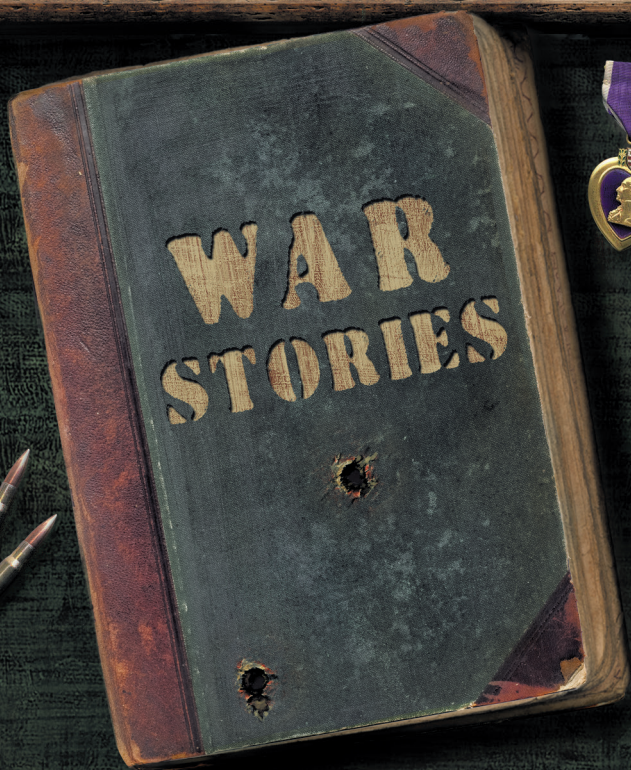


D DAY DICE

EXPANSION



RULEBOOK



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The World of D-Day Dice

Core Game

D-Day Dice 2nd Edition

Expansions

D-Day Dice: War Stories

D-Day Dice: Way to Hell

D-Day Dice: Atlantikwall

D-Day Dice: Legends

D-Day Dice: Overlord

D-Day Dice: Spoils of War

D-Day Dice: Gott Mit Uns (for Atlantikwall)

Inside the Bunker (Airborne in Your Pocket crossover)

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by

Emmanuel Aquin

D-Day Dice: War Stories is dedicated to the families and friends who helped veterans deal with the traumas of this terrible war.



OVERVIEW

Welcome to *War Stories*! This expansion to *D-Day Dice* adds new content to the game in the form of 5 independent modules that combine new and previous components in different ways. These modules are compatible with all Battle Maps and each other. Add them individually or mix them up for an epic game!

GENERAL COMPONENTS

These components work with any regular game of *D-Day Dice*.

The Paratrooper Regular Specialist



The Eager Officer Regular Specialist



The Pathfinder Reserve Specialist



4 Supply Dice



IN ORIGINAL 4 COLORS + BLACK (POLAND) + PINK (SHAEF)



Award rules: p8 of the *D-Day Dice* rulebook

Solo Lieutenant (large)



Rulebook and Scenario Book

6 Battle Maps 3 BOARDS/2-SIDED



1 Solo Lieutenant is a larger version of the original *D-Day Dice* mini-card, with more room to accommodate 6 dice easily.

6 Battle Maps that tell the story of the nightly airborne operations of D-Day. For details, see the *War Stories* Scenario Book.

4 Supply Dice for use in the "Air Drop" Sectors on the airborne Battle Maps.

3 Awards for your *D-Day Dice* Awards card deck. The *Ordre de la Libération*, the *Victory Medal*, and the *Presidential Unit Citation* take advantage of the new Supply Dice, Legendary Units and Servicemen from *War Stories*.

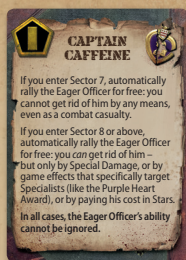
3 Specialists for the original countries from *D-Day Dice*, plus Poland from *War Stories*, plus SHAEF from *Way to Hell*. The Paratrooper and Pathfinder are especially suited to the airborne-themed Battle Maps. The Eager Officer is for the "Captain Caffeine" War Story (or any game where you use the optional "Eager Beaver" rule, p. 15).

MODULE 1 WAR STORIES



84 tokens
30 Soldier tokens (color/gray)
30 Skull tokens (color/gray)
12 MGF tokens
12 Award tokens

p4



30
War
Stories
cards



MODULE 2 LEGENDARY UNITS

12 Legendary Units (6 CARDS/UNIT. UNIT = 5 SMALL CARDS + 1 LARGE RWB TABLE)



p6

MODULE 3 THE SERVICEMEN

48 Servicemen cards



p8

MODULE 4 LAST MAN STANDING

6 Last Man Standing RWB tables



p10

The Crack Shot
Regular Specialist



MODULE 5 POLAND

6 Regular Specialists



5 Reserve Specialists



p13

1 Resource Card



1 Unit Marker die



1 Player Aid

6 RWB dice (1 SET OF 2 RED, 2 WHITE, 2 BLUE)



MODULE 5 COMPONENTS MATCH THE STARTING COMPONENTS FOR D-DAY DICE.

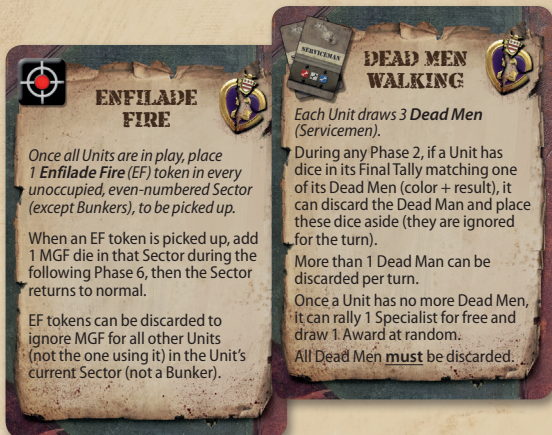
MODULE 1: WAR STORIES

War Stories are scenarios written on a card that add new layers and objectives to the coming battle. They are playable on all available Battle Maps.

These scenarios make good use of the tokens from the base game and the ones included in this box, like Skull tokens, Machine Gun Fire tokens, Soldier tokens and Award tokens. Some require other components like Servicemen or even the Eager Officer Specialist.

The Enfilade Fire War Story uses MGF tokens to represent Enfilade Fire. These must be picked up when encountered.

The Dead Men Walking War Story uses the Servicemen cards and has a “must” success requirement.



GAME START

Before choosing a Battle Map, select the War Story card you want to play (never more than 1 per game!) or randomly draw 1 from the deck. War Stories are self-explanatory, so follow the instructions on the card, complete the rest of game setup, and you're ready to go!

THINGS YOU NEED TO KNOW

These descriptions answer questions about playing a War Story scenario.

Token Placement

When tokens are mentioned, unless otherwise noted, place them at the start of the game.




Skull and Soldier Tokens

The two-sided Skull and Soldier tokens feature a gray side and a solid color side.

- When a scenario refers to a *gray* Skull token or a *gray* Soldier token it means “any token will do” – the token color does not matter.
- When a *random* Skull token or *random* Soldier token is mentioned, pick 1 at random and place it showing its color side; these represent die results. When added to a Final Tally they count as color results and can trigger RWB bonuses or a Straight.

Active Skull

This is a  in your Final Tally that actively cancels another die during PHASE 2. In other words, a Skull result that has *not* been ignored by game effects (like the Sharpshooter, for example) and is *not* part of an RWB or a Straight.

Empty Sectors

The phrase “empty Sector” means a Sector with no Units in it (an unoccupied Sector, if you prefer). A Bunker is never considered an empty Sector.

Picking Up Tokens

When a token in a Sector is “to be picked up,” it means the first Unit that enters the Sector picks up the token (this is **mandatory**). When 2 or more Units are in position to pick up the same token, the Unit with the fewest Soldiers collects it. Break a tie with the roll of a dice or settle without rolling.

Trading and Tokens

When a War Story says that tokens can be traded between Units, follow the trading rules in the *D-Day Dice Rulebook*, p. 11.

Rolling a d3

When instructed to “roll 1d3”, roll a regular d6 (six-sided dice) and use the d3 result shown in the table below.

D6 ROLL	D3 RESULT
1 or 2	1
3 or 4	2
5 or 6	3

Advanced Dice Rolls

When you see “1d6+3”, this phrase means “roll a d6 and add 3 to the result”.

Losses

If a War Story says you must lose something (a Specialist, Courage, etc.) and you have none, ignore the loss.

Must-Do Actions

Many War Stories use the word must (underlined as shown) when referring to a required task. In these cases, if the action is not taken, the game is lost.

The Final Bunker

Most Maps have only 1 Bunker, which is automatically the Final Bunker. Some, however, have more than 1, like Marefontaine Battery, Gold Beach, or Mission Chicago. On these, the Final Bunker is either the one at the top (Marefontaine) or the last Bunker to be entered (Gold Beach, Mission Chicago).

MODULE 2: LEGENDARY UNITS

Legendary Units put you in the battle as a historical unit that fought in the Normandy landings. They are playable on all Battle Maps.

Each Unit consists of 6 cards:

- 2 Legendary Specialist cards
- 3 Legendary Item cards
- 1 Legendary RWB Table card

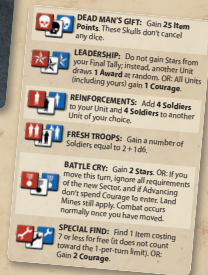
Example cards shown from the 101st Airborne Division.



2 Legendary Specialist cards



3 Legendary Item cards



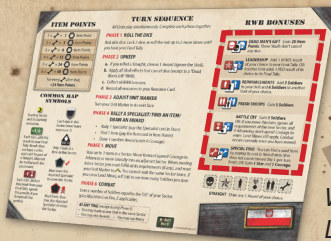
1 Legendary Specialist card

GAME START

Each player either chooses their own Legendary Unit or randomly draws 1 Legendary Unit title card. If 1 player chooses to use a Legendary Unit, then all players must do so. Return unused Legendary Units to the box.

Legendary RWB Table

Place this on the player aid of your chosen country so that it covers the original RWB bonus table as shown in the illustration below. This is your RWB bonus table for the game.



Where to place the
Legendary RWB Table

Legendary Items

Place these in your hand, not in the pool. Only you can find them.


Legendary Specialists

Each player may choose individually which start option they prefer.

Option 1

Add both Legendary Specialists to your hand of Regular Specialists.

Option 2

Ignore the starting resources indicated on the Battle Map. Instead, begin the game with your Starting Specialist (with the start icon ) in your Unit. Add the other Legendary Specialist to your hand of Regular Specialists.

HOW TO PLAY

Play as normal, paying the cost to find Legendary Specialists and Legendary Items in the battlefield as usual. If a Battle Map or any card effect requires either the loss of – or the presence of – a particular type of Specialist, for example the Engineer, then any Legendary Specialist with the word “Engineer” in its name (like the Royal Engineer) can fulfill the requirement. This applies to Items also.

LEGENDARY UNITS OPTIONAL RULES

FIND YOUR FLOCK

Units cannot start with their Starting Specialists. Every Unit must rally its 2 Legendary Specialists during the course of the game to win; otherwise, the game is lost. You can add to the challenge by forcing each Unit to find its Legendary Items also.

MIXED UNITS (GROUP)

Instead of having pre-determined Legendary Units, play with improvised Units created in the chaos of combat. To set up, each player selects a Legendary Unit but takes only its Legendary RWB Table. Then, mix all the other cards and create 3 piles: 1 with the Starting Specialists, 1 with the remaining Legendary

Specialists and 1 with the Legendary Items. In turn, players draw 1 card from each pile until they have 2 Legendary Specialists (including a Starting Specialist) and 3 Legendary Items.

MIXED UNITS (SOLITAIRE)

Follow the rule for Mixed Units (Group) and add 1 or 2 Legendary Units to the mix, to make things interesting. Draw your Specialists and Items as directed, and play as usual.

LONE SPECIALISTS

Each player chooses a Legendary RWB Table for the game. Then, randomly pick 1 player: all the Legendary Specialists and Items corresponding to that player's Legendary Unit are placed in the pool. These cards are now available to everyone during the course of the game. Legendary Specialists are considered Ranking Specialists when playing with this optional rule.

AWARD SPECIALISTS (GROUP)

Each player picks a Legendary RWB Table for the game. The corresponding Legendary Specialists and Items from all players are placed in a pile near the Award deck. When you earn an Award, you have the option to either draw 1 Award OR pick 1 Legendary Specialist and 1 Legendary Item of your choice from the pile. These cards are rallied/found for free and do not count toward the 1-per-turn limit. They can be from 2 different Units.

AWARD SPECIALISTS (SOLITAIRE)

Follow the rules for Award Specialists (Group), but add the Specialists and Items from a second Legendary Unit to yours, to make the mix more exciting.

JUST THE TOYS, PLEASE!

Add some or all of the Legendary Items to the list of Regular Items. Keep the total number of available Items in balance: for each Legendary Item you add, take out 1 Regular Item with a corresponding cost.

LEGENDARY VICTORY POINTS

If you're using the Victory Points optional rule from the *D-Day Dice Rulebook*, p.16, take these added items into account:

- Using a Legendary Unit: **-20 VP**
- Using a Starting Specialist: **-10 VP**

The combined table of *D-Day Dice* and *War Stories* Victory Points can be found inside the back cover of this rulebook.

MODULE 3: SERVICEMEN

Servicemen cards represent individual soldiers you encounter on the battlefield. They provide encouragement in the form of precious resources that may benefit your Unit when most needed.

GAME START

Shuffle the Servicemen cards and place them face-down as a draw pile.

HOW TO PLAY

All Units (including Legendary) have an added “OR” option in the **Special Find RWB**:





OR: Draw 1 Serviceman at random from the deck. (Drawing a Serviceman means renouncing your other Special Find options.)

Each Serviceman card includes 2 to 3 “pre-rolled dice results”. You can discard the Serviceman during any Phase 1 to *add* these results to your Final Tally. This may help you obtain RWB bonuses or even a Straight. More than 1 Serviceman card may be discarded at the same time.

Trading a Serviceman card is not allowed, not even with the Lieutenant.

Servicemen are considered part of your Unit and serve multiple purposes:

- An Explosive icon  shown on a Serviceman card allows you to discard the card when you are required to discard Explosive cards.
- When a Specialist symbol is shown on a Serviceman card, that card counts as *that specific Specialist* for Sector requirements or other game effects. The card is not an exact duplicate of the Specialist – it replaces the need for that Specialist in certain situations only. For example, if MGF Special Damage requires you to lose a Specialist, you can discard a Serviceman that counts as a Specialist.
-  A Serviceman with this symbol counts as *any Specialist*.
- If a Serviceman is lost, dice results on the card are lost too.



This Serviceman card counts as a Scout Specialist and may be used for an Explosive requirement.

SERVICEMEN OPTIONAL RULES

SERVICEMEN AND WAR STORIES

The following War Stories include different ways to use Servicemen: *Brothers in Arms*, *Commanding Officers*, *Dead Men Walking* and *Stray Soldiers*. When you play with these War Stories, to avoid confusion it is recommended *not* to play with regular Servicemen.

EVENING THE ODDS (FOR NEW PLAYERS)

Consider giving 1 or 2 Servicemen at the start of the game to new players to help them along the way, especially when matched with veteran players.

THE ARMY WAY: SERVICEMEN AS DICE

Here's an optional rule that changes how players obtain their Final Tally.

In every Phase 1, before rolling dice each player draws 1 Serviceman from the deck, looks at their card, and removes 2 dice of their choice from their hand. Players then roll normally (even if a player drew a Serviceman showing 3 dice results, they still roll 4 dice). No dice are locked when playing this way – the dice results on each Serviceman represent the player's locked dice. Each player adds the Serviceman's dice to their Final Tally and discards the card afterward. When the Servicemen deck is empty, reshuffle the cards.

When playing The Army Way, 3 of the Ranking Specialists affect Servicemen in special ways:

Lieutenant

Players may trade dice (dice for dice) or Servicemen (card for card).

Colonel

Allows players to re-roll 1 more dice.

Captain

Also affects the color of the Servicemen results.

MODULE 4: LAST MAN STANDING

Last Man Standing introduces a new way to play D-Day Dice. Think of it as “reverse D-Day Dice”. Leading a Unit full of Soldiers, you work your way toward the Bunker with a shrinking force. Each roll tells you how many soldiers you **lose**. *Will you have enough men left standing to storm the Bunker at the end?*

Compatibility Notes

- When using “A Few Good Men” (*D-Day Dice Rulebook*, p. 17), halve your losses, rounded up.
- When using Legendary Units, the Last Man Standing RWB Table overrides all Legendary RWB Tables.
- If Servicemen are in play (*War Stories Rulebook*, p. 9), draw their cards on a **Leadership RWB** instead of a Special Find RWB.

GAME START

D-DAY DICE BATTLE MAP		BONUS SOLDIERS
N-01	Exercise Tiger	35
N-02	Omaha Beach	65
N-03	Gold Beach	85
N-04	Sword Beach	65
N-05	Pointe du Hoc	90
N-06	Vierville Draw	105
N-07	Château de Vaumicel	100
N-08	Mont Fleury Battery	120
N-09	Marefontaine Battery	90
N-10	Strongpoint Morris	80
N-11	Strongpoint Hillman	90
N-12	Pegasus Bridge	45

Choose a Battle Map and place your Unit Marker on it as you would for a normal game.

Copy the resources for your starting Sector to your Resource Card.

Add the number of Soldiers listed for your chosen Battle Map (at left) to your Resource Card.

Note: Numbers shown in the table are for an “average difficulty” game. Maps can be made harder by reducing the starting number of Soldiers by 5, or easier by adding 5.

WAR STORIES BATTLE MAP		BONUS SOLDIERS
N-25	Mission Albany	80
N-26	Mission Boston	45
N-27	Mission Chicago	40
N-28	Mission Detroit	40
N-29	Operation Tonga	90
N-30	Merville Battery	105

When playing Gold Beach in solitaire, you might want to add 5 Soldiers, as you need to conquer both Bunkers.

HOW TO PLAY

The Last Man Standing module is almost identical to a regular game of D-Day Dice with 1 big difference: you roll dice to see how many Soldiers you **lose** every turn. Because of this, some dice results play a little differently.

LAST MAN STANDING DICE RESULTS



SKULL (no effect)

Skulls do not cancel dice from your Final Tally.



STAR (to rally Specialists)

Unchanged. Accumulate Stars normally.



SOLDIERS (deduct Soldiers)

Deduct the number of Soldiers from your Unit at the end of PHASE 2.



COURAGE (to Advance or to draw Awards)

Unchanged. Accumulate Courage normally.



TOOL (gain  Item Points)

Unchanged. Accumulate Tools normally.

Losing Soldiers

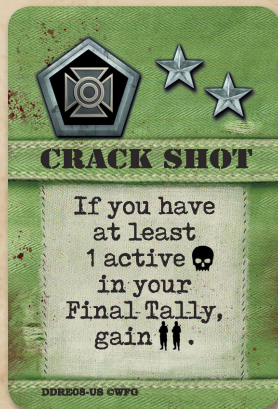
Soldiers obtained in your Final Tally are deducted from your Unit's total at the end of PHASE 2. On some Battle Maps, if playing with the optional rule "A Few Good Men" (*D-Day Dice Rulebook*, p. 17) the total number of Soldiers is halved and rounded up before you deduct them. It is possible to die during PHASE 2, so be careful! The Medic will help you lose 1 less Soldier during PHASE 2.

All these losses are in addition to normal losses due to Land Mines, combat, etc.

Introducing the Crack Shot Specialist

Since Skulls do not cancel dice in Last Man Standing, the Sharpshooter Specialist is unnecessary. Replace him with the Crack Shot Specialist from *D-Day Dice War Stories*. When playing Last Man Standing with the Crack Shot, all Skulls are considered active.

Note: Even when not using the Last Man Standing rules, you may always replace your Sharpshooter with the Crack Shot. Make this decision at the start of the game.



RWB Bonus Change

When playing Last Man Standing, some of the RWB bonuses you obtain in your Final Tally are replaced by new ones with different names. This means that if an Item or an Award gives a specific RWB bonus ("Reinforcements," for example), use the corresponding RWB from the base game according to your country or from your Legendary Unit.



= **STRAY BULLET:** Lose 1 Specialist. If your Unit doesn't have any, lose 5 Soldiers.



= **LEADERSHIP:** See the RWB Table of your country or Legendary Unit. If playing with Servicemen, you can draw one from the deck.



= **RESPITE:** Gain 5 Item Points and ignore these results in your Final Tally.



= **STRENGTH IN NUMBERS:** Add 4 Soldiers to your Unit and 2 Soldiers to another Unit and ignore these results in your Final Tally.



= **BATTLE CRY:** See the RWB Table of your country or Legendary Unit.



= **BARBED WIRE:** You cannot find Items and cannot trade (give or receive) resources or dice this turn.

Rolling a Straight

When you roll a Straight (1 of each result), you earn an Award and ignore the 3 Soldiers in your Final Tally.

Playing with *D-Day Dice: The Way to Hell*

While you cannot play Last Man Standing on Sea Maps, you **can** play Last Man Standing once you reach the Beach Map and start your normal game. Consider your remaining resources as your starting resources and add the required number of Soldiers accordingly.

MODULE 5: POLAND

All the necessary components for a new country are included – Poland! This new player color offers unique RWB bonuses.

GAME START

When players select their countries, choose Poland and take the matching Specialist deck, Unit Marker, and Resource card. Follow the rest of Game Start as shown in the base game rulebook, p. 4.

POLAND AS A 5TH (OR 6TH) PLAYER

Follow the normal setup rules as you would for 4 players. Don't adjust the number of Special Items per Battle Map; you can never have more than those listed under the Map's description. All other rules of the game apply normally.

POLAND DURING WWII

Although it spent the duration of World War II occupied by Nazi Germany and the Soviet Union, Poland managed to make the fourth-largest troop contribution to the fighting in Europe, serving both the Polish Government in Exile on the Western Front, and the Red Army on the Eastern Front.







The Poles bravely fought during the Battle of Britain, the North African Campaign, the Italian Campaign, Operation Market Garden, the invasion of Germany, the liberation of their own country and of course the Normandy landings where Polish commandos landed on Sword Beach.

BONUS OPTIONAL RULES

These optional rules can be applied to any game of *D-Day Dice*.

KEEP YOUR DISTANCE

Sectors featuring bomb craters have their DEF raised by 1 for *each* Explosive  symbol the player has when their Unit is in that Sector. For example, if a Unit with a Bangalore Torpedo and an Engineer visits a crater Sector, the DEF of the Sector would be raised by 3 for all Units in the Sector (  for the Bangalore Torpedo and  for the Engineer).



TOKEN CLIMBING

When in a Climbing Sector, follow the normal Climbing rules found in the *D-Day Dice* Scenario Book – but you must obtain 7 Skulls *during your total stay in the Sector* instead of 4 during a single turn. Use Skull tokens to keep track of the Skulls you obtain from turn to turn. When you leave the Climbing Sector, discard these Skull tokens.

BLIND START WITH SUPPLY DICE

Ignore the starting resources on the Battle Map. Each player starts with 1 Soldier on their Resource Card. Players then take turns rolling the 4 Supply Dice and adding the resources they obtained to their Unit. Skulls are worth nothing and do not cancel dice during this roll.

EAGER BEAVER

Each Unit starts the game with the Eager Officer. This Specialist cannot be lost as a regular casualty of combat or due to Land Mines, and his ability cannot be ignored. The only ways to get rid of him are through Special Damage that kills Specialists, or by other game effects that specifically target Specialists (like the Purple Heart Award), or by paying his cost in Stars.

If you reach Sector 9 or higher with him in your Unit, draw an Award of your choice. If you enter the Final Bunker with him in your Unit, your Unit ignores MGF while in the Bunker.

If you count Victory Points from the *D-Day Dice* rulebook, p. 16:

- For starting with the Eager Officer: **10 VP**
- For winning with the Eager Officer: **20 VP**

The combined table of *D-Day Dice* and *War Stories* Victory Points can be found inside the back cover of this rulebook.

Tip: Card effects like the Point Man Specialist or the Bronze Star Award still allow you to stay additional turns in a Sector since they prevent Unit Markers from being adjusted. These are particularly useful with the Eager Officer.

SERVICEMEN INSIGNIA

This table also includes Servicemen symbols found in D-Day Dice: Spoils of War.



Any Specialist



Beachmaster



Captain



Chaplain



Colonel



Combat Photographer



Corporal



Crack Shot/
Sharpshooter



Drill Sergeant



Engineer



General



Grenadier



Hero



Lieutenant



Marksman



Medic



Minesweeper



Paratrooper



Pathfinder



Platoon Leader



Point Man



Quartermaster



Scout



Runner



War Correspondent



Veteran

VICTORY POINTS (VP)

The table below includes the original VP scoring items from *D-Day Dice*, plus the new scoring items from *War Stories* modules.

D-Day Dice Victory Points

- Conquering a Bunker: **20 VP**
- Being the first Unit to conquer a Bunker: **20 VP** (every player who achieves this in the same turn wins 20 VP)
- *Victory* – total number of map Sectors (including Bunker): **x 10 VP**
- *Defeat* – the number of the last Sector entered: **x 10 VP**
- For every Soldier still alive in a Unit: **1 VP**
- For every Courage Point left in a Unit: **2 VP**
- For every Specialist left in a Unit: **3 VP**
- For every Award drawn: **10 VP**

War Stories Victory Points

- For using a Legendary Unit: **-20 VP**
- For starting with a Legendary Starting Specialist: **-10 VP**
- For starting with the Eager Officer: **10 VP**
- For winning with the Eager Officer: **20 VP**

Solitaire Victory note: When adding up VP for your victory, don't forget to count *both* the bonus for conquering a Bunker and for being the first to do so.



A FEW GOOD MEN



This rule applies to 3 Battle Maps included in this box (Missions Boston/Chicago/Detroit). We have reprinted it here for convenience (it can also be found in the base game's rulebook, p. 17).

Soldiers are harder to collect: only 1 Soldier is gained for every 2 obtained (discarding leftovers). The division happens at the end of PHASE 2: UPKEEP, so RWB bonuses are compiled before dividing your total by 2 (rounded down).

For example, if you obtain 7 Soldiers in your Final Tally, you only add 3 to your Unit during PHASE 2.

This rule only affects Soldiers gained during PHASE 1 and PHASE 2. Soldiers gained with Items and Awards played during PHASE 3 and up are not divided by 2.

Note: Casualties are not divided by 2. This makes both Land Mines and Machine Gun Fire a lot deadlier!



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