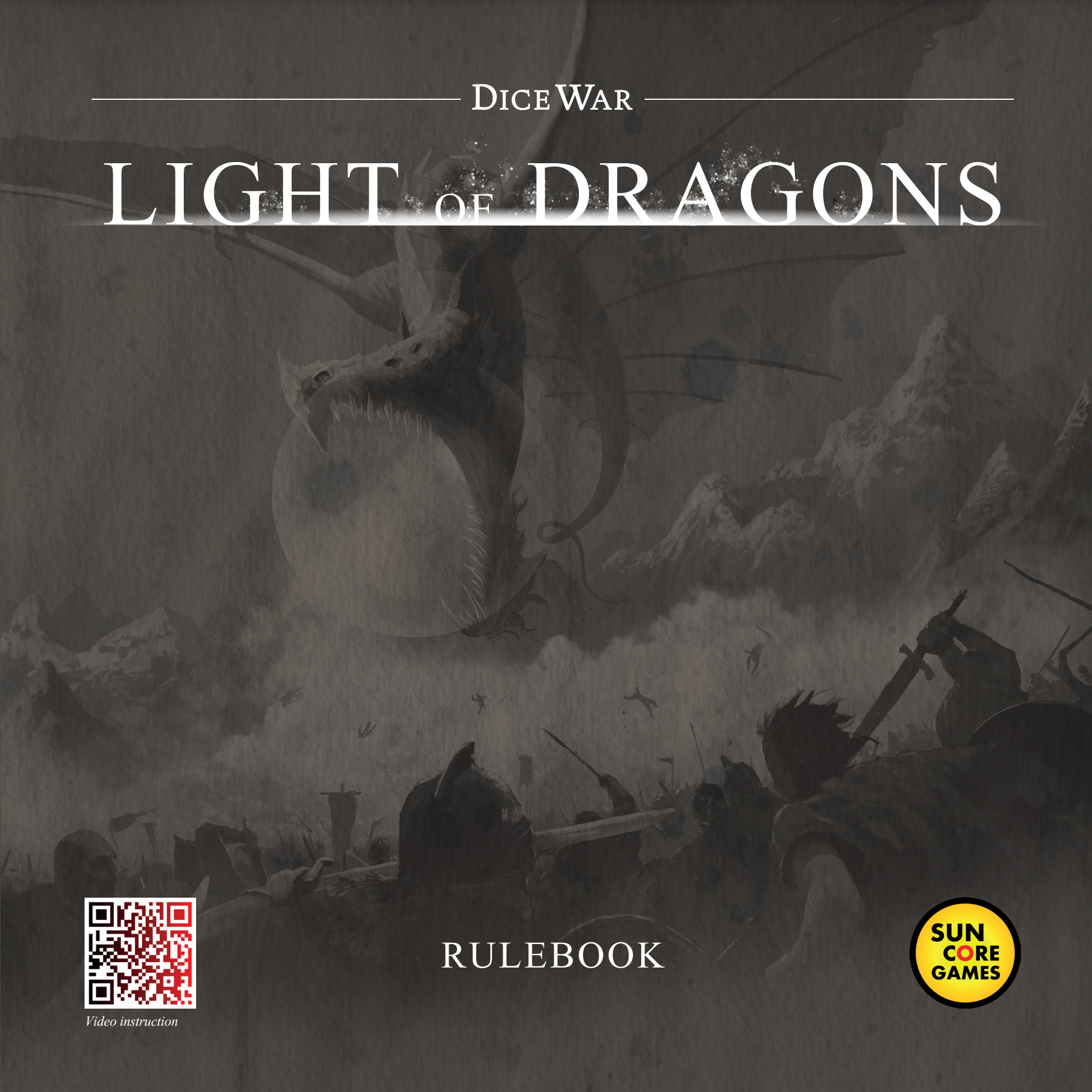
DICE WAR

LIGHT OF DRAGONS



RULEBOOK

Video instruction

SUN CORE GAMES

Introduction

Dive into a fascinating world, where the struggle of power and crafty strategies will lead you and your opponent to epic battles to decide the reign over the Warlands. Both players will take command of one of the tribes and use their abilities to bring their opponent to his knees. Tactical decisions and strategic planning will ensure your victory in battle.

Game Concept

DiceWar – Light of Dragons is the core game of the series. Tribes of all editions can be combined for more variety and refreshing gameplay. Every tribe consists of 6 diverse creatures with distinctive abilities and different Power Levels.

Winning Condition

By defeating opposing creatures, you gain Victory Points equal to their Power Level. The player to first collect 10 Victory Points wins the game.

Game Contents

1 Rulebook
6 Creature Cards
1 Overview Card
1 Location Card
3 Location Tiles
15 Red Creature Dice
15 Black Creature Dice
2 Red Indicator Dice
2 Black Indicator Dice
1 Gameboard

Game Material

Dice

Included are 2 sets of 15 dice each (red and black). They are all identical and depict the creatures of a tribe. Depending on their position on the gameboard, they are referred to as Reserve Dice, Creature Dice or Dice in Exile.

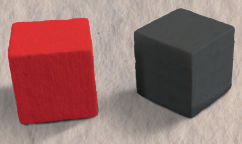
Indicator Dice

The Indicator Dice are placed at position 0 on the Victory Points Bar and Trigger Points Bar. They are used to depict gained Victory Points (👑) and available Trigger Points (🏹).

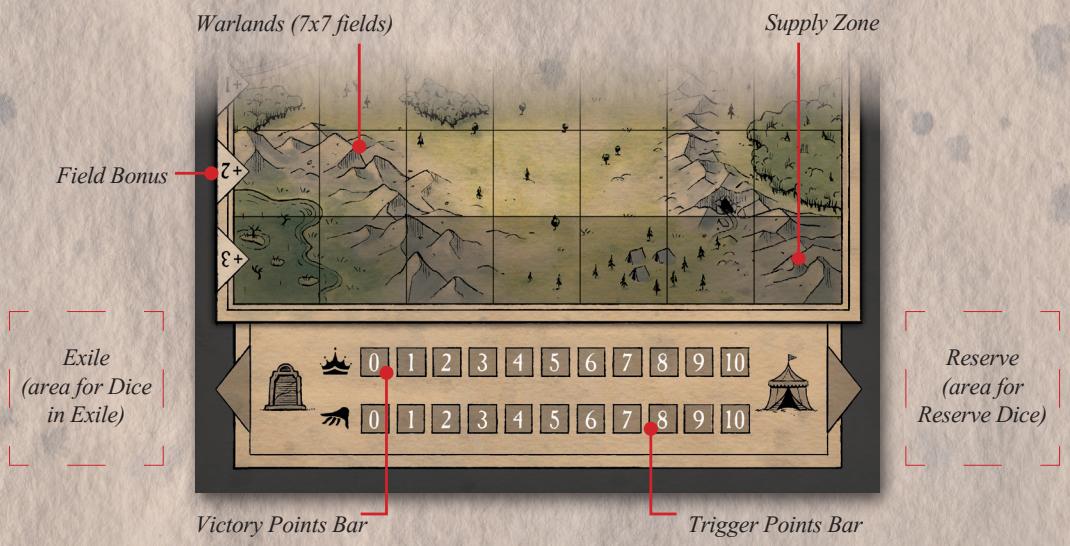
Gameboard

Each side of the gameboard consists of 7 areas: Reserve, Warlands, Supply Zone, Exile, Field Bonus, as well as the Bars for Victory Points (👑) and Trigger Points (🏹).

Dice



Indicator Dice



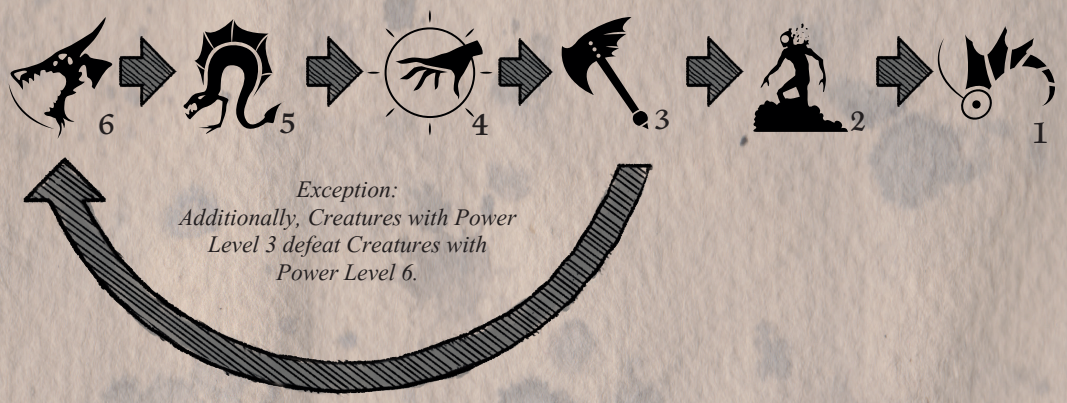
Gameboard

Creatures

Dice Symbols

Creature Dice depict all available Creatures with their respective symbol and Power Level. Clarifications are on the Creature Cards.

Hint: We recommend to keep the Creature Cards close at hand during the first few games.



Power Hierarchy

A Creature with a higher Power Level defeats all the Creatures with lower Power Level.

Creature- & Location Cards

Creatures Cards

Creature Cards (Figure 1) provide information about the Creatures depicted on the dice. They tell their background stories, positions in the Power Hierarchy and their special abilities.

Location Cards

Location Cards (Figure 2) provide new game variations. Their use is optional and recommended for advanced players.

Fig. 1

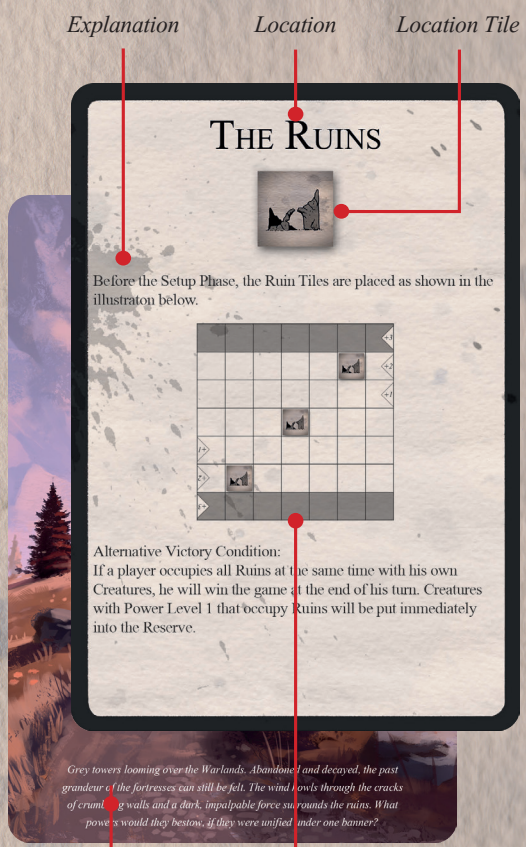


Fig. 2

Creature Card

Location Card

Standard Actions

In each player's turn, **one** of the following Standard Actions is performed. They can only be carried out with one's own Creatures. Some of them have additional abilities (Specialities), which complement a Standard Action.

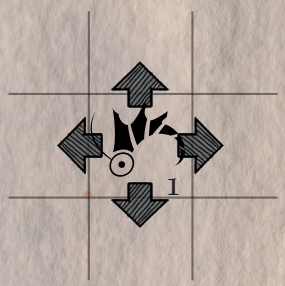
- Movement
- Attack
- Upgrade
- Spell

Note: The abilities of Creatures always precede the game rules.

MOVEMENT

Move a chosen Creature to an adjacent unoccupied field. Adjacent fields are positioned horizontally and vertically to the creature.

Note: Some Creatures have different movement patterns, which are described in detail on the Creature Cards.



ATTACK

Move a chosen Creature to a field occupied by an opposing Creature. Attacks are only possible on Creatures of a lower Power Level.

Exception: Additionally, Creatures with Power Level 3 defeat Creatures with Power Level 6.

Defeated Creatures are put into the Exile. The attacking player receives accordingly to the Power Level of the defeated Creature. The gained are indicated by moving the Indicator Dice on the - Bar.

Field Bonus

If Creatures are defeated in the opposing half of the gameboard, additional are rewarded accordingly to the Field Bonus.

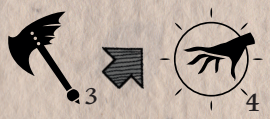
Example:
A player defeats a Creature with Power Level 3 in the opposing Supply Zone. The player receives a total of 6 .

Power Level 3 + Field Bonus 3 = 6

UPGRADE

Increase the Power Level of a chosen Creature by 1.

Example:



Hint: For a quick turn of the dice, the order of the symbols is as followed. 1-3 turn to the left, 3-4 turn down, 4-6 turn to the left.

SPELL

Use the Spell of a chosen Creature.
Spells which require Reserve Dice can only be cast, if there are enough dice in the Reserve.
Some Spells use the - Bar. It indicates the strength or other effects of a Spell.

Note: Some Creatures do not have Spells.

Special Abilities

As an addition to Standard Actions, some Creatures possess special abilities.

SPECIALITIES

Specialities are passive (Non-Standard Actions) and can affect both players. They are described in detail on the Creature Cards.

Gameplay

Preparation Phase

1. The players put the gameboard between them. They should leave enough space for additional game material around it.

2. Each player chooses one tribe (one set of dice).

3. All 15 Creature Dice are placed into the Reserve on the right side of the gameboard.

4. The Indicator Dice are placed on position 0 on the - and - Bars.

5. Roll a dice each to determine who starts. The higher number starts (reroll when tied).

Setup Phase

The starting player puts any number of dice in his Supply Zone until it consists of Creatures with a total Power Level of 10. Then, the opposing player sets his starting lineup.

Example:
Player 1 sets a Creature of Power Level 4 and one with Power Level 6. With a combined Power Level of 10, Player 1 finishes the Setup Phase.

After that, Player 2 sets Creatures with Power Levels of 2, 3 and 5 respectively. Their combined Power Level is 10 and Player 2 finishes the Setup Phase.

War Phase

1. The starting player opens the game by performing 1 Standard Action.

2. After this, the players perform alternately 1 Standard Action per turn.

3. The player to obtain 10 first, **wins** the game.

Glossary

= Victory Points

= Trigger Points

= Opposing Creature

= Threatening opposing Creature

= Immune against opposing Attacks

= Immune against opposing Spells

= Immune against opposing Specialities

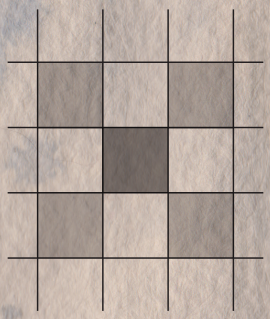
OPPOSING CREATURES
All Creatures under your opponent's command in the Warlands.

YOUR OWN CREATURES
All Creatures under your command in the Warlands.

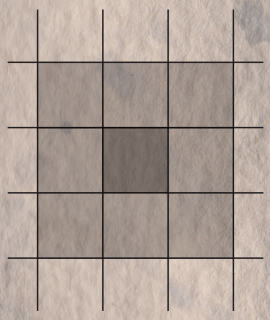
FRIENDLY CREATURES
All your own Creatures except the chosen one are considered friendly.

VIRTUAL VICTORY POINTS
Virtual are counted the same way as gained in combat. However, they are not displayed on the - Bar.

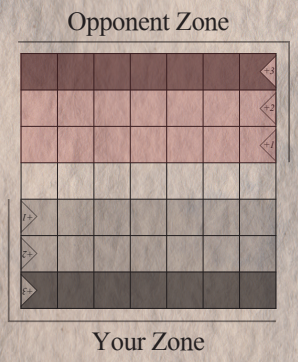
ADJACENT
The horizontal and vertical neighboring fields.



DIAGONAL
The diagonal neighboring fields.



SURROUNDING
The horizontal, vertical and diagonal neighboring fields.



Acknowledgment

We are deeply grateful to all our test players, proofreaders and other helpers for their amazing support.

Suncoregames
Frutigenstrasse 68b
CH-3604 Thun
www.suncoregames.ch

3nd Edition / February 2020

EXPANSIONS FOR DICE WAR

Video instruction

Authors
Bujar Haskaj & Adrian Bolla

Design & Illustration
Malte Zirbel
(Brazen-Concepts)

For FAQ and Updates on DiceWar visit: www.suncoregames.ch

Bujar Haskaj & Adrian Bolla