

# 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 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 per Supply Mat, 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
- Trigger all “start of tactics” ability effects in initiative order
- Take a turn using a single turn token, starting with initiative player
  - May move up to maximum movement for that unit
  - May use an active ability (may **not** move after ability, unless specified)
  - Remove turn token, trigger cascading (death, end of turn, immediate, etc) effects
- Alternate turns until one player is out of tokens. Other player finishes using all tokens

### 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 –

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)**