

D DAY DICE LEGENDS

by

Emmanuel Aquin

CREDITS

Designer: Emmanuel Aquin

Cover & Component Art: Dominik Kasprzycki

Graphic Design: Dominik Kasprzycki and Emmanuel Aquin

Soldier icon: Tom Mouat

Editing Team: Mark Rapson and James Hébert

Play Testers: Craig Andrews, Colin Bissett, Steve Hatherley,
James Hébert, Michael Little, Lutz Pietschker, Michael Reste

© 2018 Word Forge Ltd.

Word Forge Games, the Word Forge Games logo, the RWB system and the RWB logos are trademarks of Word Forge Ltd.

www.wordforgegames.com



OVERVIEW

Welcome to *Legends!*

This small expansion to *D-Day Dice* lets you play Legendary Units straight from the history books. If you already have *D-Day Dice: War Stories*, simply add these 10 Units to your roster. If you don't, here are the rules on how to include Legendary Units on any Battle Map in your game.

GENERAL COMPONENTS

10 Legendary Units (sample shown below).

LEGENDARY UNITS

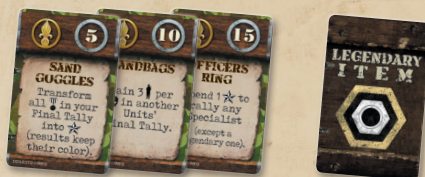
Legendary Units put you in the battle as a historical unit that fought in the Normandy landings. Each Unit consists of 6 cards:

- 2 Legendary Specialist cards
- 3 Legendary Item cards
- 1 Legendary RWB Table card (each RWB table is unique to that Unit)

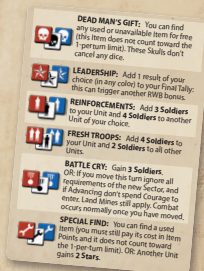
Example cards shown from the French Foreign Legion.



2 Legendary Specialist cards



3 Legendary Item cards



1 Legendary Specialist card

This illustration shows where to place the Legendary RWB Table on any Allied player aid (included in the base game, the War Stories expansion, and the Way to Hell expansion).



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.

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 begin with their Starting Specialists. Every Unit must rally its 2 Legendary Specialists during the game to win; otherwise, the game is lost. Raise the challenge: force 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. At set up, each player selects a Legendary Unit but takes *only* its Legendary RWB Table. Mix the other cards and create 3 piles: 1 with Starting Specialists, 1 with remaining Legendary Specialists and 1 with 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 use the Victory Points optional rule from p.16 of the *D-Day Dice Rulebook*, take these added items into account:

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