

Die Fighting

. . . a game of dice combat

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All Maps contained in this product were made with Dundjinni software, "<http://www.dundjinni.com>"

- Crossroads: Ruined Tower
- Crossroads: Forest's Edge
- Crossroads: Stream
- Crossroads: Blue Field

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WELCOME

Welcome to the game of Die Fighting, a dice-based miniatures game. Players use normal multisided dice (available at any hobby store) to enact skirmishes, battles, or full scale wars.

Die Fighting is designed to be a two person game, but can easily expand to include additional players. Maps may be joined together to create larger playing fields for more involved combat.

WHAT YOU NEED TO PLAY

Dice, dice, and more dice. You should have available the following types of dice: 4-sided die (d4), 6-sided die (d6), 8-sided die (d8), 10-sided die (d10), 12-sided die (d12), and 20-sided die (d20). Quantities will vary based on the type of army you want to field. You will need an additional 2d6 for combat. You will also need these rules and the Unit Cards available with these rules. Gridded maps are also included for game play.

BUILDING YOUR ARMY

There are three typical modes of play, Skirmish (50 points, 1 Map), Battle (150 points, 2 Maps), War (200 points, 4 Maps).

There are three different types of units, represented by die types, as well as commanders. Each player has a predetermined number of points to spend on units. There is no limit on the number of units you may have in your army.

TYPES OF UNITS

Foot Units: The bulk of most armies.

Mounted Units: Mobility and power.

Ranged Units: Limited number of uses, may target one or more units.

Point Cost	Unit	Unit Type	Die Type
4	Archers	Ranged Unit	d4
6	Conscripts	Foot Unit	d6
8	Light Infantry	Foot Unit	d8
10	Heavy Infantry	Foot Unit	d10
12	Light Calvary	Mounted Unit	d12
20	Heavy Calvary	Mounted Unit	d20

Commanders: Commanders are not represented by dice, they provide bonuses to units they are attached to. A commander that is attached to the unit increases the units cost by the indicated amount. Only one Commander may be attached to an individual unit. Commander abilities are include in this rulebook and can be indicated on the Unit Cards.

Increase	Commander	Foot Unit	Mounted Unit	Ranged Unit
2	Sergeant	+1 Break Away	+1 Movement	+1 Range
4	Lieutenant	+1 Movement	+1 Defense	+1 Target
6	Captain	+1 Defense	+1 Attack	+1 Damage

SET UP

Each player rolls 2d6. The player with the highest number chooses the map. The other player chooses which side he/she wishes to start on. In case of a tie, the player with the most number of units goes first. If both players are equal, reroll the dice. The player that wins chooses the map.

Each player sets up units on their side of the map, up to two squares in.

SEQUENCE OF EVENTS

Players begin the game by rolling for initiative. The player who wins initiative activates 1 unit and moves it (or chooses not to move it). The player who lost initiative then activates 1 unit. After all players have moved their units, the player who won initiative now may activate one unit and either make a tactical or attack action. After that action is resolved the player who lost initiative activates one unit and makes either a tactical or attack action. After all players have taken tactical or attack actions, players reroll initiative.

PHASES

Die Fighting is broken up into three phases. The first phase is the initiative phase. The second phase is the movement phase. Players take turns activating units, one at a time, until all units have activated. The third phase is the combat phase. Players take turns activating units, one at a time, until all units have activated. Once the combat phase is complete, players reroll initiative.

INITIATIVE PHASE

Each player rolls 2d6. The player with the highest number activates first. In case of a tie, the player with the most number of units goes first. If both players are equal, reroll the dice.

MOVEMENT PHASE

Each unit may move up to its listed speed. Each space, including diagonal spaces, count as 1 square, unless indicated by terrain type.

Movement automatically stops when a unit moves adjacent to an enemy unit. Mounted Units ignore this rule, except when adjacent to other mounted units.

COMBAT PHASE

A Unit must choose between taking a Tactical Action or an Attack Action.

TACTICAL ACTION

A Tactical Action represents one of the following actions:

1. Break Away
2. Charge
3. Regroup

Break Away

Foot Units may forgo a combat action in an attempt to move away from an adjacent enemy unit. Player rolls attack roll as if engaged in combat. A successful attack means the player may now move a number of squares equal to their movement.

Mounted Units currently engaged in combat automatically break away from Foot Units and Ranged Units but must roll normally to break away from other Mounted Units. Mounted Units do not need to take a Break Away Tactical Action to move away from units other than Mounted Units.

Ranged Units currently engaged in combat may not break away, nor do they prevent other units from breaking away.

Charge

A charge allows a unit to make an additional move, immediately followed by an attack action. A unit must charge the nearest legal square to the enemy designated as the target of the charge. The charging unit must end its movement adjacent to an enemy unit. A unit may not charge if it begins its combat phase adjacent to an enemy unit.

Regroup

Two adjacent allied units of the same type, neither of which may be adjacent to an enemy unit, may elect to regroup. Both units activate as a single activation. Both units regain one lost damage point. A unit may not exceed the maximum dice total for that unit type.

ATTACK ACTION

Each combat is resolved separately.

Range: Indicates how many squares away a target can be from the unit in order to make an attack action.

Targets: Indicates the number of units affected by the attack. If a defense roll is allowed, each target rolls separately. Damage is divided between targets.

Attack Roll: The attacker rolls 2d6 to attempt to damage a defender. Any bonuses are added in after the dice have been rolled. If the attacker's total is higher than the defender's total he scores a hit.

Ranged Units do not make attack rolls. Ranged units automatically hit for damage.

Defense Roll: The defender rolls 2d6 to resist the attack. Any bonuses are added in after the dice have been rolled. If the defender's total is equal to or higher than the attacker's total, the attack is a miss.

Ranged Units do not make defense rolls. Ranged Units are automatically hit for damage.

Damage Roll: Roll the indicated die type to determine how many points of damage you inflict on the other unit, add bonuses in after the die has been rolled. Change the defending unit to the remaining amount of points. If a unit has received more damage than it has remaining, that unit is removed from play. Excess damage over the defender's total is ignored.

TERRAIN

Clear

Clear terrain does not effect movement and has no effect on game play. Clear terrain is unmarked on a battle map.

Slow

Slow terrain costs 2 squares of movement and is often represented by rubble, rocks, and some types of water. Moving diagonally between two slow terrains is slow terrain. Slow terrain is indicated with an S on the battle map.

Blocking

Units cannot move through blocking terrain. Ranged attacks that target a unit behind blocking terrain have a maximum of 1 damage, all remaining damage may be given to an adjacent unit not blocked by blocking terrain. Damage that cannot be applied to a unit is ignored. Blocking terrain is indicated with a B on the battle map. Diagonally between who blocking terrains is blocking terrain for the purposes of movement and targeting.

WINNING THE GAME

The game can be played in two ways, an elimination game or a timed game.

Elimination Game: Elimination games end when all units have been eliminated from the battlefield. The player with pieces remaining on the map wins the game.

Timed Game: Timed games end when time has elapsed. Players add up points for each unit eliminated (including cost for commanders associated with the units). The player with the most points wins the game.

Skirmish (50 points, 1 Map) - 30 Minute Game

Battle (150 points, 2 Maps) - 60 Minute Game

War (200 points, 4 Maps) - 120 Minute Game