

Operation Dicastorm: Quick Rules

The last side to have units (non-artifacts) remaining on the board once deployment phases are over **wins**.

– Start of Round –

Initiative

- Whoever has fewer *active* “units” (artifacts do not count) chooses initiative
- When both players are even, roll a **D20**. Higher gets to choose initiative
- Initiative order is preserved until the end of the round

Phases 1: Deployment

« Once your reinforcement supply is depleted, skip this phase »


- Move *reinforcement supply* pile to match *active supply* on “Supply Mat”
- **Deploy maximum possible base units** of your choice as indicated on the “Supply Mat” in Deployment Zones, in initiative order. You may use “when deploying” abilities here.
- Remove that many pieces from your reinforcement supply pile
 - Advanced: Deploy hidden, reveal after both have deployed
- Trigger all “*upon deployment*” passive ability effects, in initiative order

Phase 2: Tactics

- Place turn tokens on units and relevant artifacts
- Trigger “*start of tactics*” passives
- **Take a turn using a single turn token**, starting with initiative player
 - Move: May move up to maximum movement for that unit, trigger “*end of movement*” passives
 - **Active**: May use an active ability. Trigger effects of ability.
 - End turn: Remove turn token, trigger “*end of turn*” passives.
- **Alternate turns** until one player is out of tokens. Other player finishes using all tokens

After all turn tokens are used, trigger any “*end of tactics*” passives.

Phase 3: Bombardment

- Place bombardment filter
- Announce and use any **bombard** abilities that affect dice to be thrown, in initiative order (do not alternate)
- Throw all player dice, in initiative order (do not alternate)
- Remove bombardment filter
- Announce and use any **bombard** abilities on “landed dice”, in initiative order (do not alternate)
- Evaluate dice damage
- Trigger “*after damage evaluation*” and “*when*  *destroyed/damaged*” ability effects where applicable

– End of Round –

Dice

All dice do a minimum of 1 damage in all affected hexes (even after rounding down).

D6, **D20**: Face-value, target hex;

D8, **D12**: Face-value, target hex + splash in adjacent hexes [splash = ½ face-value, rounded down, minimum 1]

D12 may be removed and rethrown once **immediately after being thrown** (before additional dice are thrown)