Operation Dicestorm: 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 d20. Higher gets to choose initiative
- Initiative order is preserved until the end of the round

Phases 1: Deployment

« Once your army supply is depleted, skip this phase »
- Move *army 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.
- Removing that many pieces from your *army 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
- Any "passive" abilities may be triggered any time their conditions are fulfilled
- 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"
    - Active: May use an active ability, trigger ability, "immediate" effects
    - (may move after ability if specified, otherwise End Turn)
    - End turn: Remove turn token, trigger "end of turn" effects
- Alternate turns until one player is out of tokens. Other player finishes using all tokens
- Trigger any "end of tactics" abilities

Phase 3: Bombardment

- Place bombardment filter
- [Optional] Announce and use any 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
- [Optional] Announce and use any abilities on "landed dice", in initiative order (do not alternate)
- Evaluate dice damage
- Trigger "after damage evaluation" ability effects

– End of Round –

Passive abilities: may be triggered only *immediately* when their condition is fulfilled

D6, D20: Face-value, target hex;

D8, D12: Face-value, target hex + half face-value (rounded down) in adjacent hexes;

D12 may be rethrown once *immediately after* being thrown (before other dice)