

Die, Men! Reference

| Unit Size | Hex Size | Comm. Interfr. | Com. Lag | Round Lasts |
|-----------|----------|--------------------------------------|----------|-------------|
| 1 | 15 ft. | Tactics, Diff. 0 | 0 | 5 mins |
| 2 | 15 ft. | Tactics, Diff. 3 | 0 | 5 mins |
| 5 | 30 ft. | Tactics, Diff. 5 | 1 | 10 mins |
| 10 | 60 ft. | Tactics, Diff. 5 / Strategy, Diff. 0 | 1 | 10 mins |
| 20 | 60 ft. | Strategy, Diff. 3 | 1 | 15 mins |
| 50 | 150 ft. | Strategy, Diff. 5 | 2 | 30 mins |
| 100 | 200 ft. | Strategy, Diff. 7 | 3 | 1 hour |

Unit Types

Archers: Give +1 Width to friendly Attack sets within one space. Total bonus can't exceed number of Archers. Can't Attack normally, but can spend an Attack set to destroy 1 unit in a 2 space radius.

Cavalry: +1 dmg. Can travel Width of Move set. During Free Movement, can enter Rough terrain.

Chariots: Can travel Width of Move set. Can't enter Forest, Hill or Mountain terrain.

Defenders: Free x10 Gobble Die, usable any time.

Fliers: Ignore negative effects of terrain.

Infantry: No rule changes.

Siege Engines: Can Attack 2 spaces away, but not 1 space away. Attack damage is not limited by number of troops. Can't move during Free Movement, can't move unless another unit of a different type moves with it.

Steps of Conflict

1. Declare - pick a strategy, reveal simultaneously.

Deploy - Name a goal. Troops can Defend or Move, though not away from the goal. Can't Attack.

Seize - Name a goal. Troops can Attack any adjacent area. Can Move, though not away from goal. Can't Defend.

Hold - Troops can Defend and Attack. Can only Move into a space that already contains your troops.

Retreat - Troops can Move, but not directly at any enemy. Can't Attack. Can Defend if surrounded.

2. Roll - d10s equal to Units, maximum 15.

3. Resolve - Widest sets go first, Height breaks ties. Each set can be spent on one tactic. Damage from troops in a space can't exceed the number of units in that space.

Defend - Your dice become Gobble Dice, canceling dice in sets Attacking your troops. If an Attack is reduced to 1x, it does nothing.

Attack - If your set gets past Defense, you knock one die out an enemy set (defender picks). You destroy Width units (defender picks which).

* For each extra facing, +1 dmg.

* Attacks from Hills & Mtns., +1 dmg.

* Some troops do extra damage.

Move - Spend a set to move all or some of the units in one space into an empty or friendly adjoining space.

3a. Free Movement - Each squad can move into an adjoining Open and unthreatened space.

Terrain

Open: No effect.

Impassible: Can't be entered.

Hill: Defense sets get +1H. Attacks get +1 dmg. Won't work on fliers, units on Hills or Mountains.

Mountain: Same advantages as Hills. Free x10 Gobble Die added to dice from Defense. Won't work on fliers, units on Mountains.

Rough: Can't be entered during Free Movement.

River: Always treated as threatened. When in a river, all adjoining spaces are treated as threatened.

Forest: Gets a free x10 Gobble Die added to dice from Defense.