

# DICE COMMAND

**RULE BOOK**



# DICE COMMAND

Designed by Sam Cristall and Tyler Holman  
Illustration and graphic design by Tyler Holman

## INTRODUCTION

### OVERVIEW

In Dice Command, each player represents a military General in their army. Players use Units (aka dice) to build and advance their army, all while carefully managing their resources, to continually fuel their war machine and win the battle.

### VICTORY

The goal is to be the first player to place four dice, or **Units**, behind the enemy's Front Line.



## TABLE OF CONTENTS

### INTRODUCTION ..... 2

- » Overview
- » Victory
- » Components

### SETUP ..... 3-7

- » 2-player
- » 4-player Teams
- » 3 to 4-player Free-For-All

### GAME ELEMENTS ..... 8

- » Game Board
- » Unit Types
- » Barracks
- » Player Reference Cards

### GAME PLAY ..... 9-10

- » Turn Phases
- » Tactical Advantage Cards
- » Facilities

### RULES OF ENGAGEMENT ..... 10

### COMMAND CARDS & ACTIONS ... 11-14

- » Upgrade
- » Headquarters - Deploy and Advance
- » Headquarters Upgraded - Force Deploy
- » Conscription/ Upgraded
- » Financing/ Upgraded
- » Research and Development/ Upgraded
- » Atomic Warfare

### ADDITIONAL GAME ELEMENTS & RULES ..... 15

- » Landmines
- » Emergency Relief

COMPONENTS	
<p>  x10    x10   x10    x10  <b>40 Units</b>                      (4 colour-coded sets of 10 standard 6-sided dice)                 </p>	

# TWO-PLAYER SETUP



1. Each player picks a side, takes a Barracks, chooses their army colour, and takes the corresponding 10 Units and 4 Command Cards. Give a player reference card to each player.
2. All players place their Command Cards in front of them face up, as shown.
3. Each player starts the game with 5 Units and 3 Credits in their Barracks.
4. Shuffle and place the Tactical Advantage deck near the board. Draw 3 cards and place them face up, as shown.
5. Shuffle the Facility Cards and deal 2 to each player (facedown). Each player chooses 1 card and places it next to the board, face up as shown. Set the remaining cards to the side, they will not be used in the game.
6. Randomly determine a first player. The second player gains an additional starting Credit.

# FOUR-PLAYER TEAMS SETUP

1. Choose your team colours - Black and red or blue and green and take the corresponding 10 Units and 4 Command Cards for each player. Place the corresponding Alliance Card between the players, as shown. Give a player reference card to each player.
2. All players place their Command Cards in front of them face up, as shown.
3. Each player starts the game with 5 Units and 3 Credits in their Barracks.
4. Shuffle and place the Tactical Advantage deck near the board. Draw 3 cards and place them face up, as shown.
5. Shuffle the Facility Cards and deal 2 to each player (facedown). Each player chooses 1 card and places it next to the board, face up as shown. Set the remaining cards to the side, they will not be used in the game.
6. Randomly determine which team goes first.



## Rules Specific to 4-Player Teams:

- All players start with 3 Credits
- Turn order alternates between teams. (For example, in the setup shown turn order would be top left player, top right player, bottom left player, then bottom right player.)
- **Victory Condition:** 5 Units must be placed behind the opposing team's Front Line with at least one coming from each player. (For example, if Team Two gets 5 Units behind Team One's Front Line at least one of those Units must be from the blue player and one must be from the green player.)

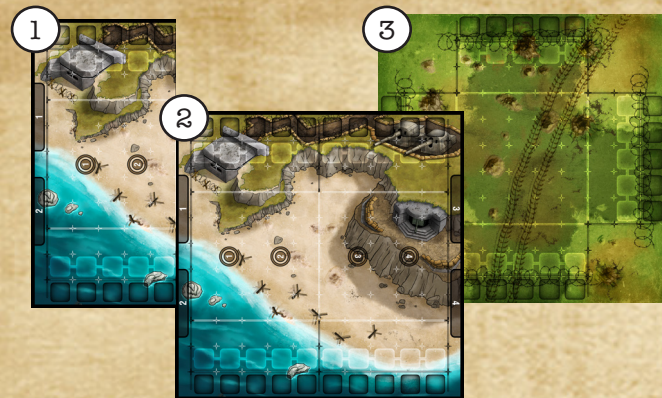
## ALLIANCE CARDS



Alliance Cards are additional actions that can be assigned to. They are shared between Allies. Any Units or Credits gained by these actions go into your Ally's Barracks, not your own.

**THREE TO FOUR-PLAYER FREE-FOR-ALL SETUP**

# GAME BOARD



The game board is double-sided and in two pieces.

1. Two-Player Board
2. Four-Player Teams Board
3. Three to Four-Player Free-For-All Board



**1. Enemy Zones:** These areas are considered enemy zones to the player on the opposite side of the board. Players may never Deploy or Force Deploy into an enemy zone. (See page 11 for rules on Deploying)

**2. Front Line:** In most cases, the Front Line is where each player will deploy their Units.

**3. Behind Front Lines:** To win the game, a player must get 4 Units behind an opposing player's Front Line.

**4. Facility Spaces:** If a Unit is on one of these spaces, that player controls the corresponding Facility.

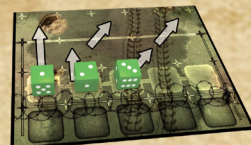
**5. Facility Placement Markers:** Facility Cards are placed here. The numbers correspond with the Facility Spaces in the middle of the board.

# UNITS

In Dice Command your Units are represented by dice. The strength of the Unit depends on the type of Unit. There are 3 different kinds of Units:

## Light Infantry:

A Unit with a top value of **1, 2, or 3** is considered Light Infantry.



## Heavy Infantry:

A Unit with a top value of **4, 5, or 6** is considered Heavy Infantry.



## Armoured Division:

If two Units of the **same value** are **stacked**, they represent an Armoured Division Unit.



## Strength:

- Light Infantry and Heavy Infantry: the strength of the Unit is based on the top value.
- Armoured Division Unit: the strength is determined by adding the two dice values together. For example: two 5's would have a strength of 10.

# BARRACKS

Each player receives a dice rolling tray that will house their Units, Research Tokens, and Credits that they gain during the game.



# PLAYER REFERENCE CARDS

Player reference cards are handed out to all players to remind them of Turn Phase order and the basic rules on Deploying and Advancing.



# GAMEPLAY

## TURN PHASES

Each player's turn consists of **6** phases that you must resolve in order before passing your turn to the next player:

1. Prepare
2. Roll
3. Assign
4. Resolve
5. Advance
6. Refresh

## 1. PREPARE

If you control any Facilities or Command Cards with Start-of-Turn effects, resolve them now.

**For example:** The upgraded side of the Command Card: Research and Development has a start-of-turn effect that would be resolved in this phase.



## 2. ROLL

Roll all available Units in your Barracks.



Roll these!  
Not the Units in your Reserve.

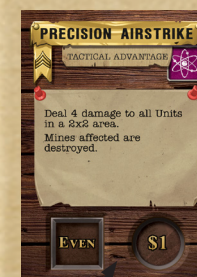
## 3. ASSIGN

Place **Units** (🎲), **Credits** (🟡), and **Research Tokens** (🔬) from your Barracks onto actions you wish to take during your turn using your **Command Cards** (see page 11), the current available **Tactical Advantage Cards**, or **Facilities** you currently control.

If the action has a specific requirement—such as a specific dice roll or number of credits—follow these requirements.



## TACTICAL ADVANTAGE CARDS



**Research icon:** indicates that you **may** instead gain a Research Token from the supply rather than using the action on the card.  
**You must still spend any resources that the card requires.**

**Cost:** each card will have a specific resource requirement to use the card.

**For example:** Precision Airstrike requires you assign an **even die** (a value of 2, 4, or 6) and **1 Credit**. If the requirements are fully satisfied then during the Resolve Phase of your turn, return the assigned Unit to your Barracks and return the Credit to the supply. You may then use the ability on the card **OR** gain a Research Token from the supply.



The **chevron icon** indicates “lower than or equal to” or “higher than or equal to”.

## FACILITIES

Facility cards either have a start-of-turn effect, a passive effect, or can be used as actions.

- **Start-of-turn** effects (ex. Bell Tower) happen immediately during the Prepare Phase of your turn.
- **Passive** effects (ex. Field Hospital) happen when the condition on the card is met.
- **Actions** (ex. Air Field) may be taken using Facility cards during the Assign Phase of your turn. Follow the specific requirements on the card to use it.



## 4. RESOLVE

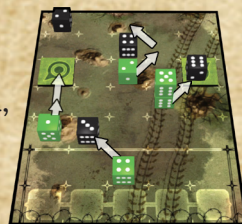
In any order, resolve each assigned action as it is written.

**For rules on the Deploy, Advance, Conscription, Financing, and Research actions, see the Command Card section following this section.**

Unless otherwise specified, assigned Units return to the Barracks. Assigned Credits and Research Tokens are spent and returned to the supply.

## 5. ADVANCE

All Units currently deployed, even those deployed this turn, **may** take a free Advance action.



### ADVANCING

Advancing allows you to move your Units forward on the battlefield.

**Light Infantry:** may Advance up to two spaces, straight or diagonally.

**Note:** If the movement's first space results in Engagement, the Unit stops and does not continue to its second space of movement.

**Heavy Infantry:** may Advance up to one space, straight or diagonally.

**Armoured Division Units:** may Advance up to one space, straight or diagonally.

### Advancing Behind Front Lines

A Unit may Advance behind your opponent's Front Line, into an open space, as they would any other space.

**If 4 or more of your Units make it behind an enemy's Front Line, you win the game.**

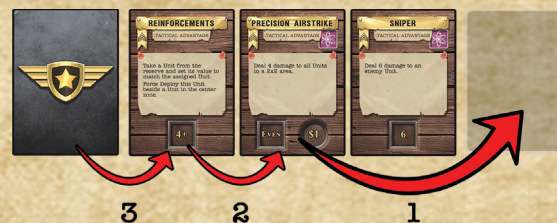
#### Notes:

- Once a Unit is behind an enemy's Front Line it cannot be removed and no longer counts towards Deploy restrictions.
- Armoured Division Units remain stacked and count as 2 Units towards the Victory condition.**

## 6. REFRESH

- Discard any Tactical Advantage Cards that were used during your turn.
- Draw new Tactical Advantage Cards into the face-up Tactical Advantage Card area, shifting older cards away from the draw pile.

**If no Tactical Advantage Cards were used this turn, one new card is drawn and the right-most Tactical Advantage Card is discarded.**



**Example** - If the middle card was used:

- Move the card that was used to the discard pile
- Move the card to its left into the empty space
- Draw a new card to fill the left space

## RULES OF ENGAGEMENT

When a Unit advances into an occupied enemy Unit's space, they engage in combat.

### Resolving an Engagement:

The participating Units deal their value in damage to one another. Typically, this will mean the larger value Unit wins, but is reduced by the value of the smaller value Unit. Units with equal values are both removed from the battlefield.

The exception to this rule is **Armoured Division Units** engaging with **Light Infantry Units**. Light Infantry do not affect Armoured Division Units and are destroyed without damaging the Armoured Division Unit.

**If an Armoured Division Unit takes damage, it must resolve the damage against its top die value first.** If the top die is fully expended, the die is removed and the remaining damage is removed from the bottom die.

Destroyed Units are returned to their player's Reserve.

**Note:** A Unit's type is always equal to its current value, not any previous value it once had.



# COMMAND CARDS AND ACTIONS

### UPGRADE

Upgrading allows you to improve or gain actions and abilities on a Command Card for the rest of the game.

#### Assigning an Upgrade Action:

Assign the required number of Research Tokens to the Upgrade action on a Command Card.

**Note:** Most Command Cards require just one Research Token to upgrade, but the Command Card: **Research and Development** requires five.

#### Resolving an Upgrade Action:

At the end of the Resolve Phase of your turn—once all other actions have been resolved—spend the assigned Research Token(s) and return it to the supply. Flip the Command Card to its upgraded side.

#### Notes:

- You may use the non-upgraded side's actions on the same turn you plan on upgrading your Command Card.
- You may NOT use the upgraded side of a Command Card on the turn that you upgrade it.**



### Reading a Command Card



- Name of the Command Card
- Description of the action(s) that can be done
- The action or resource that is gained
- The cost of the action (■ indicates a Unit must be assigned and ● indicates a Credit must be assigned)
- Upgrade action spot
- Icon to indicate upgraded side of the card
- Upgraded side's Special Ability

### HEADQUARTERS



The Headquarters Command Card allows you to do the **Deploy** and **Advance** actions.

### DEPLOY

Deploying allows you to send your Units out onto the battlefield.

#### Assigning a Deploy Action:

During the Assign Phase of your turn, assign the Unit(s) you want to Deploy to a Deploy action.

**The value of the Unit assigned represents the type of Unit it will be on the battlefield.**

**Note:** To assign an Armoured Division Unit, you must assign two Units of the same value stacked together on one Deploy action.



#### Resolving a Deploy Action:

During the Resolve Phase of your turn, take the Unit(s) assigned to this action and place it on an empty space on your **Front Line**.

**If this Unit is an Infantry Unit, you may instead choose to place it on an open space behind any other one of your Units on the field.**

### Notes:

- You may never Deploy into an enemy zone.
- You cannot Deploy a Unit whose face value is the same as one of your Units already present on the battlefield.

Armoured Division Units count as their top Unit's value—NOT their total—for this restriction.

**For example:** This player is deploying an Armoured Division Unit with two 6's. Its strength is 12 when engaging in combat but its Unit value is still considered 6 because the top value is a 6.



## ADVANCE

### Assigning an Advance Action:

Assign any value of Unit from your Barracks to an Advance action.



### Resolving an Advance Action:

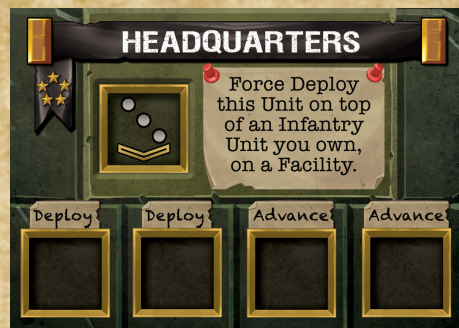
Return the assigned Unit back to your Barracks and choose a Unit on the battlefield you wish to Advance. Move the Unit according to the Unit type's movement restrictions.

**Note:** Units cannot Advance sideways or backwards unless otherwise indicated.

**The exception to this rule is when a Unit you control is on your Front Line. It may then move sideways.**



## HEADQUARTERS: UPGRADED



**Special Ability:** Force Deploy a Light Infantry Unit from your Barracks on top of an Infantry Unit you own that is currently on a Facility space on the battlefield.

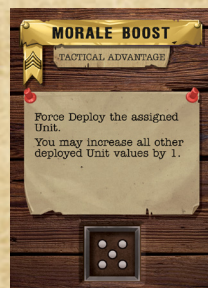
**Note:** Special Abilities may be passive or actions depending on the Command Card. Special Abilities that are actions are used in the same way as any other action by assigning the required resource during the Assign Phase of your turn.

## FORCE DEPLOY

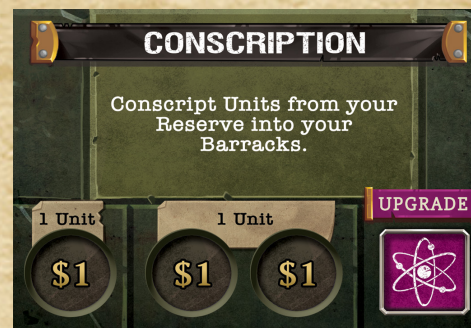
If an action or ability tells you to "Force Deploy" a Unit, it means you may ignore the Unit values already deployed on the battlefield, allowing you to Deploy a Unit that may have the **same value** as another Unit you already own on the field.

**For example:** Morale Boost allows you to Deploy a Unit with a top value of 5, even if you already have a 5 deployed on the battlefield.

**Note:** Force Deploy does not allow you to Deploy into an enemy zone.



## CONSCRIPTION



## CONSCRIPT

Conscripting allows you to gain additional Units into your Barracks from your Reserve.

### Assigning a Conscript Action:

Assign 1 or more Credit to a Conscription action.

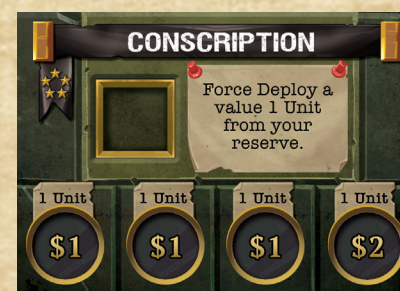
On the non-upgraded side of Conscription, the first Unit requires 1 Credit and a second Unit requires 2 more Credits.



### Resolving a Conscript Action:

Return the spent Credit(s) back to the supply. Take a Unit from your Reserve and place it in your Barracks.

## CONSCRIPTION: UPGRADED



On the upgraded side of Conscription, the first three Units require 1 Credit each and the fourth Unit requires 2 Credits.

**Special Ability:** Force Deploy a Unit with a value of 1 from your **Reserve**.

**Assign:** Assign a Unit of any value from your Barracks to the action space.

**Resolve:** Return the Unit to your Barracks and take a Unit from your Reserve, making it a 1, then Force Deploy it onto the battlefield.

## FINANCING



## FINANCE

Financing allows you to gain additional Credits by assigning 1 or more Units.

### Assigning a Finance Action:

Assign any value of Unit(s) to a Financing action.

On the non-upgraded side of Financing, the first Credit requires 1 Unit and a second Credit requires 2 more Units.



### Resolving a Finance Action:

Return the assigned Unit(s) back to your Barracks and gain a Credit from the Supply.

## FINANCING: UPGRADED



On the upgraded side of Financing, the first two Credits require 1 Unit each and the third Credit requires a Unit with a value of 3 or higher. The fourth space requires a Unit with a value of 6 be assigned and gives you 2 more Credits.

**Special Ability:** Start-of-Turn effect - If you have 4 or more Credits in your Barracks, gain 1 Credit from the Supply and put it in your Barracks. This is resolved during the Prepare Phase of your turn.

## RESEARCH AND DEVELOPMENT



### RESEARCH

Researching allows you to obtain Research Tokens in order to Upgrade your Command Cards.

#### Assigning a Research Action:

Assign two Units of any value to the Research action.



#### Resolving a Research Action:

Return both assigned Units back to your Barracks and gain a Research Token from the supply.

## RESEARCH AND DEVELOPMENT: UPGRADED



The base action on the upgraded side of Research and Development works the same as the non-upgraded side: Assign 2 Units for 1 Research Token.

**Special Ability:** Start-of-Turn effect - You may exchange 1 Research Token for 1 Unit or 2 Credits. This is resolved during the Prepare Phase of your turn.

## Atomic Warfare

The Command Card: Research and Development has another ability: Atomic Warfare.

On the non-upgraded side of Research and Development, Atomic Warfare requires **5 Research Tokens**.

Place the Research Tokens back in the supply and then place two Units from your Reserve behind the opposing players Front Line, counting towards the Victory condition.



On the upgraded side of Research and Development, Atomic Warfare requires **3 Research Tokens** for another 2 Units from your Reserve to be placed behind your opposing player's Front Line.



## ADDITIONAL GAME ELEMENTS AND RULES

### LANDMINES

Some effects, like the Mine Field Tactical Advantage Card, may allow you to place Landmine tokens on the battlefield.

When placing Landmines, they must go on open spaces that are not currently occupied by another Landmine or Unit.

Spaces with Landmines can be advanced or deployed on to. If either of these occur, resolve the Landmine against that Unit.

#### Resolving a Landmine:

Whenever a Unit occupies the same space as a Landmine, that Unit immediately takes a D6 of damage. (The value of the Unit is reduced by the amount rolled.)

### EMERGENCY RELIEF

If at the start of your turn you have no Units in your Barracks, you may call for Emergency Relief. If you do, immediately conscript 1 Unit and gain 3 Credits but skip your Assign phase this turn.

