

# d i c e w a r r i o r s

## introduction

this quick-start, minimal-equipment fantasy roleplaying(?) wargame uses only dice and coins. you may find character sheets handy but you won't need one any bigger than a business card.

### materials:

- at least as many unique six-sided dice as there are player characters plus one
- a fistful or two of change
- some way to measure your standard unit of distance. measurements are described in cm but feel free to substitute inches or digits, etc. as necessary. i personally use my hands – literally measuring by digits – to keep equipment overhead at an absolute minimum.

## playing the game

### starting setup:

pick up all the units, shake them up, throw them down, and sort out which will fight on which side. figure out which side should go first. that side then places their units. the other side then places their units to maximize their advantage. once you've placed all units, begin taking turns. the unit that placed first also moves first.

### the turn:

to "flip" a coin means to set it to tails; to "unflip" a coin means to set it to heads. a flipped coin doubles its listed target number (TN). a die should always be set to its TN.

when a side's turn comes up, unflip or set to 1 all of its units before having any of them act. a side can execute its actions in any order, as long as you can track which units have already acted. one side wins when the other has no units left or the survivors have fled.

a unit may, on a given turn, move up to 4cm and do one of the following:

- move up to another 4cm and flip or +2 to TN
- make its allotted ranged attacks up to 12cm away and flip or +2 to TN
- make its allotted ranged attacks up to 8cm away
- make its allotted melee attacks up to its melee range
- cast its allotted spells and flip or +2 to TN

a unit's melee range equals the greater of twice its width or 2cm, from its centre to the target's edge. if a unit's path puts it in an enemy's melee range at any point, halve its movement limits. if a unit falls off its position for whatever reason, it has finished acting; play it as it lays. a die may not perform such actions that cause its TN to exceed 6. a coin may not perform any two actions both of which would require it to flip. the gm may order sudden death, at which point all units gain one extra melee attack per turn.

### the attack:

to attack, add up the number of dice based on the circumstances and roll that many dice.

- if you end up with zero or fewer dice, you may not attack.
- los for an attack created through a blast radius uses caster's and target's positions.
- if the lowest die equals the target's TN, flip the target or set it to 6.
- if the lowest die comes up lower than the target's TN, the unit takes a hit.
- units take one hit to kill unless specified otherwise. the count resets on the unit's turn.

## stats

### circumstances adding or subtracting attack dice:

- +1 for flanking (target within each flanker's attack range, angled more than 90 degrees)
- +1 for attacking with a spell OR from a higher position than the target by at least 0.5cm
- +1 for flipping, or if die TN +2 for melee or +3 for ranged (applies to all attacks that turn)
- +1 if, instead of hitting or flipping, a successful attack would merely push the target 2cm
- 1 if partial los occlusion (assume each unit is twice as tall as wide)
- 1 for attempting a ranged or spell attack from within an enemy's melee range

### the four basic spells:

- spell 1:** ranged 8cm, 4cm blast radius from target point, hurts friend and foe alike.
- spell 2:** unflip or set to 1 all other friendly units within 4cm of self.
- spell 3:** make one unit within 8cm a two-hit kill until next turn.
- spell 4:** unkill one friendly: appears flipped or 6, within 2cm of caster, acts on next turn.

### stats for various unit types:

type	#melee	#ranged	#spell	TN	special
penny	1	1	0	3	12cm ranged no flip
nickel	1	1	0	2	10cm move no flip
dime	1	0	1	2	spells 1/2/3/4
quarter	2	1	1	1	8cm move no flip; spells 1/2
loonie	2	2	1	1	two-hit kill; spells 3/4
toonie	3	2	1	1	two-hit kill; spells 1/2/3/4
die	1+	0+	0+	1-6	see below

## advancement

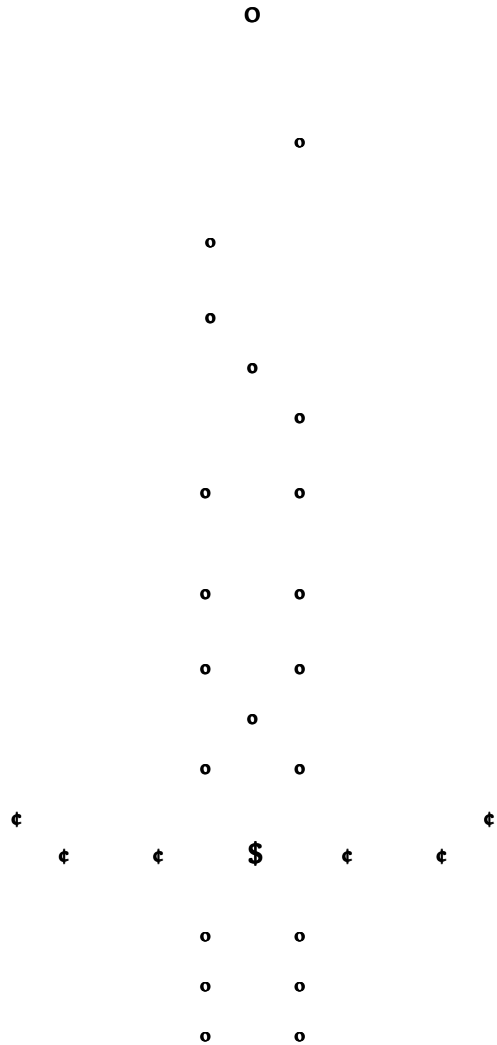
dice can have special abilities bought by their players based on the coins killed:

\$1.00	+1 hit kill (resets every round)
\$0.80	+1 spells per round
\$0.80	+1 ranged attacks per round
\$0.60	+3 movement before adding to TN
\$0.50	+1 melee attacks per round
\$0.30	one new spell

sample veteran dice warrior party on a \$1.60 budget:

type	#melee	#ranged	#spell	TN	special
caster	1	0	1	1-6	spells 1/4; \$0.20 left
shooter	1	2	0	1-6	none
slayer	3	0	0	1-6	7cm move no TN +2
tank	1	0	0	1-6	two-hit kill; 7cm move no TN +2





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this document is designed to be printed two-sided  
and folded as a booklet, with this as the back cover.

questions? comments?  
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w a r r i o r s**

tactical fantasy wargaming  
on loose change