

D DAY DICE EXPANSION

ATLANTIKWALL



A GAME BY EMMANUEL AQUIN





- ▶ ATLANTIKWALL
- ▶ BATTLE CONDITIONS
- ▶ BADGES



D-Day Dice: Atlantikwall is dedicated to the poor souls who were forced into battle against their will – be they conscripts or members of prisoner battalions – constrained to defend someone else's cause, often in direct conflict with their own ideology.



OVERVIEW

Welcome to Atlantikwall! This expansion to D-Day Dice adds new content to the game in the form of 3 independent modules that combine new and previous components in different ways. These modules are compatible with the base game 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*.

4 Awards



2 Vehicles



Rulebook and
Scenario Book

6 Battle Maps

3 BOARDS/2-SIDED



The **6 Battle Maps** add more beaches and inland battlefields to your games. Included is *Battle Map N18, Exercise Fabius*, which depicts one of the landing exercises that took place before D-Day.

The **2 Vehicles** can be added to your existing deck of Vehicles: the Mine-Clearing Tank and the Tractor.

The **4 Awards** are for your Award deck. The *France and Germany Star* adds variety to your basic D-Day Dice games, the *Cross of Grunwald* and *Médaille de la Résistance* will help Allied Units in basic games and in the Atlantikwall module, and the *Army Medal for War* takes advantage of the new Battle Conditions.

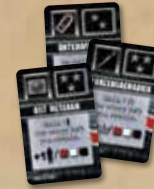
MODULE 1 ATLANTIKWALL

See p.XX

GERMAN PLAYER COMPONENTS



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



21 German Specialists



21 Decorations



14 German Items



1 Resource Card



1 Player Aid



Token sheet
(12 MGF +
12 LAND MINES, 2-SIDED)

ALLIED PLAYERS COMPONENTS



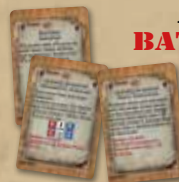
4 Regular Items



3 Ranking Specialists

MODULE 2 BATTLE CONDITIONS

See p.XX



50 Battle Conditions



MODULE 3 BADGES

See p.XX



10 Badges



MODULE 1: ATLANTIKWALL

“Atlantikwall” transforms the game into a confrontational one by introducing the German Player, playable on any Battle Map.

Like all other players, the German rolls dice and gathers resources, spending them to rally Specialists and find Items, following normal game phases. The main difference is that the German does not move on the Map, fighting instead from the safety of the Bunker. Think of the German Player as the Battle Map itself, defending the beaches against the invaders. *Will the Allies thwart the German's plans? Can they escape the enemy's devious traps? Or will they discover that nobody can breach the Atlantikwall?*

GAME START



The German Player starts with the Unteroffizier

Place all the German Specialists and Items on the table in the German Pool. Shuffle the Decorations into a deck and place them on the table, face-down. Whatever the Map, the German Player starts with 4 Soldiers and the Unteroffizier Specialist. The German also gains 3 Courage for each Allied Unit except the first, so 3 Courage against 2 Units, 6 Courage against 3 Units, and so on.

Add the 3 new Ranking Specialists to the Allied Pool (PIAT Gunner, Sniper and SOE Agent), along with the 4 new Regular Items (False Orders, Sniper Scope, Thermite Grenade and TNT). These cards are designed to help the Allies when playing against a German player; they apply to only when using Atlantikwall rules.

The German rolls Red, White and Black dice. The latter are interchangeable with Blue dice: if the Allies steal 1 Black dice from the German's Final Tally, that dice becomes Blue, and vice-versa.

ABOUT EXERCISE FABIUS

To fully enjoy Atlantikwall, the Allies mustn't struggle too much on the selected Battle Map, otherwise the German will make mincemeat out of them.

To help you get the feel of this module and to ease yourselves into playing against a live opponent, we have provided a relatively easy Battle Map, *Exercise Fabius*, which gives the Allies a good chance against the German player. Once you get the hang of it, you can play Atlantikwall on all other available Battle Maps.

THE GERMAN PLAYER

MGF and Land Mines

As the German Player, your task is to make sure all Battle Map defenses are well-tended to make life difficult for the Allies. At the start of the game, all Land Mines and MGF on the Map are **inactive** and are they are ignored by Allied Units. You must rally the Specialists Pionier and the Maschinengewehr-Schütze to activate these attributes. Once activated, these defenses work normally. If you were to lose either of these 2 Specialists, the corresponding attribute would become inactive, only to be re-activated if you manage to rally them later on again.



Specialists Pionier and Maschinengewehr-Schütze. Rally these in order to activate the Land Mines and MGF on the Map.

Losing Soldiers

Every turn, you lose Soldiers based on the single highest DEF of all Sectors occupied by Allied Units. If the Allies occupy more than 1 Sector, choose the one with the highest DEF. You do not suffer casualties from MGF or Land Mines, and you ignore the attributes and requirements for all Sectors.

Subtract the DEF from the total number of Soldiers you have. If you don't have enough Soldiers, you do not lose the game! Instead, the DEF in all Sectors is reduced by 1 for each missing Soldier.

Example: *The Allies are in a Sector with a DEF of 12. As the German, you have 4 Soldiers. This means you are 8 Soldiers short! The DEF minus the missing Soldiers, or 12-8, means the modified DEF for the Allies is 4. This does not work the other way around: if you have Soldiers to spare, the DEF is not raised!*

DEF-reducing Items or game effects (like the Bazooka or the Engineer), only affect the Allies. You must always meet the full DEF of the Sector.

If your missing Soldier count brings the DEF of a Sector below 0, the negative value is transformed into Soldiers gained for each Allied Unit present in that Sector.

Example: The Allies are in a DEF 12 Sector and use a Bazooka to reduce the DEF to 5. You have 4 Soldiers. The DEF minus your soldiers leaves an 8-soldier deficit. The reduced DEF of the Allies (5) minus your 8-soldier shortfall results in a modified DEF of -3; therefore, every Allied Unit gains 3 Soldiers!

GERMAN RWB BONUSES



= **DISPATCH:** These Skulls don't cancel any dice. Gain **15 Item Points**. OR: Draw 1 Decoration at random.



= **DISCIPLINE:** Add 1 BLACK result of your choice to your Final Tally. OR: Gain **2 Courage**.



= **SHRAPNEL:** Gain **6 Soldiers** and **1 Courage**.



= **REPLACEMENTS:** Gain **6 Soldiers**.



= **FANATISM:** Gain **2 Stars**. OR: All Allied Units lose 1 Soldier.



= **INGENUITY:** You can find a used Item by paying its cost. OR: Look at the top 3 cards of the Decoration deck and rearrange them in any order.

DECORATIONS

As the German Player, you do not move. Your Courage is used to defend the Reich against the invaders. The High Command rewards you with Decorations drawn at random during PHASE 4 at the cost of 5 Courage per card. There are no limits to the number of Decorations you can draw or play in a turn. If you obtain a Straight in your Final Tally, draw the Decoration of your choice for free (shuffle the deck after).

Decorations are kept and played like Items: they can be used anytime, even just after being drawn. Once used, Decorations are placed in a discard pile beside the deck. At the moment there are no Decorations left in the deck, reshuffle the discard pile into a new deck.

But while Items and Specialists are considered "open information" for all to see, Decorations are kept secret until they are played. The Allies have no way of knowing what Decorations the German is hiding.

The exception to this are the Black Decorations (Wound Badges), which have a black ribbon background. Black Decorations are detrimental to you and must be played immediately upon being drawn. Their effects are instantaneous.



A normal Decoration



A Black Decoration

PHASE 7: ASSAULT (IN THE FINAL BUNKER)

When an Allied Unit enters the final Bunker of a Battle Map (not counting the ones in the middle of the Map as depicted on *N09: Mare Fontaine Battery*), combat is resolved normally during PHASE 6: COMBAT for the Allies and the German alike. This triggers an additional Phase, PHASE 7: ASSAULT, where both sides compare their remaining forces (remember that Specialists count as 1 Soldier each).

If the Allies have more Soldiers, the German loses and the game ends.

If the German has more Soldiers, the Allied Unit is destroyed. If there are other Units in play, the game continues and the German draws 1 Decoration at random as a war trophy. If more than 1 Unit enters the Bunker at the same time, the Allies decide the order in which they confront the German. If there is a tie between the 2 sides, the one with the most Specialists wins the assault. If there is still a tie after that, the German wins.

ALLIED TRADE LIMIT

The German Player's vigilance prevents the Allies from trading resources in the top row of a Battle Map and in any Sector adjacent to the final Bunker. Dice trading (via the Lieutenant and similar game effects) is not affected by these restrictions.

END OF GAME

All normal losing conditions apply (if any Allied Unit is wiped out, the game is lost), but there is 1 exception: if the Allies lose a Unit in the final Bunker during PHASE 7: ASSAULT while other Units are on the Map, the game continues.

The German loses if any Unit successfully enters the Bunker with numerical superiority during PHASE 7: ASSAULT.

NOTES & CLARIFICATIONS

The German is not considered a Unit Any card or game effect that targets Units cannot affect the German. However, any game effect that targets *players* will affect the German.

Black Decorations (Wound Badges) As the German Player, you cannot choose to lose something you don't have. For example, if you draw the Gold Wound Badge and you have no Decorations in hand, you are forced to lose 1 Specialist. Only if you also had no Specialists either would you be able to ignore this Decoration.

When the German player forces an Allied Unit to lose 1 Specialist or Item The loss is always the Allied Unit player's choice (except if noted).

MGF silenced by the Grenadier in a Sector The MGF is considered "removed" and cannot be activated anymore. The Shooting Award (from *Gott Mitt Uns!*) cannot prevent this.

"A Few Good Men" Also affects the German player.

Timing If the Allies and the German both try to do the same thing at the same time, such as steal each other's dice, or if a rule conflict occurs between sides, it is always up to the German player to decide what happens first or who has priority. After all, the battle takes place on the German's turf.

Gold Beach If 2 Units enter the 2 Bunkers at the same time, treat the situation as if they were entering the same Bunker – choose 1 Unit to go first, compare remaining forces, then proceed to the next Unit, if necessary.

In a 2-player game, the lone Allied Unit does not need to conquer both Bunkers.

Decorations There is 1 Black Decoration for every 6 normal Decorations. If you decide to change the mix of the Decorations deck, keep this ratio of 1:6. The Anschluss Medal (from *D-Day Dice: Gott Mit Uns*) counts as a normal Decoration, as it has a negative effect half of the time.

Legendary Units The German cannot use Legendary Units, but can play against them.

ATLANTIKWALL TIPS

For the Allied Players

- A good strategy is to put pressure on the German as soon as possible: rally the Sniper or find a Sniper Scope.
- Time is on the German player's side! It can be advantageous for the Allies to rush the German instead of staying in the lower Sectors for too long.
- Splitting the Allied Units in 2 Sectors with different DEF is often a good idea.

For the German Player

- Be careful when giving Skulls to the Units: these can be used to obtain a Dead Man's Gift RWB.
- Don't drink the Molotov Cocktail.

ATLANTIKWALL SOLITAIRE PLAY

When playing solo, you face an automated Allied Unit and use modified rules.

Randomly determine the starting Sector for the Allied Unit. It stays 2 turns in every Sector, always moving laterally, until it reaches a Sector on the edge of the Map. Its next move is to Advance to the Sector directly ahead (and still on the edge of the Map). Then it will move laterally in the direction of the opposite edge, and so on.

The Unit tries to stay in play as long as possible, so move it accordingly. If it can avoid storming the Bunker, it will.

The Allied Unit is not affected by Sector attributes except "Can't stay here", which forces the Unit to stay only 1 turn. The Unit's movements are restricted by Barriers, so make sure it doesn't maneuver itself into a dead end. If this happens, the Unit is granted an exception to move over the Barrier to keep going. As you do not keep track of that Unit's resources, it never spends Courage to Advance.

The objective is to survive the Allies storming the Bunker. You lose if at any moment you have 0 Soldiers (remember your Specialists are worth 1 Soldier each). There is no PHASE 7: ASSAULT when you play against an automated Unit.

All the normal rules apply except for the following:

MGF and Land Mines in Solitaire Play

If the Allies are in a Sector with inactive MGF, you must roll MGF and suffer the casualties yourself (including Special Damage if applicable). Only by activating MGF can you ignore it. The same goes for Land Mines.

Sniper

The Allied Unit automatically rallies the Sniper the first time it Advances. Starting with the next turn, the Sniper will fire each turn the Allies don't move. When you are hit by the Sniper, you lose 1 Specialist of your choice (or your Zwangsrekrut – remember, when sacrificed or killed this card returns to your pool).

There are 2 ways to kill the Sniper:

- Use the Sniper Badge Decoration on the Allies, *or*
- Use the Scharfschütze 4 times on the Allies (use tokens as a reminder) – this allows you to locate the hidden Sniper. Once you do, immediately sacrifice the Scharfschütze to get rid of this Allied pest!

This Easter Egg has a German accent.

Waffen-SS and Beobachter

When playing solo, the Waffen-SS allows you to ignore 1 Skull in your Final Tally. Also, the Beobachter gains you 2 Item Points for every RWB you obtain.

Close Combat Clasp

When using this Decoration, use a spare set of dice to roll a Final Tally (re-rolling all the dice as if they were your own). You must choose between your original Final Tally or this one. Whatever you choose, discard the Decoration afterward.

Dog & Barbed Wire

When you find any one of these Items roll 6 spare dice once to create a *trading pool*. When using the Dog choose 1 dice from this Pool; with the Barbed Wire choose 2 dice. If there are no more dice in the trading pool re-roll the 6 spare dice.

Unavailable Decorations & Items for Solo Play

Remove these cards from your decks when playing solo. Cards in green are from *D-Day Dice: Gott Mit Uns*.

Decorations

- Coastal Artillery Badge
- Flak Badge
- Fritz Todt Award
- German Cross
- Gestapo Disk
- Gold Wound Badge (Black Decoration)
- Police Badge
- RAD Badge
- Shooting Award
- SS Honor Ring
- Totenkopf
- War Merit Cross
- West Wall Medal
- Winter Campaign Badge

ITEMS

- BOOBY TRAPS
- GAS
- GOLIATH MINE
- MG42
- MOLOTOV COCKTAIL
- PANZERFAUST
- TRACER BULLETS

Decorations from Gott Mit Uns

When playing the Anti-Partisan Badge: Gain 1 Allied RWB bonus of your choice.

When playing the Fallschirmjäger Badge: You can kill the Allied Sniper.

Designer's note: Go to p. XX to learn more about my thoughts on this module.



ATLANTIKWALL OPTIONAL RULE

BLIND START, GERMAN STYLE

When playing as the German player, you can add spice to your life by starting with a random number of Soldiers and Courage.

Roll 1d6 per Allied player, all at the same time: choose 1 result to represent your starting number of Soldiers, and add the other dice together to determine your starting Courage.

In a 2-player game, or solitaire: roll 1 d6 to determine your starting Soldiers.

MODULE 2: BATTLE CONDITIONS

These reflect the unpredictability of battlefield conditions, whether from nature itself or the hazards of combat.



A Battle Conditions card.

GAME START

Shuffle all the Battle Condition cards into a facedown deck.

HOW TO PLAY

At the start of every turn (before Phase 1) draw 1 card from the deck, reveal it and follow the instructions on the card.

Battle Conditions affect all Units on the Map. When a card affects the German player, it will specifically say so. Otherwise, the German ignores the card. "All Units" means only the Allies. "All players" includes the German player as well.

Battle Conditions supersede all Sector attributes, and their effects last for 1 turn – until the next card is drawn.

Some offer the option to lose Specialists or Items to cancel the Battle Condition. Unless noted otherwise these losses must happen when the card is drawn at the start of Phase 1. Lost Items are considered used, and you may not activate a Specialist's ability before losing it.

If a Battlefield Condition causes you to lose a resource, Specialist or Item you don't have, ignore the loss unless noted otherwise.

Active Skull

This is a skull 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.

BATTLE CONDITIONS OPTIONAL RULES

PERSISTENT WEATHER (RECOMMENDED)

When you draw a Weather card, it stays in play until another Weather card is drawn to replace it. Non-weather Battle Conditions are treated normally, and you add their effects to the existing Weather card every turn. If this causes a conflict between the 2 cards apply them in this order: the regular Battle Condition first, and the Weather second (which may negate it).



A Battle Conditions Weather card.

FORWARD OBSERVATION

The following Items can be lost to look at the top 2 facedown cards from the Battle Conditions deck (the player replaces them afterward in any order):

- Binoculars
- Rangefinder
- Items with "glass" or "scope" in their title:
 - Artillery Periscope (*War Stories*)
 - Tinted Glasses (*Legends*)
 - Spyglass (*Legends*)
 - Pocket Telescope (*Legends*)
 - Rifle Scope (*Legends*)
 - Bunker Periscope (German Item)
 - Sniper Scope

MODULE 3: BADGES

These cards offer a new way for Units to improve their Final Tallies.

GAME START

Shuffle all Badges into a face-down deck.

HOW TO PLAY

When Units obtain a **Battle Cry RWB**, they now have the added option to draw a Badge at random (doing this means renouncing the other Battle Cry options).

Badges are played much like Items (1-use only, can be kept for a later turn) but when used they go to the Badges discard pile. Once the Badges deck is empty, reshuffle its discard pile to form a new deck. A Unit may have more than 1 Badge, but cannot obtain more than 1 per turn. Badges can be traded between Units in the same Sector per normal trading rules.

Notes

- Reminder: A dice cannot count in 2 different RWB bonuses, nor can it count for both an RWB bonus and a Straight.
- If you play with the Atlantikwall module, the German player gains 1 Courage every time a Unit draws a Badge.

BADGES OPTIONAL RULES

BADGE OF HONOR (RECOMMENDED FOR BEGINNERS)

Badges are permanent (they are not discarded after use) and their use is optional. They take effect immediately after being drawn and stay with your Unit for the rest of the game.



Using a Badge's effect is optional: you always have the choice not to use it (if you obtain an RWB of Skulls, for example, you might wish to ignore your Combat Medical Badge, otherwise the 3rd Skull would cancel a die).

If you use the Victory Points optional rule:

- For each Badge drawn by your Unit: **-10 VP**

If you play with the Atlantikwall module, the German player gains 3 Courage (instead of 1) every time a Unit draws a Badge.

BADGE OF COURAGE

Units can spend 1  + 1  during Phase 4 to "purchase" (draw at random) a Badge. No more than 1 Badge may be purchased or drawn per turn.



BADGE OF ASSISTANCE

If players find a particular Map too difficult, give them a free Badge at the beginning of the game. This can also be used to balance the scales between veteran players and fresh recruits.

BONUS OPTIONAL RULES

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

PLAYING WITH FIRE

The "safe limit" of Explosive icons  for each Unit is 2. During PHASE 5 for each  over the safe limit a Unit has, it loses 1 Soldier.

SUPPLY SNAFU

Shuffle all available Regular Items and Special Items together and split them into 2 equal face-up decks. Units have access to the Item at the top of either deck only. When an Item is found, the one under it is then available. Once a deck is empty, only the other deck remains.

Legendary Items are not affected and can be found normally.

D DAY DICE EXPANSION

OVERLORD



A GAME BY EMMANUEL AQUIN



D DAY DICE OVERLORD

- ▶ **CAMPAIGNS**
- ▶ **GREECE**
- ▶ **NORWAY**



D-Day Dice: Overlord is dedicated to all the civilian populations who suffered through the horrors of World War II on both sides of the conflict.



OVERVIEW

Welcome to *Overlord!* This expansion to *D-Day Dice* adds new content that transforms your cooperative game into a competitive one. This “Campaign Mode” allows for a bigger player count, so we have also included 2 new playable nations/colors. Whether you play solo or with big groups, *Overlord* is guaranteed to change the way you play the game!

GENERAL COMPONENTS

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

The **War Correspondent** adds an interesting twist to multiplayer games.

The **3 Awards** can be added to your regular Awards deck. They include the *Bronze Cross*, the *Voluntary Service Medal*, the *Cross of Valour* and the *Order of the Red Cross*.

The **2 Battle Maps** include *Strongpoint Daimler* and an easier version of *Gold Beach* (with a single Bunker).



War Correspondent Ranking Specialist

4 Awards

2 Battle Maps 1 BOARD/2-SIDED

MODULE 1 CAMPAIGNS

See p.XX



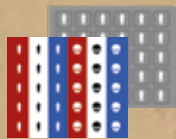
Rookie Officer Specialist



1 Neutral Card Set (details on p. XX)



36 Mulligan tokens



Token sheet (2-sided)
(15 SOLDIER TOKENS + 15 SKULL TOKENS, COLOR ON 1 SIDE AND GRAY ON THE OTHER)



Campaign Book

6 Player Aids



MODULE 2 GREECE

See p.XX



6 Regular Specialists

1 Resource Card

1 Player Aid



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



1 Unit Marker

5 Reserve Specialists

MODULE 3 NORWAY

See p.XX



6 Regular Specialists

1 Resource Card

1 Player Aid



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



1 Unit Marker

5 Reserve Specialists

MODULE 1: CAMPAIGNS

Refer to the Campaign Book (p. XX) for this play mode. That section also contains detailed descriptions of 4 playable campaigns.

Introducing the Rookie Officer

This new Regular Specialist comes in 8 different versions, each with a different ability depending on the player's nation/color. Versions for Poland (black) from *War Stories*, and SHAEF (pink) from *Way To Hell*, are also included. *Note: The Rookie Officers included in D-Day Dice: Press Corps are the same for all player colors.*

This red-bordered Specialist is included here for the Campaigns “The Longest Night” and “Blind Assault”, found in the Campaign Book. It has a negative ability, and is not designed to be rallied in regular games (unless using the optional rules on the following page).

Contrary to other Specialists, the Rookie Officer's ability is always active: it cannot be ignored.

In the event of a conflict of rules, the Rookie Officer's ability overrides everything else (including Awards).

3rd Edition note: The Rookie Officer is considered a “Penalty Specialist”. See p.XX. This Easter Egg is considered a Delicious Egg.

OVERLORD RULES

OPTIONAL RULES FOR THE ROOKIE OFFICER

CAPTAIN O'CRAPPY

Each Unit starts the game with a Rookie Officer. He can only be lost through MGF Special Damage, game effects that specifically target Specialists (like the Purple Heart), or by paying his cost in Stars.

If you still have him in your Unit when you reach Sector 9 or higher, draw an Award of your choice. If you still have him when entering the final Bunker, he lets your Unit ignore MGF.

If playing with Victory Points, starting the game with the Rookie Officer gives you 10 VP, and winning the game with him earns you an extra 20 VP.

MAJOR McMORON (MULTIPLAYER)

Shuffle all the Rookie Specialists together and randomly pick one: that card will be Major McMoron for the rest of the game. Randomly select one Unit at the start of the game: that Unit has the dubious honor of rallying the Major for free. He cannot be lost, killed or sacrificed, but you can get rid of him by earning a Leadership or a Battle Cry RWB: this allows the Unit to give the Major to another Unit of its choice for free (the Major cannot be refused).

If playing with Victory Points, all Units that had the pleasure of hosting Major McMoron earn a bonus of 15 VP.

MAJOR McMORON (SOLITAIRE)

When you earn your first RWB of the game, the Rookie Specialist joins your Unit for free. This is Major McMoron, and he is *active* (his ability affects you). He cannot be lost, killed or sacrificed. If you gain a **Leadership RWB** or **Battle Cry RWB**, he becomes silenced (turn the card face-down and ignore his ability). However, every time you earn one of these RWBs his status is toggled, switching back to the other side!

If playing with Victory Points, Major McMoron gives you 20 VP.

MODULES 2 & 3: GREECE & NORWAY

All the necessary components for 2 new nations/colors are included – Greece and Norway! These new player colors offer unique RWB bonuses.

GAME START

When players select their nations/colors and choose Greece or Norway, take the matching Specialist deck, Unit Marker, and Resource card. Follow the rest of Game Start as shown on p.XX.

GREECE OR NORWAY 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.



GREECE DURING WORLD WAR II

Greece's defense against Fascist Italy in 1940 led to the first Axis defeat of the War. It took the powerful Nazi army another year to bring down the country. Even then, Greek resistance was mighty.

Adolf Hitler commented that "...of the enemies who took up positions against us, the Greek soldier particularly fought with the highest courage." Winston Churchill added: "Hence we will not say that Greeks fight like heroes, but we will say that heroes fight like Greeks."

Various Greek troops fought alongside the British in the North African and Italian Campaigns, and its fleet proved particularly useful to the Allies, helping them notably during the invasion of Normandy.

Historical note: After some internal debate, the flag we ended up using to represent the Greek is not the official flag of the Greek Kingdom during WW2 but its naval ensign, which was so popular at the time it was often also used on land.



NORWAY DURING WORLD WAR II

Despite being a neutral nation at the start of World War II, Norway was invaded by Germany in April 1940. The Royal family and the cabinet left the country to establish a government-in-exile in London and keep control of its Air Force and Navy (most of the country's ground forces were stranded on the continent).

The Royal Norwegian fleet was an important part of the Allied armada on D-Day. Norwegian commandos helped the Allies in many operations, including various raids against the Nazis on the Norwegian coast. Meanwhile, occupied Norway was governed by a puppet regime led by Nazi collaborator Vidkun Quisling, whose name became synonymous with "traitor" in many languages.

BONUS OPTIONAL RULES

These optional rules inspired by the Campaign Mode can be applied to any regular game of *D-Day Dice*.



CARRY ON!

If your Unit is wiped out, it can re-enter the battlefield. Here's how:

- **Unit Marker:** You must "Retreat" (the opposite of Advancing) at least once, up to 2 Sectors away, and ignore destination Sector requirements. This means moving your Unit Marker back through the last Advance line you crossed, while remaining on the same Battle Map. *See the Example below.*
- **Specialists:** Lose all except 1 of your choice. Your other Specialists become available again: Regular, Reserve and Legendary return to your hand; Unique and Ranking return to the pool. Specialists you lost earlier in the game also become available.
- **Keep:** All your Items, Item Points, Stars, Courage, unused Awards and other card types (Vehicles, Servicemen, Badges, Special Missions, etc).
- **Sectors Reset:** You can now re-visit Sectors you visited before.
- **Gain Resources:** Your Unit gains a number of Soldiers equal to twice the current DEF of the new Sector, plus a total of Stars and Courage equal to the number of that Sector, divided any way. *See below for multiple DEF values.*

If the DEF of the new Sector has multiple DEF values

Take the highest one into account when determining the Soldiers you gain. If it is a "Fight Once" Sector, gain Soldiers equal to its full DEF once (not twice). If the Sector has a reduced DEF because of a game effect (like a Bangalore Torpedo or the Tank), use the current value of the Sector. If that Sector offers a benefit when first visited (an Award or a free Specialist, for example), you do not benefit from it.

Since this optional rule takes out the possibility of losing the game, it is highly recommended to play with the Victory Points (VP) optional rule found on p.XX. A Unit loses 40 VP every time it is wiped out. It is recommended to limit to 1 the number of times a Unit can re-enter play, to avoid entering a vicious circle.

Example of Carry On! If your Unit is wiped out storming the Bunker Sector of Omaha Beach, you can return to Sector 9 (adjacent to the Bunker), Sector 7, or Sector 8 (2 Sectors away).

Carry On example:

A Unit is wiped out at the Bunker.



It must Retreat 1 Sector...

...and **may** retreat 1 additional Sector (player's choice).

Suppose you choose Sector 8, on the bottom right; with its DEF of 10, you will receive 20 Soldiers plus 5 Courage and 3 Stars (the number of the Sector divided any way between these two resources). You do not need to have the required Specialist to return to this Sector (Carry On ignores Sector requirements).

You now need to rally the required Specialist to enter Sector 9, in the top row, and mount a new attack on the Bunker.

MULLIKENS



At the start of the game, give each player 3 Mulligan Tokens. Each token can be discarded to allow a Unit to re-roll all its dice from its first roll.

If playing with the Victory Points (VP) optional rule found on p. XX, each Mulligan Token used during the game subtracts 5 VP from your total.

DESPERATE MEASURES

Place all the Mulligan tokens in a token pool. When obtaining any RWB, players have the option of renouncing their RWB bonus to take 1 Mulligan Token from the pool. There are no limits to the number of tokens that may be drawn per turn or per player. Tokens can be discarded back to the token pool during any Phase 1 to add 1 result of your choice, in any color, to your Final Tally. A player may discard more than 1 counter at the same time to add multiple results.

BONUS RULES




A Pocket Dice Egg? Why not!



MGF DICE

This optional rule was published in *D-Day Dice: Pocket*. It can be applied to any regular game of *D-Day Dice*. While the rule is designed to be played with gray (or black) dice, any RWB dice can be used, as long as they are clearly identified.

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).
- At the start of the game, the Axis player can decide whether to use MGF dice. The same rules apply.
- 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.

