

# DAEMON DICE

In the halls of Hell, the daemon lords settle their differences like gentlemen. Which is to say, they send their minions to do battle for them, with the victor winning honor for its master. The most powerful lords keep stables with hundreds of daemonish minions, monsters bred or just stitched together for nothing but combat. It isn't uncommon for these monsters' masters to invent a quarrel, just to see their minions fight!

Daemon Dice is a game of individual combat between daemon gladiators; monsters of every shape and daemonish breed. Each player assembles a daemon from dice representing various body parts. These monsters are then pitted against each other in battle.

## Winning the Game

It's Hell, no one wins. So, a daemon can only win by not losing.

## Losing the Game

A daemon loses a battle when its player cannot roll at least one body part or it suffers damage to its last body part during its turn. Defeat doesn't necessarily mean death. There are several different ways of preventing a foe from rolling body part dice. *Grabbing* a foe's Arm with your Tentacle is every bit as effective as snipping off that Arm with a Pincer.

## Learning the Game

The best way to learn the game is to:

1. Get out some dice.
2. Setup the game.
3. Read over the "Seven Symbols" section.
4. Read over the "Initiative" and "Sequence of Play" sections.
5. Start playing.
6. Reference the "Body Parts" section as needed during play.








## Setup

Each player constructs a daemon of thirteen dice. After assembling their daemons, players describe the creatures to each other: "My daemon has three Eyes, a Brain, two Tentacles, two sets of Lungs, an Arm, a Stinger, and three Shells!"

Dice are always rolled in full view of all players, and each player may freely examine their foe's dice at any time during play.

## The Seven Symbols

The images rolled tell what a daemon can do during a turn. Each has a different effect during play. Learn these seven mystic images and you have much of the game mastered.

	<b>Block</b> is used to <i>defend</i> an attack other than <i>ray</i> or <i>sweep</i> . To intercept an attack, the <i>block</i> must have at least the same number of <i>boosts</i> as the attack. Fortunately, you can add any number of <i>blocks</i> and <i>pluses</i> into one defense. For example, an attack with two <i>boosts</i> could be intercepted by three <i>blocks</i> , or two <i>blocks</i> and a <i>plus</i> , or one <i>block</i> and two <i>pluses</i> . Note: You cannot combine <i>block</i> with <i>dodge</i> or <i>deflect</i> .
	<b>Deflect</b> is used to <i>defend</i> any type of attack. To avoid an attack, the <i>deflect</i> must have at least the same number of <i>boosts</i> as the attack. Fortunately, you can add any number of <i>deflects</i> and <i>pluses</i> into one defense. For example, an attack with two <i>boosts</i> could be avoided by three <i>deflects</i> , or two <i>deflects</i> and a <i>plus</i> , or one <i>deflect</i> and two <i>pluses</i> . Note: You cannot combine <i>deflect</i> with <i>dodge</i> or <i>block</i> . You can also generate a <i>deflect</i> with a Shell or Arm
	<b>Dodge</b> counts as one point for <i>initiative</i> at the beginning of the game. After that, a <i>dodge</i> can only be used to defend a <i>ray</i> or <i>sweep</i> attack. To evade an attack, the <i>dodge</i> must have at least the same number of <i>boosts</i> as the attack. Fortunately, you can add any number of <i>dodge</i> and <i>pluses</i> into one defense. For example, an attack with two <i>boosts</i> could be evaded by three <i>dodges</i> , or two <i>dodges</i> and a <i>plus</i> , or one <i>dodge</i> and two <i>pluses</i> . Note: You cannot combine <i>dodge</i> with <i>block</i> or <i>deflect</i> .
	<b>Minus</b> counts as one point for <i>initiative</i> at the beginning of the game. After that, it prevents the foe from rolling one die on their next turn. Unless otherwise noted, the foe decides what die is affected. Think of <i>minuses</i> as gaining an advantageous position.
	<b>Plus</b> counts as one point for <i>initiative</i> at the beginning of the game. After that, a <i>plus</i> can <i>boost</i> an attack, making it harder to <i>defend</i> . A <i>boosted</i> attack doesn't do more damage. A <i>plus</i> can also be used to <i>boost</i> a defense to match the <i>pluses</i> used to <i>boost</i> an attack. A <i>plus</i> used to defend must be added to a <i>block</i> , <i>deflect</i> , or <i>dodge</i> . Alternately, it can be used to bring one <i>stunned</i> body part back into play. <i>Pluses</i> cannot bring back a <i>wounded</i> die.
	<b>Stun</b> is used to make an attack that does one <i>stun</i> damage. <i>Pluses</i> can <i>boost</i> an attack making it harder to <i>defend</i> . Note: You cannot <i>stun</i> an already <i>stunned</i> or <i>wounded</i> die.
	<b>Wound</b> is used to make an attack that does one <i>wound</i> damage. <i>Pluses</i> can <i>boost</i> an attack making it harder to <i>defend</i> . A <i>wounded</i> body part cannot be recovered by a <i>plus</i> . Note: You cannot <i>wound</i> an already <i>stunned</i> or <i>wounded</i> die.

## Initiative

To begin the game, players each roll all of their dice to determine *initiative*. Every *dodge*, *plus*, *minus*, and symbols that generates *initiative* counts as one point of *initiative*; all other results have no effect. The high total wins *initiative* and

takes the first turn. If you have a tie, then both players re-roll all dice ignoring the previous roll. In the extremely rare case that you tie three times, flip a coin. The *minuses* rolled by the loser (including any symbols that generate *minuses*) count against the winner's first turn.

## Sequence of Play

After rolling *initiative*, players take their turns one at a time. Each player follows the steps below. When a player completes all of these steps, the foe's turn begins. Note that you only roll your dice once per turn. Your one roll is to do three main things: recover dice (if needed), defend against your foe's attacks (if any), and to setup your attacks (if you can!).

### 1. Roll

- Activate Dice:** Each die can be used for one game effect per turn. *Activate* your dice that aren't *stunned*, *wounded*, or *grabbed*. If you choose to activate a *grabbing* die, then it releases its target.
- Apply Foe's Minuses:** Place to your left a number of *active* dice equal to your foe's current *minuses*. These *minus-ed* dice cannot be rolled, but can be taken for *stuns* or *wounds*.
- Roll Dice:** Roll all your remaining *active* dice; the rolled symbols are the effects your daemon can take this turn. If you can't roll at least one body part, your daemon loses the battle immediately. *Note:* You can choose to ignore any rolled symbols, such as choosing not to *defend* an attack.

### 2. Recover

- Recover Stuns:** You can use *pluses* now to recover *stunned* body parts. Put all used *pluses* and *recovered* body parts to your left, with your other *spent* dice. These dice are out of play for the rest of your turn.

### 3. Defend

- Apply Defenses:** Match your defenses (and any *boosting pluses*) against any attacks arrayed against you. You and your foe now each set aside these *spent* defenses and *defended* attacks to the left.
- Suffer Stuns & Wounds:** Damage from any of your foe's attacks that you didn't *defend* are applied to body parts. If an attack *stuns* a die, put that *stunned* die to your right. If an attack *wounds* a die, put that *wounded* die to your right separate from your *stunned* dice. If all your body parts are *stunned*, *wounded* or *grabbed*, your daemon loses the battle immediately. *Note:* You can choose any body part which is not already *stunned* or *wounded*, including *grabbed*, *minus-ed*, or *spent* body parts to suffer damage.

### 4. Attack












- Apply Grabs:** Apply any of your *grabbing* effects.
- Set Aside Minuses:** Group all *minuses* (including any faces that generate *minuses*) you rolled which are still *active* and set in front of you; they will count against your foe's next turn.
- Array Attacks:** Set any of your attacks which are still *active* where your foe can see them, along with any *pluses* you assign to *boost* each. Now it's your foe's turn.



If two effects occur at the same instant (example: a Mouth and Stinger), then apply them in player turn and "Sequence of Play" order (example: "Recover Stuns" then "Suffer Stuns & Wounds")

That's it! You've learned the *game*.

## Body Part Symbols

These symbols identify the type of body part a die represents. You don't have to learn all these symbols right now. Check their definitions as they are rolled during play. The effects of these symbols build upon definitions of the "Seven Symbols" above.

	<b>Arm:</b> The Arm can be used as either a <i>block</i> to defend an attack or to make an attack that does one <i>stun</i> damage.
	<b>Brain:</b> A Brain allows an attack to be targeted. Place the Brain behind the attacking die; if the attack is not <i>defended</i> , the attacker decides which dice <i>suffer</i> the damage prior to untargeted damage being <i>suffered</i> . The attack cannot be supplemented to cause additional damage (example: Spike).
	<b>Eye:</b> A daemon's Eye is a <i>ray</i> attack that causes one <i>stun</i> damage and any <i>pluses</i> added to it count as two <i>boosts</i> ! The ray cannot be <i>blocked</i> , but enough <i>dodges</i> , <i>deflects</i> , or <i>pluses</i> can defend it.
	<b>Leg:</b> This is an attack that does two <i>stun</i> damage.
	<b>Lungs:</b> A daemon's Lungs exhale a cloud of blinding and choking <i>gas</i> . It is equivalent to two <i>minuses</i> against your foe.
	<b>Mouth:</b> A daemon's biting Mouth makes an attack that does one <i>stun</i> damage and also sucks blood! If the attack is not <i>defended</i> , the attacker recovers one of its <i>stunned</i> body parts immediately after all the victims defenses are <i>applied</i> .
	<b>Pincer:</b> This is an attack that does one <i>wound</i> damage.
	<b>Shell:</b> A daemon's Shell is a <i>deflect</i> . This can be <i>boosted</i> with <i>pluses</i> or <i>deflects</i> , including Shells.
	<b>Spike:</b> The jagged points on a daemon's body can add a <i>wound</i> damage to an attack by another body part (except an Eye, of course). Place the Spike with the attack it accompanies. If that attack is not countered, the Spike adds a <i>wound</i> damage to it. Multiple Spikes can be added to a single attack. Spikes cannot be combined with a Brain. Note: that adding a Spike does not make the attack harder to <i>defend</i> , it only adds extra damage.
	<b>Stinger:</b> The Stinger initially counts as an attack that does one <i>stun</i> damage. When attacks are arrayed (step 4c), the attacker can choose if it will inject poison if that attack is not <i>defended</i> . If so, and the attack is not <i>defended</i> , then <i>poison</i> is injected; the Stinger is immediately <i>stunned</i> and the defender suffers a <i>wound</i> damage from <i>poison</i> in addition to the <i>stun</i> damage.
	<b>Tail:</b> A daemon's Tail does a <i>sweeping</i> attack that causes two <i>stun</i> damage! The <i>sweep</i> cannot be <i>blocked</i> , but enough <i>dodges</i> , <i>deflects</i> , or <i>pluses</i> can <i>defend</i> it.

	<b>Tentacle:</b> The Tentacle <i>grabs</i> your choice of the foe's dice. During "Apply Grabs", place the Tentacle and the <i>grabbed</i> die together between the two daemons. You can choose to end this effect at any time, but as long as you leave the Tentacle there, the <i>grabbed</i> die cannot be rolled, <i>grabbed</i> , or <i>minus-ed</i> . The victim can apply <i>stun</i> or <i>wound</i> damage on a <i>grabbed</i> body part, which ends the effect and also frees the Tentacle. Note: A targeted <i>minus</i> , <i>attack</i> , or <i>grabbing</i> a Tentacle also releases whatever it was <i>grabbing</i> . When a daemon loses, it releases anything that it had <i>grabbed</i> .
	<b>Wings:</b> Through power of flight, you gain a targeted <i>minus</i> . During your foe's next turn, you get to apply this <i>minus</i> to your choice of the foe's dice prior to the non-targeted <i>minuses</i> ! This also counts as one point for <i>initiative</i> at the beginning of the game.

## The Advanced Game

The advanced game adds new elements: Multiplayer Battles, Breed Abilities, and Daemons of Unusual Size.

### Multiplayer Battles

Three or more players can do battle using these advanced rules. To begin a multiplayer battle, all players roll for *initiative* simultaneously. The daemon with the highest total goes first. Handle any ties as in the two-player game. Of the other daemons, the one with the most *minuses* applies them to the starting daemon's first turn. If multiple players have the most *minuses* then decide among yourselves which player's *minuses* are applied.

The first player proceeds through the normal sequence of play, rolling their dice and choosing a daemon as the target of all of their *minuses*, attacks, tentacles, etc. The targeted daemon then takes their turn as normal, applying its defenses to those attacks, and then choosing a daemon as the target of its *minuses*, attacks, and such.

When a daemon is defeated (i.e. no body parts to roll), they are out and can no longer be attacked. The defeated daemon chooses another daemon who will take the next turn (with no *minuses* or *attacks* arrayed against them). Play continues in this way; each daemon defending from the previous daemon, and choosing a daemon to attack, until only one remains, victor over all others!

### Breed Abilities

Daemons come in different breeds, indicated by the color of the dice plastic (flesh) and ink (blood). Those composed of body part dice from only a single plastic/ink mix are purebreds. Those with at least half (but not all) of their body part dice of a single plastic/ink mix are half-breeds. Those with no two body part dice exactly alike are mongrels (unless their dice and ink colors qualify them as a half-breed or pure-breed). Each type of daemon receives special powers in play.

### Mongrel Stamina

Mongrels are especially tough. During "Recover Stuns", they automatically recover one *stunned* body part per turn, without spending *pluses* for it.

## Half-Breed Immunity

Half-breeds are immune to the effects of *rays*, *gas*, and *poison* from dice that share either their primary flesh or blood color. *Example:* A half-breed with seven red-plastic/black-ink body part dice is immune to the effects of *rays*, *gas*, and *poison* of all red plastic dice and all black ink dice.

## Purebred Powers

Purebreds have immunity to the effects of *rays*, *gas*, and *poison* of their specific breed only. In addition, each breed gains a special power.

**Frost daemon (blue plastic/yellow ink):** Dwelling so deep and far from any heat source, the buildup of frost provides extra protection and weakens attacks! Each turn, during **Suffer Stuns & Wounds**, one *wound* damage a frost daemon would suffer becomes a *stun* instead.

**Rot daemon (black plastic/red ink):** No one is as skilled in the art of decay as the rot daemons who have turned it into a science! At the end of each of its turns, the rot daemon may select one body part in the defending daemon's *stun* pool and make it rot, turning it into a *wounded* die!

## Daemons of Unusual Size

If you want a quicker battle, try mini-daemons built with only 5 dice. If you want a massive battle, try mega-daemons built with 26 dice. Daemons can be built with any number of dice, but all should have the same number. If your daemon is exactly half one breed and half another, declare which it will be prior to each game. For each multiple (or fraction) of 13 dice, a purebred daemon's special power effect is increased by one, i.e. 1 to 13 dice affects 1, 14 to 26 dice affects 2, etc.

## New challenges approach!

As the daemon lords explore the weaknesses in their foes breeding pits, they are constantly looking for that competitive edge. Some lords are focusing on newly discovered breeds of daemons and hybrids of every kind. Other lords are searching deep caverns to find weapons and armor lost in battles long ago. They are researching how to graft these items onto living flesh and even how to recover wounded body parts! Keep an eye out for these game changing boosters and expansions. Find us at: <http://daemondice.com>

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