

# Dice Warriors

A Tentative Title

## Setup

Each player builds a party of five Character dice.

Each player rolls his party dice. Players assign their dice to one of the available locations on his play card.

Starting with the First Player and working clockwise, the players resolve the deepest, or furthest back rank they have. Each rotation they resolve one rank forward until all dice have been used.

The game is over when one player is out of character dice.

## Variations

Players may opt for a longer game by increasing the number of character dice in their pools.

~~More than two players. The game may be played with more than two players. The following restrictions are in effect with more than two players:~~

- ~~• Players may only attack adjacent players.~~

## Definitions

- **Adjacent:** Adjacent ranks are the ranks that are next to each other. Front rank is adjacent to opponent's Front rank and the player's Second rank, etc. Adjacent dice are the dice that are orthogonally or diagonally next to the die in question. This may not exceed more than one die away from the die.
- **Advanced Character Die:** This die is one of the 15 advanced characters. The advanced characters are more complicated than the basic characters.
- **Advanced Spell Die:** This spell is used by one of the advanced character dice.
- **Attack/Melee:** This attack always attacks an adjacent rank.
- **Basic Character Die:** This die is one of the five basic characters. These are the easiest dice to play and master.
- **Basic Spell Die:** This die is used primarily by one of the basic character dice.
- **Character Dice:** The main dice of the game.
- **Column:** This is a column of dice consisting of dice starting from the Front rank and counting back until the furthest back rank is reached.
- **Direct Spell:** This spell will only effect enemy or friendly dice (dependent upon the spell). It will not affect both at the same time. Direct spells are range limited by level. Low-level spells have a range of four ranks. Medium level spells have a range of three ranks. High-level spells have a range of two ranks.
- **Formation:** All the ranks of a player's dice.
- **Front Rank:** The row of dice directly adjacent to the opponent's dice.
- **Illegal Rank:** A formation of ranks where the back ranks have more dice than the front ranks.
- **Indirect Spell:** This spell is usually an area of effect type of effect and may affect both enemy and friendly dice at the same time. Indirect spells may target any rank.
- **Monster Dice:** Dice that are summoned by various character dice results. Also referred to as Summoned Dice.
- **Rank:** This is the designation for a row of dice. The ranks are numbered from the front to the back. The foremost rank is the Front or First rank. Each rank must have the same number or more dice than the rank immediately behind it.

- **Round:** One exchange between players.
- **Spell Dice:** Dice that are used to generate effects by various character dice.
- **Summoned Dice:** These dice are summoned by effects on other dice. They lose one hit per round. This loss occurs at the end of the round. Also referred to as Monster Dice.

## Character Dice

There are several character dice in the game. These range from melee only to caster only and hybrid characters. There are also several summoned dice.

### Magic Users

Magic user dice are usually d4s. Magic user dice may be placed in any rank.

- **Necromancer (d6):** This caster can summon undead as well as utilize some melee skills.
- **Sorcerer (d4):** This caster utilizes low and mid-level spells. They can also perform a magical ranged attack.
- **Summoner (d4):** This caster uses low-level spells and summons.
- **Warlock (d4):** This caster is a hybrid caster and summoner.
- **Wizard (d4):** This caster has the widest array of spells, able to use low-, mid-, and high-level spells.

### Scoundrels

Scoundrels are usual d6s and specialize in indirect damage. Scoundrel dice may forgo their next turn to place a trap. A trap does 1d4 damage to one die if it is placed in the trapped space. A trap is marked on the player's mat. If the opponent places a die on his corresponding space, the trap is activated. A scoundrel in the trapped space may forgo their next turn to disarm the trap.

- **Bard (d8):** This character deals some direct damage as well as having low-level spells. The bard may also inspire allied dice, allowing the allied die to be re-rolled.
- **Rogue (d6):** The rogue deals direct damage, as well as aiding other dice by boosting their damage. Traps placed by rogues deal 2 extra points of damage.
- **Spy (d6):** This character deals some direct damage, as well as influencing opposing dice.

### Divine Casters

These casters specialize mainly in healing. They are usually d8s. Divine casters may forgo their next turn to cast a heal die this turn.

- **Cleric (d8):** The cleric deals direct damage and can heal allies.
- **Druid (d8):** The druid can deal direct damage, as well as summon and heal.

### Fighters

These character dice specialize in direct damage and absorbing damage. They are either d10s or d12s. These dice must be placed in the front rank or the second rank.

- **Barbarian (d12):** This fighter deals damage. They can also deal greater amounts of damage at the expense of their own hits.
- **Death Knight (d12):** This fighter can deal great amounts of damage.
- **Knight (d12):** This fighter can reach deep into the enemy formation to deal damage.
- **Paladin (d10):** The paladin deals direct damage as well as protecting allies and limited healing.
- **Pike-man (d8):** This fighter may deal damage to deeper ranks. They may also negate a Charge attack.
- **Ranger (d10):** This fighter deals ranged damage.
- **Warrior (d10):** This is the ubiquitous front-line fighter. They deal damage.
- **Warden (d10):** This character specializes in direct damage as well as protecting allies.

- **War Leader (d12):** This character deals direct damage and can summon a squire for a round.

## Summoned Creatures

Summoned creatures are initially placed in the Front Rank.

- **Elemental:** This creature can attack directly and may deal continuing damage at the expense of attacking. Elementals use a d6.
- **Ghost:** The ghost negates the first two points of damage dealt to it. It may also neutralize an opposing die for a round. Ghosts use a d6.
- **Ghoul:** The ghoul attacks and may heal a portion of the damage. Ghouls use a d6.
- **Skeleton:** This is a basic undead attacker. Skeletons use a d4.
- **Small/Medium/Large/Huge:** These are pure damage dealing monsters of varying degrees. Small monsters use a d6. Medium monsters use a d8. Large monsters use a d10. Huge monsters use a d12.
- **Tiny Monster:** This creature is a swarm and works best in multiples. Tiny monsters use a d4.
- **Zombie:** A more advanced attacker. Zombies use a d6.

## Special cases

1. **Heal.** This may be applied to any friendly die. Points healed may not be split between dice. Any excess is lost.
2. **Summon.** The summoned dice are only of the monster type.
3. **Rank Limits.** There are no limits to the number of dice in a rank, except for the Front Rank must have more or the same number of dice than the Second Rank, and the Second Rank must have more or the same number of dice than the Third Rank.
4. **Spell Dice:** When a spell die is used, the caster may opt to not use the result. If this is the case, then the caster may not reroll his die.
5. **Area of effect spells,** those with the 2 x 2, 3 x 3, and 4 x 4 pattern may not extend past the opponent's furthest rank. If this puts friendly dice in the area, they are affected by the spell as well.
6. **Counting ranks.** Ranks start from the rank in front of the character die.
7. **Negated Dice.** Dice that lose their next turn for any reason are not rolled and stay in the same space they were in last round.
8. **Targeting.** Any spell or attack must be targeted to a die. It may not target an empty space.
9. **Silence.** If the targeted die has not been resolved yet, it loses the current turn. If it already has been resolved, its next turn is negated.
10. **When using a damage multiplier,** such as a rogue's stealthy attack, any damage adders (such as smite) are applied first.

## Illegal Ranks

If during play, an illegal rank forms due to the lose of a die, dice in back ranks shift forward at no penalty until the ranks are legal. This action must be done immediately upon the illegal rank forming. No dice actions are applied during this action. It is the player who has the illegal ranks choice as to what dice move forward.

## Die Results

### Character Die Results

#### Basic Results

These results are for the Basic Character dice.

- **Charge:** This result deals 3 damage to a target die up to two ranks away. This is considered a melee attack.
- **Defense:** This result negates one point of damage.
- **Double Defense:** This result negates two points of damage.

- **Double Melee:** This result deals 4 points of damage to a die. Targeted die must be in an adjacent Rank. This is a melee attack.
- **Heal Die:** This result allows the caster to roll the heal die and heal the shown amount.
- **High Level Spell:** The caster may roll the High-Level Spell die.
- **Low Level Spell:** The caster may roll the Low-Level Spell die.
- **Melee Attack:** This result deals 2 point of damage to a die. The targeted die must be in an adjacent Rank. This is a melee attack.
- **Miss:** This is a null result. No damage dealt or negated.
- **Shield:** This result negates all damage to one target in the same rank.
- **Smite:** This result grants the target die +2 damage. If the target is undead, the damage bonus is +4.
- **Stealthy Attack:** This result doubles the damage dealt by another die in the same rank.
- **Utility Spell:** This result allows the caster to roll the Utility Spell Die.

### Advanced Results

In addition to the Basic Results, these results are used by the Advanced Character dice.

- **Advance:** This result allows the die to attack a rank one deeper than normal. This is a melee attack. This result also moves the pikeman one rank forward. If he is already in the Front rank of his formation, he cannot advance.
- **Assassinate:** This result removes the targeted die from play. Targeted die must be in an adjacent Rank. This is a melee attack.
- **Brace:** This result allows the die to negate a Charge attack. It deals 2 damage to the charger. This is considered a melee attack.
- **Cleric Spell Die:** This result allows the cleric to utilize the Cleric Spell die.
- **Death Touch:** This result reduces the targeted die by one half of their remaining hits (rounded up). The target must be in an adjacent rank. This is a spell attack.
- **Druid Spell Die:** This result allows the druid to utilize the Druid Spell die.
- **Engulf:** This result allows the elemental to engulf the targeted die. Each round, the engulfed die takes one damage. The elemental may not roll if it maintains the engulf. If the elemental rolls, the engulf ends. The targeted die must be adjacent to the elemental. This is a spell attack.
- **Feast:** This result deals two damage to the targeted die and heals the ghoul for two hits. The target must be adjacent. This is a melee attack.
- **Influence:** This result allows the Spy to redirect the targeted die to another die, friend or foe.
- **Inspire:** This result allows the targeted die to be rerolled. The second roll must be taken.
- **Lay On Hands:** This result allows the Paladin to heal a die in the same or adjacent rank for 4 points.
- **Life Tap:** This result deals 2 damage to the targeted die and heals the Necromancer for 1 point. The target must be adjacent. This is a spell attack.
- **Paladin Spell Die:** This result allows the Paladin to utilize the Paladin Spell die.
- **Rage:** This result deals 4 damage at the expense of dealing 2 damage to the barbarian. The target must be in an adjacent rank. This is a melee attack. This effect also reduces incoming damage by 1 point. The damage reduction does not work against the Rage damage itself.
- **Range Attack:** This result deals 2 damage to a target up to four ranks away. Damage may not be applied to an adjacent rank. This is a ranged attack.
- **Ranger Spell Die:** This result allows the Ranger to utilize the Ranger Spell die.
- **Scare:** This result deals one damage to the targeted die. The targeted die loses its next roll. This is a spell attack.
- **Sorcerous Bolt:** This result is a ranged attack dealing two points of damage. Target may be up to four ranks away. This is a spell attack.

- **Summon Squire:** This result summons a Squire (Warrior Character Die) that acts for the round, and then is dismissed.
- **Summon:** Roll the Summon die. One die of the rolled type is summoned.
- **Swarm:** Deals damage equal to the number of Swarm results + 1. Target must be in an adjacent rank. This is a melee attack.

### Basic Spell Die Results

These are the results used by the Basic Spell dice generated by Basic Character dice.

#### Utility Spell Die

- **Charm:** Negate the result of one opposing die. This is a direct spell. It has a range of 3 ranks.
- **Clone:** Duplicate one friendly die for rounds equal to its sides divided by 2. The clone appears in the same rank as the die being cloned.
- **Conjure Elemental:** Summons an elemental die. The elemental appears in the Front Rank.
- **Darkness:** This spell cloaks one rank in darkness, preventing it from being targeted by ranged attacks, melee attacks, and direct attacks.
- **Familiar:** This result allows the caster to summon a Tiny creature. The familiar does not lose hits every turn like other summoned creatures. While the caster has a familiar, he may opt to roll a second Spell die and choose which result to use. The familiar appears in the same rank as the caster. The familiar disappears when the caster dies. If the familiar dies first, the caster loses half of his remaining hits.
- **Haste:** This result allows one die to be rerolled and the second result also applied. Target is any friendly die.
- **Mage Shield:** This result negates all damage to any one friendly target.
- **Phantasm:** This result creates a phantom rogue, warrior, or knight for 4 rounds, caster's choice. The conjured die appears in the Front Rank.
- **Stone Skin:** Grants the target die a defensive coating that reduces incoming damage by 2 points. This effect lasts for 3 rounds.
- **Teleport:** Exchange two enemy dice. This is an indirect spell.
- **Web:** This result negates the result of the target die. This is a direct spell. It has a range of 3 ranks.
- **Wish:** Set any one die, friend or foe to any side. Negate the previous result and apply the new result. This is a direct spell.

#### Low Level Spell Die

Range of 4ranks.

- **Arc:** This result deals 1 damage to one rank. This is a direct spell.
- **Flare:** This result deals 1 damage to a 2 x 2 pattern. This is an indirect spell.
- **Lightning Bolt:** This result deals 1 damage to a column of dice. This is a direct spell.
- **Magic Bolt:** This result deals 2 damage to one die. The target may be in any enemy rank. This is a direct spell.

#### Mid-Level Spell Die

Range of 3 ranks.

- **Chain Blast:** This result deals 2 damage to one rank. This is a direct spell.
- **Fireball:** This result deals 2 damage to a 2 x 2 pattern. This is an indirect spell.
- **Lightning Blast:** This result deals 2 damage to one column. This is a direct spell.
- **Magic Blast:** This result deals 4 damage to one die. The target may be in any enemy rank. This is a direct spell.
- **Spray of Shards:** This result deals 1 damage to two columns. This is a direct spell. The targeted ranks must be parallel.

- **Wall of Flames:** This result deals 1 damage to two ranks. This is a direct spell.

### High-Level Spell Die

- **Arcing Barrage:** This result deals 3 damage to one rank. This is a direct spell.
- **Blade Storm:** This result deals 3 damage in a 3 x 3 pattern. This is an indirect spell.
- **Conflagration:** This result deals 2 damage to two ranks. This is a direct spell.
- **Flame Strike:** This result deals 3 damage in a 2 x 2 pattern. This is an indirect spell.
- **Lightning Barrage:** This result deals 3 damage to one column. This is a direct spell.
- **Magic Barrage:** This result deals 6 damage to one die. The target may be in any enemy rank. This is a direct spell.
- **Meteor Storm:** This result deals 3 damage in a 4 x4 pattern. This is an indirect spell.
- **Shard Barrage:** This result deals 2 damage to two columns. This is a direct spell. The targeted ranks must be parallel.

### Cleric Spell Die

Clerical direct spells have a range of 3 ranks.

- **Blessing:** This result grants the target friendly die the chance to reroll its die. The second result must be taken.
- **Blindness:** This spell negates the next action the target die performs. This is a direct spell.
- **Curse:** This spell forces the target to roll two dice the next time it rolls. The opponent gets to decide which result is used. If this results in a secondary roll (Healing, Summon, Spell dice), the player must roll two dice of the appropriate type and the opponent chooses the result. This is a direct spell.
- **Dispel Magic:** This result allows the caster to remove a magical effect. This will also unsummon a summoned creature.
- **Fire Storm:** The caster deals 4 damage in a 4 x 4 pattern. This is an indirect spell.
- **Holy Aura:** This result allows the target die to ignore the next enemy die effect that is applied to it.
- **Mass Heal:** The caster may roll the Heal Die and apply the result to all dice in one rank.
- **Silence:** The caster negates another caster die's next turn.

### Heal Die

- **Regeneration:** This result heals the targeted die for 2 points each round for 3 rounds (six hits total).
- **Revivify:** This result allows the cleric to return a previously killed Character die to play.
- **X Points:** The number of points healed.

### Advanced Spell Dice

These are the Spell Dice results for spell dice generated by Advanced Character Dice.

### Paladin Spell Die

- **Destroy Undead:** This result destroys one targeted undead creature. This is a direct spell.
- **Magic Weapon:** This result grants the paladin a bonus of 1 damage when he deals melee damage. This result lasts 3 turns.
- **Revivify:** This result allows the cleric to return a previously killed Character die to play.
- **Blessing:** This result grants the target friendly die the chance to reroll its die. The second result must be taken.

### Ranger Spell Die

- **Conjure Animal:** This result utilizes the Summon die to summon an animal.
- **Ranger's Stride:** This result allows the ranger to shift up to two ranks. The resulting formation must be legal.
- **Spikes:** This result grants the ranger a coat of spikes that deals any attacker 1 point of damage when he is attacked.

- **Stone Skin:** Grants the target die a defensive coating that reduces incoming damage by 2 point. This effect lasts for 3 rounds.

### Druid Spell Die

- **Flaming Blade:** This result allows the target die to deal 1 extra melee damage on any melee attacks it does. The effect lasts 3 turns.
- **Shape Change:** This result allows the caster to change into another die type for one turn. The new die is rolled and the effect is applied. Any damage the caster has carries over to the new form. Any damage sustained while shifted carries back to the caster's original form.
- **Wall of Earth:** This result erects a barrier that prevents direct spells and ranged attacks from crossing it. It lasts for one turn. This blocking effect works both ways.
- **Stone Skin:** Grants the target die a defensive coating that reduces incoming damage by 2 point. This effect lasts for 3 rounds.
- **Charm:** Negate the result of one opposing die. This is a direct spell.
- **Dispel Magic:** This result allows the caster to remove a magical effect. This will also unsummon a summoned creature.

### Summon Die Results

- **Ghost:** Summons a ghost that appears in the Front rank.
- **Ghoul:** Summons a ghoul that appears in the Front rank.
- **Huge:** Summons a huge monster that appears in the Front rank.
- **Large:** Summons a large monster that appears in the Front rank.
- **Medium:** Summons a medium monster that appears in the Front rank.
- **Skeleton:** Summons a skeleton that appears in the Front rank.
- **Small:** Summons a small monster that appears in the Front rank.
- **Tiny:** Summons a tiny monster that appears in the Front rank.
- **Zombie:** Summons a zombie that appears in the Front rank.

A die is removed from the game when it suffers damage equal to the number of sides it has. Summoned dice lose 1 hit point per round. This stacks with dealt damage.

## Change Log

### Version 0.1

1. Initial concept and rules.

### Version 0.2

1. Change caster dice.
2. Added utility spell die.
3. Added layout card. Opted for layout 5.

### Version 0.3

1. Change duration of some summoned dice.
2. Changed spell damage down.
3. Increased melee damage.
4. Added "abort to" actions for cleric, rogue, druid, bard, and spy.
5. Added rank placement limitations.
6. Changed charm to negate an action.
7. Changed Stone Skin to protect against 2 damage.

8. Removed Wish and replaced with Dispel Magic.
9. Added Smite to paladins.