

# dice warriors

## introduction

this quick-start, minimal-gear fantasy roleplaying wargame uses only dice and coins. you may find character sheets handy but not one any bigger than a sticky note.

### materials:

- 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 use whatever.

## 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. do not flip or roll them when you move them.

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 all units are placed, begin taking turns, starting with the side that placed 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 representing a warrior should always be showing its TN.

when a side's turn comes up, set all of that side's units to 1/heads before acting.

units can go 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, if die, add 2 to TN)
- make its allotted ranged attacks up to 12cm away and flip/+2
- 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/+2

melee range: greater of 2x attacker width or 2cm, from its centre to target's edge.

if a unit's path passes through an enemy's melee range, its movement is halved.

if a unit falls off its position for whatever reason, it has finished acting.

a die may not perform such actions that cause its TN to exceed 6.

an already-flipped coin may not perform an action that would require a flip.

the gm may order sudden death: all units gain one more melee attack per turn.

### the 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.
- 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 1 hit to kill unless specified otherwise. count resets on unit's turn.

## stats

circumstances adding or subtracting attack dice:

- +1 flanking (target within each flanker's attack range, angled >90 degrees)
- +1 attacking with a spell OR from  $\geq 0.5$ cm higher position than target
- +1 in exchange for a flip, or if die, +2 TN for melee or +3 TN for ranged (this bonus applies to all attacks made that turn)
- +1 merely push the target 2cm on success instead of hitting or flipping/+2
- 1 if partial los occlusion (assume each unit is twice as tall as wide)
- 1 attempting a ranged or spell attack from within an enemy's melee range

the four basic spells:

**firebend** ranged 8cm with 4cm blast radius, hurts friend and foe alike.

**warcry** unflip or set to 1 all other friendly units within 4cm of self.

**talisman** increase one unit within 8cm to a max two-hit kill until next turn.

**bloodpact** killed friendly reappears within 2cm of caster, immediately flips/6

stats for various coin types (substitute other objects as needed):

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

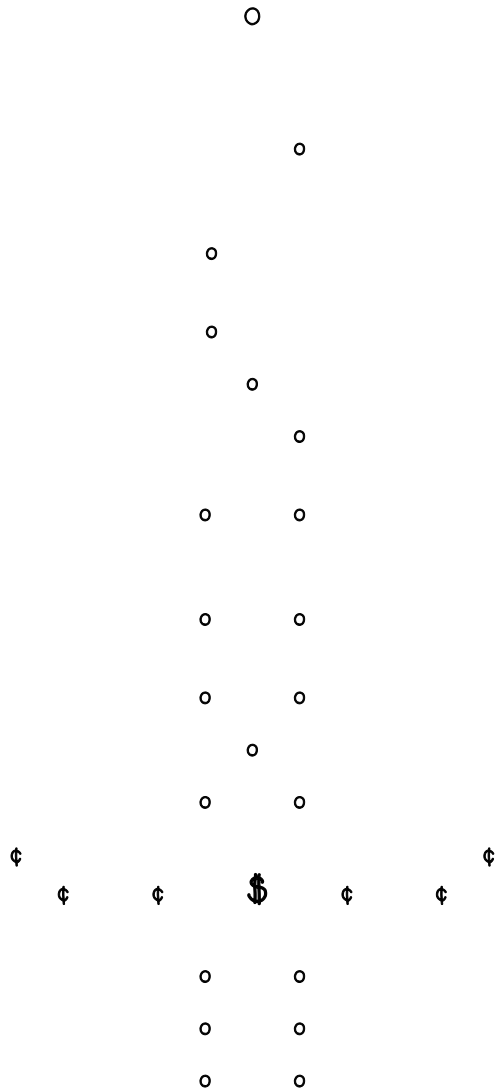
dice can have special abilities bought by their players based on the coins killed:

\$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	firebend; bloodpact; \$0.20 left
archer	1	2	0	1-6	none
slayer	3	0	0	1-6	7cm no TN +2
tank	1	0	0	1-6	two-hit kill; 7cm no TN +2





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and folded as a booklet, with this as the back cover.

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tactical fantasy wargaming  
on loose change