






MGF DICE


D-Day Dice
Mini-Expansion

At the start of the game, all players should agree on the use of the MGF dice in place of the regular d6 for Machine Gun Fire. This lasts for the entire game.







Instead of rolling a d6 for each  symbol in the current Sector, roll an MGF die, then lose the number of resources indicated. If you do not have the resource(s) to lose, you must lose 6 Soldiers.

 = lose 1 Item Point

 = lose 6 Soldiers

When the Special Damage symbol  is present and you roll a Skull on the MGF die, you lose 6 Soldiers *and* you trigger a Special Damage: see the Battle Map description.

- MGF dice cannot be rolled with regular d6 when rolling for Machine Gun Fire.
- MGF dice are not affected by anything that affects Red, White, Blue or Black dice.
- MGF dice are affected by anything that affects the *result* of MGF or the *result* of a normal d6 (like the Binoculars).
- If playing with *Atlantikwall*, it is up to the German player to decide whether MGF dice will be used or not, by all players.
- If you need to determine the value of a specific MGF die result, use this guide:

1 = 	3 = 	5 = 
2 = 	4 = 	6 = 

- Optionally, MGF dice can also be used to roll for Land Mine damage.

