Army of Dice

Army of Dice is a competitive fast-paced 2-player dice game. In Army of Dice you will be summoning your creatures trying to destroy each other during the 5 Rounds of the game.

Each player plays with 12 dice of the chosen faction.

For the first Round, place 8 of these dice into the Dice Pool, and the remaining 4 in the Reserve. For each consecutive Round, move 1 die from the Reserve into your Dice Pool. Each Round, one player will score a point by reducing their opponent's Health to zero and thus winning the Round. The starting Health for each Round is twice the number of dice used. On the Playmats, it can be indicated using a paperclip on the side tracker. Otherwise, you will need pen and paper to track Health and score. The first player to gain 3 points wins the game.

Players take alternative Turns, each of which consists of 3 Phases.

Phase 1: Rolling

Take up to 5 dice from the Dice Pool and roll them. They are now in your Storage.

Phase 2: Activation

This is the main Phase of your Turn. To Activate a creature, you need to have enough of its symbols in your Storage. The least required amount is indicated in the Ability Table / Playmat.

After Activation, put the used dice back into the Dice Pool or on the Battlefield, depending on their ability. On the Playmats, this is distinguished by the lines: only abilities that have a solid border send their creatures to the Battlefield. In the Ability Tables, these are indicated by the letter B in front of the ability.

You can also Activate any creatures that are already in your Battlefield.

Phase 3: Clean-up

After you Activated all the dice you wanted, you can take any remaining dice from the Storage or any creatures from the Battlefield and return them to your Dice Pool to be rolled next turn. Note that you are allowed to keep the dice in your Storage, which makes it easier to Activate creatures that need a lot of dice. Moreover, some of the abilities can be used in your Opponent´s turn, so you want to keep these dice in your storage as well.

End of Round

Each Round ends when the Health of one player is reduced to zero. The winner gains one point. For the next Round, each player will have 1 more die at their disposal, as described in the introduction.

Glossary

Deal X Damage: Your Opponent reduces their Health by X.

Deal X Penetrating Damage: Your Opponent reduces their Health by X. This Damage cannot be prevented by Armour nor Deflection.

Deal X Poison Damage: Move the dice to the Battlefield. Every turn you Activate them, deal Damage equal to the number of dice and then move one of them back into your Dice Pool. This means that Poison Damage will be reduced every turn until you remove all the dice. This Damage cannot be prevented by Armour nor Deflection.

Deflect X Damage: This ability can be Activated during your Opponent´s turn, when they deal Damage to you. Prevent up to X of this Damage and deal the same amount as Damage to your Opponent.

X Armour: Whenever your Opponent deals Damage, reduce it by X. This is a passive effect used in your Opponent´s turn, or if he Deflects Damage at you.

Gain X Health: Increase your Health by X.

The remaining abilities are described in words in the Ability Tables / on the Playmats.

Further notes

If you wish to Activate the same creature more times in one Turn, you have the choice to accumulate the effect. For example, if you activate 3 Shamans (Spellcasters) in one Turn, you can choose to consider their effect to be Deal 3 Damage OR Deal 1 Damage 3 times. This is important for the interaction with Armour, Deflection and the Lizardmen ability (Goblinoids).

If one of the dice forming your Armour is removed from the Battlefield, the remaining dice don´t provide any Armour. You can only take them back in Phase 3 of your Turn.

If the number of dice required for a creature´s activation is an X, you can use any number you wish.

Our Playmats allow you to visualize the abilities and the numbers required for their Activation, but are not necessary for you to be able to play the game. In fact, you can play without any board altogether, using only the Ability Tables.