- Point Man
- Sharpshooter
- Veteran

Unique Specialists

- Captain
- Lieutenant
- Marksman
- Quartermaster
- War Correspondent

Special Items

- Ammo Box
- Command Jacket
- Dispatch Case
- Grappling Hook
- Rangefinder
- Rope Ladder

This Map is dedicated to Lt. Colonel James Earl Rudder and the men of the 2nd Ranger Battalion, Dog, Easy and Fox Companies.



Battle Map N-08 : MERVILLE BATTERY

Sector 2: Your starting resources are 1 Soldier +2 Stars.

Sectors 4 & 12: If the General is in play, Units would ignore these Sectors' attribute.

Sectors 6 & 9: These Sectors are **only** accessible by using the Wirecutters Item (so normally, only 1 of these Sectors can be visited during a game).

The Medal Case and the Dexedrine can **only** be found in these Sectors (Medal Case in Sector 6, Dexedrine in Sector 9). They are found for free by the first Unit to enter. These 2 Items are not available elsewhere on the Map, so place them aside from the Pool at the beginning of the game.

Sector 11: No Item or Specialist can reduce the DEF of this Sector. This includes the Bangalore Torpedo, the Gammon Bomb, the Bazooka and the Tank.

Sector 13: Units can stay indefinitely in this Sector. Do not adjust Unit markers during Phase 2 when standing here.

Bunker: The only way to enter the Bunker is with a Battle Cry RWB (either with the proper dice in your Final Tally or with the help of an Item like Dexedrine).

Solitaire: Dexedrine is not available on this Map. You must replace the Dexedrine in Sector 9 with the Signalling Lamp. This means the Signalling Lamp cannot be found anywhere else.

Here are the available Specialists and Items for Merville Battery:

Regular Specialists

- Corporal
- Hero
- Medic
- Minesweeper
- Paratrooper
- Pathfinder
- Sharpshooter

Unique Specialists

- Captain
- Grenadier
- Lieutenant
- Marksman
- Quartermaster

Special Items

- Signalling Lamp (in Sector 9) (Solitaire only)
- Dexedrine (in Sector 9)
- Medal Case (in Sector 6)
- Flak Vest
- Mortar
- Strategic Map
- Wirecutters

This Map is dedicated to Lieutenant-Colonel Terence Otway and the men of the Parachute Regiment, 9th Battalion, and the men of the 1st Canadian Parachute Battalion.



★ OPERATION DEADSTICK ★

(a scenario for 2-4 players)

Merville's powerful guns are targeting the Allied troops on Sword Beach. The battery must be silenced!

Place the Merville Battery & Sword Beach Maps head to head, on top of each other (so that the Bunkers are aligned with one another, in the middle). Players choose on which Map they will play (at least 1 player per Map), which determines their Regular Specialists. All available Items and Unique Specialists from both Maps are put into the same Pool. It is recommended to add these 2 Special Items in the Pool: Bazooka & Gammon Bomb.

In this scenario, Sword Beach is under mortar fire: all its Sectors are at DEF +1 until a Unit occupies Merville's Sector 8 (to take out the mortar). Also, Sword's Bunker is under protective fire: it cannot be entered until someone has successfully entered Merville's Bunker (to silence its guns).

The Maps' top rows are considered "adjacent". Movement between the 2 Maps is therefore possible (treat as a simple Advance, using the target Sector's Courage cost), but remember that Units cannot retreat: a Unit that moves from Merville to Sword cannot go back to Merville! The Mortar can be played on the top row of one Map to affect the other. The Bunkers are adjacent: once a Unit has entered Merville's Bunker, it can decide to remain in play and enter Sword's Bunker. Or the Unit can choose to be removed from play (using standard winning rules).

The Carrier Pigeon allows Units to trade resources between Maps (and the Lieutenant allows dice trading as normal). Cards or effects that affect "all Units" affect Units on both Maps. Remember that the Lieutenant can only be found on Sword Beach's Sector 5.

If only 1 Unit starts on Merville, it must use the Solitaire rules of play for this Map.

★ D-DAY DICE TACTICS ★

- Select your attack path before starting the game.
- Try to stay as long as you can in the lower Sectors. Higher Sectors are unforgiving, and a good reserve of Soldiers is fundamental against the Bunkers.
- Focus on Soldier results. Do not get tempted by RWB bonuses like Leadership, Battle Cry or Special Find unless you really need them.
- To maximize Item Points, concentrate all your Tools in one Final Tally. Choose a Sector with a "+1 Tool per turn" bonus, recruit a Scout (and find the Toolkit if available), and go for it.
- The Bangalore Torpedo is your friend. Use it in the highest possible Sector.

★ REGULAR SPECIALISTS
★ UNIQUE SPECIALISTS
★ VEHICLES

- BEACHMASTER (3): Gain 3 Soldiers every time you advance. If you sacrifice him after Advancing, you still get his bonus.
- CHAPLAIN (4): Gain 1 Courage for every RWB you obtain.
- CORPORAL (2): Re-roll 1 die in your Final Tally. Cannot re-roll a Locked die.
- HERO (3): Spend Courage or Stars to save Soldiers -- 1 for 1. You can lose any mix of Courage or Stars.
- MEDIC (4): Save 1 Soldier per Phase.
- MINESWEEPER (3): Ignore Landmines.
- PARATROOPER (2): Counts as 6 Soldiers.
- PATHFINDER (3): Gain 1 Soldier every time you move.
- PLATOON LEADER (2): -1 Courage to Advance.
- POINT MAN (2): Sacrifice him to stay 1 extra turn in your Sector.
- SCOUT (2): Add 1 Tool to your Final Tally. This Tool has no color.
- SHARPSHOOTER (2): Ignore the negative effect of 1 Skull (preventing it from cancelling another die). This Skull still counts for "Dead Man's Gift" or "Ammo Box".
- ★ VETERAN (3): Gain 1 Soldier for every RWB you obtain.
- CAPTAIN (4): Change the color of 1 die in your Final Tally, but not its result. It is possible to end up with 3 dice of the same color this way.
- ★ COMBAT PHOTOGRAPHER (3): Sacrifice him after your Final Tally: this will also be your Final Tally next turn.
- DECOY (2): Sacrifice him in place of any other Specialist.
- ENGINEER (4): Subtract 5 from the DEF of any Bunker.
- GENERAL (4): All Units Lock only 1 die after the first roll.
- GRENADIER (3): Sacrifice him to permanently silence MGF in your Sector, but not in a Bunker.
- LIEUTENANT (4): After the Final Tally, any Unit may trade 1 die with another Unit. No Unit may trade with more than 1 other Unit this way.
- MARKSMAN (2): For each Skull you Lock, gain 3 Soldiers.
- ★ MESSENGER (3): Your Specialists cost 1 less Star to recruit. This Specialist can be traded once per turn.
- ★ QUARTERMASTER (2): Items cost 2 less Item Points to find for every Unit.
- ★ WAR CORRESPONDENT (3): Sacrifice to switch Sectors with another Unit. Unit Markers do not change. (Both Units may re-enter previously visited Sectors).
- ★ AMBULANCE (20): Save 1 Soldier per Phase and ignore sacrifices.
- ★ ARMORED CAR (20): Gain 1 Star per turn & Items cost 1 less to find.
- ★ BULLDOZER (20): Gain 1 Courage per turn & you can move through Barriers.
- ★ HALF-TRACK (15): Gain 1 Tool per turn & you can find more than 1 Item per turn.
- ★ JEEP (12): Re-roll 1 die in your Final Tally. Cannot re-roll a Locked die.
- ★ TANK (20): Subtract 2 from DEF of your Sector & ignore Special Damage from MGF.

- CARRIER PIGEON (3): This turn, you may trade with another Unit anywhere on the Map.
- BANGALORE TORPEDO (20): Reduce DEF of your Sector -- not a Bunker -- to 0. MGF is not reduced this way. All Units present in the Sector benefit from this.
- BINOCULARS (10): Change the result of any 1 die, but not its color. Can be used on Locked dice or any other die -- like MGF.
- FIELD RADIO (12): Gain 5 Soldiers.
- FLAME-THROWER (20): Subtract 10 from DEF of your Bunker.
- GRENADE (10): Prevent MGF in your Sector. Must be played before MGF is rolled.
- SHOULDER PATCH (15): Lose 1 Soldier to recruit 1 Specialist for free.
- MINE DETECTOR (7): Ignore landmines for 1 turn.
- WALKIE-TALKIE (5): Gain 2 Soldiers.
- WHISTLE (7): Advance without spending Courage. You still need to follow all Sector requirements and restrictions.

- AMMO BOX (12): Skulls in your Final Tally take the result of your choice. All must take the same result.
- BAZOOKA (15): Subtract 7 from DEF of your Sector -- or Bunker.
- COMMAND JACKET (10): Gain a Leadership RWB.
- DEXEDRINE (12): Gain a Battle Cry RWB.
- DISPATCH CASE (12): Copy the Final Tally of another Unit and ignore yours.
- FLAK VEST (7): Your Unit ignores casualties from MGF for 1 turn. Special Damage is also ignored.
- GAMMON BOMB (7): Subtract 1d6 from DEF of your Sector -- or Bunker.
- GRAPPLING HOOK (5): Add 1 Skull of any color to your Final Tally.
- LUCKY CHARM (3): Gain 1 Star OR Gain 1 Courage.
- MEDAL CASE (15): Draw 1 Award at random.
- MORTAR (7): Prevent MGF in an adjacent Sector -- not a Bunker. Must be played before MGF is rolled.
- POCKET BIBLE (7): Gain 3 Courage.
- RANGEFINDER (7): Change the result of 1 BLUE die in your Final Tally.
- ROPE LADDER (10): All Units add 1 Skull of any color to their Final Tally.
- SIGNALLING LAMP (15): Gain a Fresh Troops RWB.
- STRATEGIC MAP (7): Change the color of 1 die -- but not its result.
- TOOLKIT (7): Add 2 Tools to your Final Tally. These Tools have no color.
- WIRECUTTERS (10): Ignore Barriers for 1 turn. Also works for other Units moving with you.

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