




# DICE CRUSADE

By Sean Patten Vers. 1.3

**I. TURN ORDER.** Turns go clockwise around the table. On a player's turn, each of their models may perform 2 actions. Finish with one model before starting the next. Vehicles count as a model. At the start of your turn, roll  for each CMD value. On a 5 or 6, earn 1 CMD point (max = CMD value). You may spend a CMD point at any time to perform 1 action with any friendly model within 12" of a CMD model- even during the enemy turn.


## II. ACTIONS.


- **Move up to 6".** If using a CMD Point to move, you may only move up to 3". Heavy models may only move once per turn unless using Command Points to move. You may make one free **Melee Attack** at the end of any move.
- **Ranged Attack.** May fire a ranged weapon or throw a grenade.
- **Unjam / Reload.** May attempt to unjam a weapon, or reload a weapon that requires it.
- **Hide.** If in cover, mark your model with a Hidden marker.
- **Pick Up.** May pick up an object. Dropping an object can be done at any time for free.
- **Aim.** Reroll one attack die when attacking this turn. You may do so after rolling to hit.
- **Get Up.** If you are knocked down (KD), you will be at -  for all die rolls until you spend an action to get back up.

**III. COMBAT- CONTESTED DIE ROLLS.** Attacker and defender roll their dice. For each attacker's die that rolls higher than the highest defender die, one **hit** is done. Hit models are at -  for all die rolls for each hit they've taken. If the high dice are tied, compare the next highest die, and so on. If the attacker eventually wins these compares, one hit is done. Some abilities allow the roller to add +1 to any 1 die result- treat that die as having rolled one higher.


**IV. SHOOTING.** Roll the attacker's weapon dice vs. the target's defense dice.

**LINE OF SIGHT.** To fire at an opponent, you must have line of sight (LOS) and the target cannot be **hidden**. Always draw line of sight from the attacker model's position (IE, on top of the building). If you cannot see some portion of the target's body, you do not have LOS and may not attack them, even with weapons that ignore cover.

**COVER.** Add +  to the defense roll if you can only see part of the target from the attacker.

**RANGE.** For every 12" of range to the target, add +  to the Defender's roll. Grenades do not have to include downward distance when measuring for range.

**TIE RESULTS:** Note that some special effects apply when the high dice are **tied**. It is possible to win (or lose) and also get a Tie result.

-- **(KD) KNOCKDOWN.** Place the target model on its side. They are at -  for all rolls until they spend an action to get back up. **Heavy** models may ignore Knockdown.

-- **(P) PENETRATE / POISON.** Does at least 1 hit, even if the attack did not win. Note that P and Armored cancel each other out- resolve ties as normal if this happens.

-- **(ARMORED).** You won't take any damage from an attack. Cancels the effects of **(P)**.

**FAIL RESULTS:** A weapon **fails** if two or more dice roll the same number. If two Fail results are listed (Example: J/X), the first occurs on two tied dice, the second occurs on three or more tied dice. The firing result still applies. You may use rerolls to try to avoid doubles / triples.

-- **(J) JAM.** Weapon cannot be fired again until unjammed (with an action, roll weapon dice again, if no doubles are rolled, weapon is unjammed).

-- **(O) OVERHEAT.** Roll the weapon dice against the firer as an attack!

-- **(X) EXPLODE.** As overheat, and the weapon is then destroyed.

**V. MELEE.** Roll attacker's melee dice vs. the defender's melee dice. If the defender wins, they can do damage to the attacker! You may choose to do less damage than the amount rolled.

**ADJACENT:** To melee an opponent, you must be **adjacent** to them (models are touching). You may only melee one target per attack, unless you have the Scythe ability.

**PARRYING:** If you have a melee weapon of any kind (even a knife), you may choose to parry: add +1 to your roll, but if even if you win, you will cause NO to your opponent.

**SNAP FIRE:** Models with **pistols** may fire them for free at enemies about to melee them. If the enemy is killed, KOed or knocked down without another action to get up, the melee is prevented.



**VI. MOVEMENT.** Move is in inches. You may move over any obstacle or up any ledge that is less than the height of your model's head- measure the vertical height and count it as part of your move (IE cover is 1"). Ladders (3"-6" high) cost 1 full movement. Stairs cost the linear distance to move up or down. To traverse ladders that are blocked by an enemy at the opposite end, you must spend your action to melee your opponent at - [red square]. If you tie or lose, you cannot take other actions and must wait at the starting end of the ladder.

**ZONE OF CONTROL (ZOC).** If a troop moves within 1" of an enemy and then tries to move past the enemy, the enemy may choose to make a "free" melee attack on the passer. If the passer is not stunned, killed or knocked down by the melee, they may continue their move. The enemy does not have to make the melee attack- they may let the passer go by. Note that this rule does not apply to models that start their move within 1" of an enemy and move directly away from that enemy. Also, enemies that are already in base to base contact with a non-friendly model may not exercise a ZOC. The Slip Thru skill allows the user to ignore enemy ZOCs. ZOC does not apply to vehicles or troops moving past vehicles.

**CLIMBING / JUMPING/ FALLING:** To make a jump or climb up something without a ladder, measure the distance and roll that many dice (some mods apply: see the chart below). If you roll doubles while jumping, you **FALL: [red square] for every 2" fallen.** If you roll doubles while climbing, you simply fail to climb up. Otherwise you make it. If you rolled any 1s, take a KD.

| TYPE:    | Dice Rolled:         | MODS                  | TROT           | DOUBLES?                | 1'S rolled? |
|----------|----------------------|-----------------------|----------------|-------------------------|-------------|
| JUMPING  | Distance across in " | Heavy: + [red square] | - [red square] | [red square] /2" fallen | Take KD     |
| CLIMBING | Distance up in "     | Swift: - [red square] | N/A            | Climb Failed            |             |


**DIVE ATTACK:** As part of a move action, you may dive onto a target that is lower than you as a melee attack. Make a jump roll (as above). If you succeed, make a melee attack with + [red square], and neither you nor the defender can reroll!

**VII. PICKING UP.** You may pick up items by being adjacent to them and spending an action. You may not pick up items that an enemy is standing on. If a model standing on or carrying an item is knocked down, KOed, or killed, you may grab the item.

**CARRYING:** Some items count as **heavy** while carried. If you are stunned, killed or knocked down, you will drop the item automatically.

**VIII. HIDING.** If you are in cover, you may Hide (including cover from smoke or darkness). Mark your model as hidden. If you attack, or if you or your enemy moves such that they have direct line of sight to you or are within 1" of you, you will be **revealed** (lose hidden status).

**DARKNESS:** Counts as cover (examples: tunnels, sewers, under an overpass, parking garage).

**ENEMY BLIPS:** If enemy blips are being used, they count as hidden until revealed. They get 2 actions and roll  until they are revealed. When revealed, replace the blip with a model.



**IX. STRUCTURES AND BUILDINGS- COVER.** Buildings have roofs, structures do not. Buildings provide top and front cover. Structures provide front cover only. Place models inside buildings on top of the roof for LOS purposes but treated as in cover. (All Grenades can ignore front cover but you must have LOS). Bunkers always provide cover for the troops inside, even against burn and sniper weapons!

**ATTACKING BUILDINGS:** Buildings roll defense dice against ranged and melee attacks.

Shack: . Hab block: . Industrial: . Reinforced Bunker: .


Buildings never damage the attacker even if they win when defending against a melee attack.

They always roll their full defense dice, and do not roll less dice if damaged.

**FORCED ENTRY:** When a hit is done to a building, place it on the side closest to the attacker. Models may enter the building at that point.

**COLLAPSE:** Check for collapse each time a building takes a HIT: roll **one die for each hit** on the building. If any **DOUBLES** are rolled, the building takes an additional hit. If any **TRIPLES** are rolled, it **COLLAPSES!** Roll the building's dice against any models inside (vs. defense).

Then replace the building with rubble (provides cover). It cannot be damaged any further.

**CATWALKS:** Can be attacked. They defend with . Any hit will collapse the catwalk: Models on the catwalks will Fall. Place destroyed catwalk on ground (as cover).

**ENTRY:** To move into a building, you must first start adjacent to any part of it. If the building is occupied by enemy troops and no friendly troops, you must enter through a Forced Entry (see above). If you can move into a building via the roof or a catwalk, ramp, or stairs, you do not have to force entry or be adjacent first to move inside. Note that flying models can easily enter buildings this way. **BUNKERS** may only be entered through clearly marked doors- they cannot be entered via the roofs as other buildings can.



**X. SPECIAL ABILITIES.** Rules for special abilities and weapon effects follow.

**AMBUSH:** May make a free 3" move and attack when revealed.

**ANIMAL:** Cannot use weapons or equipment unless it explicitly takes no hands (spikes for example). They cannot operate machinery, but may pick up loot.

**ARTILLERY-** Requires 2 actions to operate- one to fire and one to reload. May not move and fire. Provides front cover for 2 crew.

**BARRAGE-** Ignores front cover. Minimum range 8". May fire indirect- if any allied model has line of sight, the Artillery may fire even if it does not. Treat the target as over 1' in range even if it isn't (so it will always be at a -1).

**BIG:** Once revealed, can't hide, or take cover except from smoke/darkness. Big models also count as HEAVY (see below).

**BLAST(B)-** Uses a circle template, but the target in the center applies the total roll, and all other targets under the template apply all but the highest die. Also does Knockdown.

**BURN-** You may ignore cover and may fire at hidden models. Hidden models that are attacked will be revealed even if they take no damage, as long as a result greater than zero is rolled on the dice. You may not reveal hidden models inside Bunkers or closed vehicles (even if it has firing slits). You may not reveal encounter blips, but may reveal enemy blips.

**CLIMB:** May climb up or down any surface as part of a move. Measure the distance as normal.

**CONTROL:** Instead of killing a target, may take control of them for 1 action.

**DETONATE:** May detonate as an action. Will detonate if damaged. When detonating, if you roll a zero on the dice, you do not explode- continue as normal!

**FERAL:** You may only attack the nearest target. If you do not want to attack the nearest target, you may not attack that turn.

**FLAMER TEMPLATE-** Roll separately for each target touched by the template. Count cover. FT= Flamer template (8" long, 2.5" Diameter). SFT= hand flamer (4" long, 2" Diameter). HFT= heavy flamer(10" long, 3" Diameter).

**FLY:** May move in any direction, but must end your move on a surface. Note that you can enter normal buildings by flying onto the roof! You may ignore damage from a fall.

**FOR ONE TURN:** Orders that last one turn may be played at any time, and will last until the beginning of that turn when it next comes up. For example, if you play a card during the enemy turn, its effects will last until the beginning of the next enemy turn.

**FRENZY:** Roll your full dice when **meleeing** or **defending**, even if you have taken hits.

**FURTIVE:** May hide for free if you did not attack that turn (does not cost an action).

**HEAVY:** Heavy models Ignore KD, but are also SLOW. (Example: Terminator Marines).


**HIDDEN:** Cannot be attacked until revealed by a burn weapon or an enemy within 1".

**IGNORE FRONT COVER (IFC):** Ignores cover such as barricades and catwalk railings, but not smoke, darkness, or troops in a building.

**IGNORE RANGE (IR):** May fire at any range without taking range penalties.

**INFILTRATE:** You may start Hidden. During non-battle games, you may take a free move at the start of the game. During Battle games, you may start anywhere on the board out of line of sight of enemy models.

**KILL=KO:** If enough damage is done to kill the target, they will be knocked out instead.


**LATCH ON:** On a tie in melee, may attach to a target. The target rolls - while latched! To dislodge a Latcher, you must attack the target: Any hit or KD will also dislodge the latcher.

**LINE EFFECT (Line):** Draw a line from the firer through any eligible models. Apply the roll to ALL eligible models in the line (though some may be in cover), including vehicles and barricades, but not buildings. The line will stop if it hits a building or vehicle. Remember to apply range modifiers to models over 12" away.

**LOAD:** Weapon may only be fired once per turn.

**LUNGE:** You may melee models up to 2" away.

**MOB (#):** Up to # of these models may combine their melee values against a single target! Move the models first, then make a single melee attack that combines all the attackers' melees. If they lose, they must divide the hits up amongst the models as they see fit until all the hits taken have been assigned, or all the mobbing models are eliminated.

**MOUNT:** Gain an additional **move** action each turn. Add + when meleeing or defending. If you take KD, you must spend one action to get up, and **another** action to get back on your mount. You may ditch your mount at any time to remove all hits on your model, but you lose all MOUNT abilities for the rest of the game. HEAVY and ARMORED models can't use mounts.

**NO OPPONENT REROLL (NOR):** Your opponent may not reroll any dice during the combat.

**RAPID FIRE (Rap):** May fire weapon twice if all targets are within 6".


**RELOAD-** After firing, the weapon may not be fired again until you spend an action to reload.

**REROLL (R):** You may reroll one of your dice. You must keep the second result.

**REROLL OPPONENT (RO):** May reroll one of your opponent's attack dice OR one of your own dice. Note that if you have more than one reroll in melee, it compounds into a RO.

**SCOPE:** You may ignore enemy cover when firing if you do not move that turn.


**SCYTHE:** May melee multiple adjacent models, each in turn, as a single melee attack, but you may only move once that turn (as SLOW).

**SHAMBLE:** The model moves " instead of 6". If you have numerous models with shamble, you may roll once per turn for multiple models: declare which models before rolling.

**SLOW:** You may only move once per turn (except CMD moves).

**SNIPER:** You may ignore range penalties when firing if you do not move that turn.

**SPIKY- TIE** when defending in melee = +1 hit.

**SWARM:** Area, Burn, and Blast weapons roll + against swarms.

**TOUGH:** You do not lose dice for any hits taken.

**TROT:** May not climb, but subtract 2" from jump distances when jumping.

**TWO FISTED:** Any model equipped with two pistols (and no other weapons) may fire each pistol at 6" range or less as a single attack, and may snap fire with both weapons.

**VOLATILE (V):** If the bearer is killed, the weapon Explodes (as explode Fail result).























































**XI. PSYCHIC RULES: CARDS.** Player Psykers draw 2 random cards / Psy level, or 1 chosen card / Psy level. They may keep psychic cards for the duration of the game. Enemy Psykers (stats come off the enemy chart) draw 2 random cards / Psy level, and must discard cards after use. You do not have to reveal your card to your opponent until played. **All Psy cards take 1 action to play.** Models with more than 1 Psy level may play 1 card per Psy level, as a single action. **Cards played during an enemy turn cost 1 action from the following turn** (declare which model is spending the action and mark them so you remember). If you have multiple Psykers, you may reassign their cards as long as each Psyker does not use more cards per turn than his Psy level, and **each card is only used once per turn.** If a player Psyker is killed, you must choose and discard a number of cards equivalent to his Psy level.

**MODIFIERS:** Any Psychic attack that directly affects an enemy model requires the caster to have **line of sight** to the model affected. Models with Psychic hoods may reroll any 1 die for a die roll specified by a Psy card. **Range** penalties may apply to dice rolls for cards. Details of the effects of range, LOS and actions are listed below:

**CLAIRVOYANT-** Deduct range penalties from the roll for each examination/ reveal. **CURSE, FRENETIC, FLASH, HEAL, MIND LANCE, TELEKENISIS, TRIPPER-** Apply range penalties to the roll. **INFERNO-** You do not need to deduct an action from your next turn if you are actually stunned, wounded or killed by the attack. **JINX, JOSTLE-** deduct range penalties from the weapon's roll vs. user if any, based on distance to victim. **OBFUSCATE-** LOS is NOT required to the models that hide, but range penalties are deducted from the roll for # that may hide. **PHASE, TELEPORT-** does not take an action to play. **PRECOGNANT-** Range penalties are based on the distance to the farthest VICTIM of the enemy attack, not the attacker. **PROJECTION:** May only create 1 ghost at a time. Ghost starts adjacent to creator and may move during the creator's turn. May "dissipate" ghost at any time, otherwise ghost lasts until killed. Range has no effect on ghost. **PSYCHOMETRY-** the psyker that finds the blip must spend an action to play the card. **SHIELD-** Range penalties are based on distance the shield is placed.

**MIND WAR:** A psyker may attack an enemy in LOS by rolling , + an additional  per Psy level. The defender rolls a number of dice determined the same way. The defender can damage the attacker if they win, just like a melee. The attack will KD on a tie. Defending Psykers may choose to PARRY in a mind war. Psychic hoods will give you a reroll in any mind war. You can only attack sentient models in this way (not Necrons, Zombies, etc).

**INCURSION.** Using Psychic powers risks drawing the unwanted attention of things living in the warp. If you roll doubles when using any psychic power or Mind War attack, you must fend off an incursion from the warp! Treat the attack as a  Mind War attack vs. the Psyker, with no parry allowed. If the Psyker is killed, replace the model with a Warp Spawn! (, Melee only, Scythes, Feral).

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