

# DICE-tractions

## *Dice Wars*



**Avalon Games**



# ***DICE-tracions - Dice Wars***

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## **Contents**

<b>DICE WARS .....</b>	<b>3</b>
<b>Introduction.....</b>	<b>3</b>
<b>Fighting the War .....</b>	<b>3</b>
<b>Optional Rules, Restrictions and Scenarios.....</b>	<b>6</b>
<b>Adding Fantasy/Sci-fi Modifiers.....</b>	<b>6</b>
<b>Modifier Table.....</b>	<b>6</b>
<b>Capture the Flag Bearer.....</b>	<b>7</b>
<b>Regeneration.....</b>	<b>7</b>

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## DICE WARS

“Mike, before they do their thing, I’m going to have my character check out the story from our contact and see if he’s being honest or not.” Brad and Julie sigh because they know that Brian always takes a long time when he is getting information.

Grabbing a few papers, Mike informs Brian to grab his dice and character sheet and tells Brad and Julie that they will have enough time for a Dice War. “A one hundred or three hundred point war?” asked Brad.

“One hundred,” said Mike. Julie begins eyeing her dice up and thinks about how she’s going to build her army.

Brad grabs his favorite d6 and begins rubbing it between his hands. “Bring it on.”



## Introduction

Quick pick up games have been played by role playing game fans for decades. Generally these games take place while waiting for other players to arrive or while the game master is busy with someone that decided to go on their own for a while. These games generally involve collecting cards or miniatures and require just as much time outside of game to build the “perfect” deck or army as a game master takes to prep for the role playing game. To top it off, these games are designed for the sets to become obsolete, requiring a player to constantly buy more and stay current with the latest releases.

Dice Wars is a game designed with those very issues in mind. There is no outside deck building, and it requires nothing more then the dice you already own and probably already bring with you to your existing role playing games. The game features intuitive mechanics as well as quick setup and play for two players.

Unlike dice games like Yatzee, Dice Wars is not limited to the d6 but is open to any kind of die. It is equally common to find a d30 right along side a d20. Players have as many options in Dice Wars as they have dice, and more dice means more army construction possibilities.

## Fighting the War

**A Dice War is fought in seven steps:**

1. **Negotiations.** Before any battle can take place, you and the other warleader must first agree on the number of points their Dice War shall have. More points can lead larger armies, but it also allows for more combinations of army construction. Also you and the other warleader must agree upon any particular restrictions on both of

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your army's construction or if you want to play a certain scenario (see below).

**2. Army Construction.** Now it is time to build your army. Your army is made up of your dice. Each die is worth the same number of points as the die has sides (example: a d4 is worth 4 points while a d20 is worth 20 points and a d34 is worth 34 points). A six-sided die that has the numbers 1, 2, and 3 on it twice and is missing the 4, 5, and 6 (also known as a d3) is worth 3 points; the same is true for similar types of dice. Armies may consist of any combination of dice as long as the total points is equal to the specified limit and it does not violate any of the agreed upon restrictions. One warleader may choose to field a one-hundred point army consisting of 2d20s, 3d10s and 5d6 while another may build an army made up of 25d4s.

**3. The Attack.** The battle begins. Fighting in Dice Wars is done by you and the other warleader rolling your respective dice army and arranging the dice from highest to lowest. The 0 on a d10 counts as a 10; the same is true for similar types of dice.

**4. Tallying the Losses.** Compare your highest die with the other warleader's highest die. Between these two, the higher die wins and is relieved of duty until the next battle; the lower die becomes a casualty of war and is removed. Then you and the other warleader compare your second highest die in the same fashion. Any ties are rerolled, as per Step 5: A Skirmish. This continues until the warleader with the fewest number of dice has compared all the dice in his army. Should the other warleader have un-compared dice remaining, those dice do

not impact this battle and are ready to fight in the next battle.

**5. A Skirmish.** Should the result two dice being compared result in a tie, these two dice engage in a skirmish. You and the other warleader reroll your respective die and these new results are compared. The lower-resulting die becomes a casualty while the higher-resulting die is ready to fight again in the next battle.

**6. The Victor.** The battle's victor is the warleader that lost the fewest dice.

**7. Continuing the War.** The first battle is complete. Before a new battle begins, all dice that were relieved of duty are recalled into active service. If you are doing any army regeneration (see below), now is when it happens. From here, you and the other warleader wage the next battle by repeating steps 3 through 7 until one side has no more dice in their army.



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Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

### **Worlds of Wonder**

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

### **Worlds of Wonder Expansions**

Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

### **Arcana**

Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

### **Game Geek**

Avalon's Monthly game magazine, inside you will find tons of gaming goodness, free games, add on materials for many of Avalon's titles, and a monthly sections dedicated to S&G, Battle Axe and Arcana. Great game stuff each and every month.

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# S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and orcs, or blast off into the cold hard future with space marines and aliens.



**Warlord Grom**

**2**

**4**

**Strength** 3


**Speed** 8 / 1

**Movement** 4

**Adrenal** 4

**Will** 4

**Health**




**Weapons and Armor**

Weapons	As mod	Damage mod	Notes
Scimitar	-1	+1	-
Dagger	+0	-1	-


**Special Abilities**

- 1. Savage Blow (Attack, 3)**  
Grom can make a single savage attack, often killing a foe outright with a single blow of his deadly scimitar. You must declare this ability is being used before Attack Dice are rolled. On a single attack, Grom may add +2 Attack Dice to his total for that attack. (With no limit to the number of dice that can be rolled)
- 2. Command (Move, 2)**  
Grom may use his loud demanding bellows to command other orcs near by. When this ability is used, Grom may activate any one orc character, who is within five squares. This activated character may perform one action. (Note that the character may still take their normal actions when their turn comes up.) Gram may perform this ability but once a turn.
- 3. Shatter Shield (Attack, 1)**  
Grom often shatters shields and weapons with his mighty blows. Declare this ability before the Attack Dice are rolled. If Grom scores a hit, instead of doing any damage, he may shatter, and thus destroy, a foe's readied weapon or shield (Your choice.) If the foe does not have a readied weapon or shield, then this ability has no effect.

Magical items gain a save. Roll 1D6, and on a roll of 6+, the item resists the effect. Per five points of the item's cost, over the first five points, adds an extra +1 to the die roll is gained.



**Spirit Tiger**





Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.





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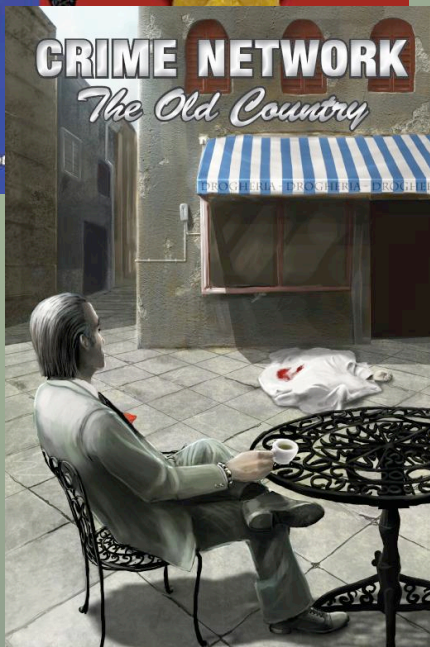
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