

D-DAY DICE
AND ITS EXPANSIONS
(in order of release)

by Valley Games

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D-DAY DICE (Base game)

CONTENT:

4 sets of 6 engraved "resource dice" (2 Red, 2 White, 2 Blue)
4 special "Unit marker" dice (player tokens that double as turn markers)
4 regular d6 (for Machine-Gun Fire and Landmines)
4 Resource cards (with dials for each of the 4 resources)
4 player aids
52 Regular Specialist cards (4 sets of 13, in each color)
11 Unique Specialist cards
10 Regular Item cards
18 Special Item cards
6 Vehicle cards
12 Award cards
8 Battle Maps (printed on 4 double-sided boards)
Rulebook
MSRP: 39.95\$
Target release date: November 2011

Normandy, June 6th, 1944. As you land on the well-defended beaches, a German machine gun nest is killing your comrades like flies...

You must do something!

In *D-Day Dice*, players are Allied soldiers trying to organize improvised units for an attack against the machine gun nest. Each player starts the game with a unit of a few soldiers and nothing else. As the game progresses, he will collect resources and advance on the beach, sector by sector, as his unit grows stronger and deadlier. He will succeed... or die trying.

D-Day Dice is a multiplayer co-op game, where all players play their turn simultaneously and must help each other in order to stay alive. If one player loses, the game is lost for everyone! This makes for great interaction between players, who must consult each other about the best route to the bunker, or the best way to maximize their dice rolls.

The game is played on a small board representing a beach (called a "Battle Map"). Players move their units on these maps and follow the written instructions. Some sectors are helpful, some are dreadful, but all are dangerous. Players roll dice every turn to determine what they find in their sector (more soldiers, items or specialists, or even courage). Meanwhile, enemy fire makes them lose soldiers at the end of each turn. The game ends when all the Units have successfully entered the bunker at the top of the Battle Map.

Although built around dice rolling, this game is about resource management (soldiers, specialists, items and courage) and knowing when to move your unit. Resources are kept from turn to turn, so the players can plan ahead. Even though luck can influence your decisions, it is not a game of luck.

One of the main features of the game is the (almost famous) “**RWB system**”: if a player rolls 3 identical results on 3 dice of different colors, he scores a “Red, White & Blue” special bonus (RWB). Obtaining as many of these bonuses as possible is the key to winning the game, so players will have to think about dice combinations when they choose which dice to re-roll.

Also, *D-Day Dice* includes solitaire optional rules, so you can storm the beaches all by yourself.

DISTINGUISHED SERVICE PACK (KICKSTARTER EXCLUSIVE)

11 cards

MSRP: Must be a Kickstarter supporter of 35\$ or more

Target release date: November 2011

This exclusive card pack contains a sample of the various card types found in the base game and some expansions. These cards are unique and will never be reprinted in English language. Only Kickstarter supporters will have access to these exclusive cards.

Included are 2 Awards (the *Voluntary Service Medal* and the *Cross of Merit*), 1 Vehicle (the *Personnel Carrier*), 1 Decoration (the *Driver's Badge*, from the *Atlantikwall* expansion) and 1 complete Legendary Unit (from the *War Stories* expansion): the **US 52nd Armored Infantry Battalion**, which comes with 2 Legendary Specialists, 3 Legendary Items and 1 set of RWB bonuses.

1 – ATLANTIKWALL

51 German cards (14 German Specialists, 16 German Items, 21 Decorations)

7 Allied Cards (3 Regular Items, 3 Unique Specialists, 1 Award)

6 dice (2 Red, 2 White, 2 Black)

1 German player aid

1 German Resource card

Rulebook

MSRP: 19.95\$

Target release date: March 2012

This expansion lets one player play the German side. The German player can be added to any existing Map. He can transform a 2-player game into a head-to-head confrontation, or be added to any group of players (now up to 5 players).

The German plays like all the other players, rolling dice to gather resources, and spending those resources to recruit Specialists and find Items. The main difference is that the German does not move.

Think of the German player as the Battle Map itself. It is up to him to “activate” some of the features of the Map, and to make life difficult for the Allies, who have to work among themselves against him.

2 – OPERATION NEPTUNE

4 Battle Maps
2 Double-sized Battle Maps
8 cards
Rulebook
MSRP: 14.95\$
Target release date: June 2012

Operation Neptune offers 6 new Battle Maps: 4 of them are normal Battle Maps (with some exciting new rules to add a new level of challenge to the game) and 2 are double-sized, giant Battle Maps. New features like the “Command Posts” and the “Few Good Men” rules give these new maps a character of their own. Also included are new Specialists and new Items.

3 – WAR STORIES

MSRP: 19.95\$
Target release date: September 2012

The *War Stories* expansion contains 3 “mini-expansions” that are completely independent from each other. So you can add 1, or 2, or all of them to your game, depending on your taste or the level of complexity you desire:

War Stories

30 Skull Tokens (10 red, 10 white, 10 blue)
20 Machine-Gun Tokens
12 Soldier Tokens (4 red, 4 white, 4 blue)
5 Award Tokens
34 cards (20 War Stories, 8 Awards, 2 Specialists & 4 Vehicles)

“War Stories” are little scenarios that can be added to any existing game of D-Day Dice. Each is written on a card, randomly drawn at the beginning of the game. These scenarios use tokens to add various effects to the game, like artillery fire, or to set specific objectives for the players, like trying to find dead officers on the beach. Some even simulate the rising tide or give the player added bonuses if they perform certain actions.

This expansion also includes a bunch of new Vehicles, new Awards and new Specialists.

Legendary Units

85 cards (12 complete Legendary Units & 1 Award)

Now, every player’s Unit will have a different flavour, as each of them represents a historical unit that fought in the Normandy landings. Legendary Units come with their respective Legendary Specialists and Legendary Items, which are *always available*, but only to their respective Legendary Unit. Also, each Unit comes with its own set of RWB bonuses, adding a lot of replay value and variety to the game.

Grey Dice

4 dice (Grey)
4 cards (1 Specialist, 2 Items & 1 Award)

The Grey dice can be added to any game of *D-Day Dice*. They take the color of the player's choice, but can only be used in certain circumstances (or with the included Items and Specialist). Many optional rules are also included, so you can decide how *you* want to include these dice in your games.

4 – NORMANDY

4 Battle Maps
Rulebook
MSRP: 9.95\$
Target release date: November 2012

This small expansion contains 4 new Battle Maps, using some of the new features introduced in the *Operation Neptune* expansion.

5 – WAY TO HELL

MSRP: 17.95\$
Target release date: March 2013

Way to Hell contains 3 “mini-expansions” that are completely independent from each other. So you can add 1, or 2, or all of them to your game, depending on your taste or the level of complexity you desire:

Way to Hell

1 Sea Battle Map
4 Landing Craft tokens
4 cards
4 Player aids

This expansion introduces the Sea Battle Map to the game. Now, instead of starting your game on the beach, you actually play the terrible boat ride to get there! Players take the role of coxswains (the landing craft commanders) who must dodge German artillery, sea mines and beach obstacles to safely deliver their passenger on the beach. Once they have accomplished their mission, the game continues normally on the beach, with the players taking the role of the units.

When playing “Way to Hell”, players don't roll every turn to see what they gain (like the regular D-Day Dice game), they roll every turn to see what they lose. Landing Crafts start with a full complement, and must reach the beach before they lose everything!

Special Missions

40 cards

A simple expansion that adds a new layer to the game: Special Missions, which the players must accomplish in order to win. This must be done in addition to the normal objectives of the game (storm the bunker and survive for 1 turn). 1 Special Mission card is drawn at random at the beginning of the game, and the players will have to fulfill its requirements before reaching the bunker. Some will ask for specific Items to be found, or Specialists to be recruited (and sacrificed). Others will ask for specific RWB bonuses or even Awards.

Servicemen

36 cards + 1 Award

The Servicemen cards represent individual infantrymen that join your Unit for a while. Each comes with resources: on every Serviceman card, 2 or 3 dice results are shown. You can discard the Serviceman whenever you want to add his results to your Final Tally (this might help you obtain some RWB bonuses).

6 – HEROES

63 cards (8 complete Legendary Units, 4 Awards & 3 Vehicles)

MSRP: 8.95\$

Target release date: June 2013

This expansion brings 8 new Legendary Units to the game (like the ones included in War Stories). These Units (and the new Awards included) represent the lesser known (and often forgotten) countries and cultures that helped the Allied cause: Australia, New Zealand, Poland, Belgium, Norway, Brazil, along with the Maori and the African-Americans.

THE FUTURE OF D-DAY DICE

All the previous expansions deal with the Normandy campaign of 1944. But there are more amphibious landings to explore for our game...

(Expansion titles may change)

RISING SUN

This expansion will introduce the Pacific campaign. War was fought differently over there, and these new Battle Maps will reflect that: the top of each Map are covered in jungle and the Bunker is nowhere to be seen! Units will have to explore the top row sectors to reveal the secret tokens (placed at the start of the game), in the hope of discovering the one that hides the secret bunker. When they finally find it, a random Bunker token will be placed on the Map, so players will never know exactly what to expect.

GUNG HO!

This expansion will bring more Pacific Maps to the game.

BANZAI!

Like the Atlantikwall expansion, this will allow a player to play the enemy: the Imperial Japanese Army. The Japanese player will have secret weapons against the Allies, with his ambush tokens and secret trap doors!

OPERATION JUBILEE

Before Normandy, the Allies tested the resistance of the Atlantic defenses by mounting Operation Jubilee on the city of Dieppe. With its high cliffs and well-defended bunkers, the Germans made mincemeat of the poor Allied Soldiers. This expansion will explore the disastrous Dieppe campaign, with many new features that will require the sacrifice of Specialists. And once the Units have reached the top of the Map, they will have to return to the beach to get evacuated!

DIEPPE

More Dieppe Maps.

OPERATION DRAGOON AND BEYOND

We will bring you other interesting Allied amphibious landings not covered by the previous expansions, like Operation Torch (North Africa, 1942), Operation Dragoon (Southern France, August 1944) and the Italian landings of 1943.

LEGENDARY UNITS

Valley Games will release, every few months, bonus Legendary Units (7 cards each), which will only be available online, plus a few surprises...