Diceland Consolidated Special Effect Rules

A supplement for the Diceland Paper Dice Game

available from http://www.diceland.com

Document version: 2008-May-23

This document is a supplement for Diceland players. It is a collection of rules which exist in separate Diceland expansions, the intention of which is to simplify play by reducing the number of rules documents which players need to have in order to play. This is NOT a complete set of game rules. It is only usable in conjunction with one of the complete rules sets for Diceland, such as the one which comes with the Diceland Space sets (those rules may be downloaded for free from www.diceland.com). This document describes *only* the published Special Effects of dice. The purpose of this document is to eliminate rules-lookup headaches by documenting all known Special Effects of dice in one place. This document also contains some rules questions which may come up in unusual cases. Players are encouraged to work out such cases using common sense and rules precedents, and possibly emailing Cheapass Games if a clarification is needed to settle a dispute.

This document was compounded by Stephan Beal (sgbeal@googlemail.com) for his personal use. It is released without any blessing from James Ernest (creator of Diceland), with the hope that it will be useful to Diceland players. It is "earnestly" hoped that Mr. Ernest will not sue me for copying so much text verbatim from the various Diceland supplements (and i believe he will agree that my re-wordings of some rules are clearer in intent than the published rules sets).

This document should currently be considered to by copyright 2007-2008 by Stephan Beal, but i will gladly relinquish that copyright to James Ernest (or Cheapass Games) if requested. Indeed, this document contains lots of text taken verbatim from Diceland supplements, and could, at least in theory, be considered to be the copyrighted work of James Ernest. (Again, Mr. Ernest, this is done with the best of intentions, so please don't sue me.)

The most recent version of this document may be found somewhere under https://wanderinghorse.net/gaming/diceland/.

Dice Effects

This section contains descriptions of all published special effects of dice, in alphabetical order. In some cases the text comes directly from published Diceland rules and in others they are elaborated on for purposes of clarification.

Special-case Rule: pre-action abilities

Some abilities are marked as "pre-action" abilities. This class of ability (namely Clone and Mastery) is limited to a single use per turn. For example, if a Cloner is somehow given a second action in the same turn, it may not use the Clone ability a second time. These abilities are "free" to use and do not take up a die's action for the turn. If used at all, the ability must be used before the acting die takes its normal action (it may not use this ability after Shooting).

Backfire

A die with Backfire fires its weapon immediately when it is killed. This ability is not optional, and only activates when the die is killed, not when it is damaged, nor when it is removed from play in some other way, such as being knocked off the table by a rogue die or via the Remove ability.

Backstab

Backstab is an optional Hit, always more powerful than the basic Hit. It uses the same sight arrow as the basic Hit. However, Backstab is only effecitve against a target that cannot see the shooter.

Call ...

Call is a class of ability qualified with some limiting class of unit(s) which a die may Call. (It may be thought of as Summoning.) Call allows the owner of the die to throw a new die from his hand into play. The Thrown die may act as normal when it comes into play, including using any abilities it has (such as further Call abilities). The most common Call ability is Call Ally, though additional qualifiers, such as Call Fighter, are known. A die which is in Reserve may not be Called.

Cloak (Continuous)

A ship with Cloak is invisible to all effects that use Short-Range and Long-Range sight arrows. This includes Weapons and Special Effects. Cloaked dice can be seen by All-Range sight arrows. A die that is invisible does not count as a target at all, which means, for example, that a Short-Range Attack can see right through it and hit another target further away.

Clone (Pre-action)

"Clone" is written on Side 1 of dice which have this ability, and it is represented by a "C" icon on all sides of the die which actually have the ability. Cloners can copy other dice as follows:

When the Cloning die is activated, the owner may first transform the face of the die into an exact copy of any die, enemy or ally, that the cloning die can see. Sight lines for the Clone ability are defined by the sight arrow on the die; some Cloners can see at range in all directions, some can see only the closest die in front, and so on. Although it uses a colored sight arrow, the Clonse ability does not have a color.

The Clone's face becomes an exact copy of the cloned die. The orientation of the face is the same as that of the cloning die.

After copying its target, the cloning die may take a normal action, including firing the copied weapons, using a copied move dot, and so on. A cloned entry point is usable if the Clone is new to play.

The copy expired when the Cloning die acts [BEFORE or AFTER the action is resolved??? The rules are not clear here! An example of when this matters is when the Cloner attacks a die with Backfire, since the Block value of a Cloned die may then be different for purposes of the Backfire attack.], or at the end of the turn, whichever comes first. At that point the Cloning die reverts to its printed face.

Command

Command allows you to activate allied dice of a given class. Command typically affects all allies but is occasionally qualified with a class of dice (e.g., Command All Cycops or Command Fighters), in which case it may only affect dice of that class. (A die's class is always written on Side 1 of the die.) In any case, Command may only be used to affect allied dice, and those which are immune to dark blue effects are immune to Command as well (since it is a dark blue effect).

Because Command affects multiple allies, and because the actions of each die can affect what the next die can do, the timing of Commands is executed using a device known as "Command Flags." Players rarely need to use real markers to flag Commanded dice, but the concept helps answer questions which come up regarding who exactly gets to go in what order as a result of a Command action.

When a Command effect is activated, place a Command Flag on every legal target, in order of their distance from the Commander. The closest die will then act first. A commanded die may choose not to act, in which case it simply loses the Command Flag and may not decide later in the Command resolution phase to take an action. [That last clarification is my own, and is not specified in the core rules! Thus it may not be strictly correct!]

When a die executes its Command, follow through all the results of that action before proceeding to the next die. For example, if one die acts with Call Ally, the Called die comes into play and takes its action before the next Command is followed. If the Called die is a Commander, that die may issue a new set of Commands that will be executed before the original Command chain is resumed.

Command Flags are technically Command-colored (dark blue). This means that if a die has a Command Flag, but becomes immune to dark blue before executing it, the Command Flag is removed at the instant the immunity takes effect. Command flags are also removed by Jumping and, obviously, when a die is removed from the board.

Note that Command order is fixed when the Command Flags are given. Thus if the ordering of dice changes during the resolution of a Command, that does not change the order in which the Command Flags are

resolved.

Confuse

Confuse is similar to Repair, but it affects Enemies only. Confuse lets you move an Enemy die one step in any direction, regardless of its movement dots. As with Repair, if a die is Pinned, Frozen, or Held, a Confuse cannot move it. It's impossible to Confuse a die to death!

Dodge (Continuous)

A die with Dodge is invisible to all Enemy Sight Arrows, including Weapons and Special Effects, unless the die is the closest visible target of those arrows. In other words, Dodging dice treat all enemy Sight Arrows as if they were Short-Range arrows. (Allies still see the die normally – they are unaffected by Dodge.)

Double Shot

Double Shot is a special ability that is linked to a weapon. When a weapon is marked with Double Shot, firing it fires the weapon twice. This effect is optional - a player may opt to fire only once.

This counts as taking two shots, and the target may be altered between the two shots. For example, if the weapon is short-range, the closest target might change after the first shot. If the weapon is ranged, the owner of the die may choose a different target for each shot. [Must he specify both targets before making the first shot? The rules are unclear, but seem to imply that he may decide on the second target after taking the first shot.]

It is also possible that the face of the shooting die will change (or the shooting die might be removed from play) before the second shot fires. If this happens, the second shot does not fire.

A Double Shot Command issues two sets of Command Flags, but only if the effect actually fires twice. Resolve the first set of Command Flags completely before firing the Command again.

Freeze (Continuous)

Freeze is like a more powerful Hold. In addition to the effects of Hold, the target is also unable to shoot. This does not turn off/disable Continuous Effects.

Hammer

Hammer appears on a "promotional die" which is not part of the core rules sets nor the published expansions. It is denoted as *Hammer: X* and damages the target die/dice X times. In effect, it is the same as the Thunderclap effect (from the Dragons supplement).

Hold (Continuous)

Hold targets only Enemies. A Held die cannot maneuver, and if it takes any damage at all it is killed. A Held die is able to shoot. This does not turn off/disable Continuous Effects.

Jump

Jump means to pick up a die and throw it again. This is treat exactly as a normal throw except that Entry Points may not be used unless the die has come into play on this turn. Some dice qualify their Jump ability with a class of dice, such as Jump Ally. In this case, only the specified class of die may be targetted for the Jump. A die with Jump Ally may not target itself with that effect, even though one could philosophically argue that it is its own ally [The rules are not 100% clear here, but seem to imply that Jump Ally may not be used as Jump Self. Although... the Diceland Space rules section "Enemies and Allies" explicitly says "… all dice in your army are Allies ...", which could be interpreted to mean that a die is in fact its own Ally. Another section says that no die is visible to its own sight arrows, however, which rules out jumping onesself with Jump Ally.]

Jumping removes all counters associated with a die, such as Poison or Command/Control Flags.

[Dragon] Mastery (Pre-action)

"Dragon Master" is written on Side 1 of dice which have this ability and is represented by an "M" icon on sides which actually have the ability. Mastery does not have a color.

Masters can control allied Dragons as follows: when you activate the Dragon Master, you can first put

Control Flags (similar to Command Flags) on Allied Dragons you can see. Control Flags allow dragons to activate. Sight lines for Master are defined by the sight arrow(s) on the die; some Masters can see all Dragons, some can see only the closest, and so on. The Dragon(s) you control will act before the Master acts, with the cloest acting first. After all Mastered dragons have acted, the Master may then take its normal action.

Move and Shoot

A die with Move and Shoot may, when activated, Move and then Shoot, in that order. The die is not required to perform both of the actions.

Poison

Poison shots are green and always contain "Poison" in the Effect name. A Poison shot damages its target like any other shot. If the target is not killed then it becomes Poisoned.

To track the Poison, put a Poison Counter on the table next to that die (a penny works well). At the beginning of your turn, all of the Poison Counters which you have created will damage the dice they affect.

When your Poison Counter kills something, you score points just like any other kill.

Immunity to Green provides immunity to Poison, just as for any other color protection.

A die cannot be "double-poisoned." It is either Poisoned or not. When a die is killed it "forgets" the Poison Counter. Also, Jump and Repair remove Poison Counters.

Timing: Poison Counters do not have an obvious source. Even through the Poison came from somewhere, the counters do not "remember" their source. When you have multiple Poison Counters in play, resolve them starting with the one closest to your edge of the table, and work your way across.

[While the core rules are not clear on this point, players may wish to agree that Ship dice, e.g. from Diceland Space, are immune to poison counters even though they do not have explicit immunity to green effects. Alternately, they may of course decide that the *crews* of the ships may be poisoned, in which case they should treat poison normally.]

Power Up (Continuous)

Power Up is similar to Protection, but it adds some value to your Allies' Attacks. Power Up cannot create an Attack Value where there isn't one, so it won't give a non-combat die the power to attack. Power Up never affects the die which is doing the Powering Up.

Example: Power Up: 4 adds 4 points to the Attack Value of Allies in sight. If a given Ally has no Attack Value then the Power Up has no effect on that Ally.

Protection (Continuous)

This affects only Allies. Protection +X adds X to the Block Value of every Ally in sight. For example, a die with a basic block of 4, but under a Protection +3, would have a Block value of 7.

Like all other effects in the game [??? this is a blatant lie. Consider Jump and Shield, for example], a die does not see itself with its own Protection. That is, a die's own Block value is not affected by its own Protection.

Protection cannot add to a Block which isn't there, so it won't affect the Block value of a die which is on its Side 1 (which has no Block score).

Repair

Repair affects only Allies. When a die is Repaired, you may roll it one step in any direction regardless of its movement dots. Repair also removes Poison Counters.

If a die is Frozen or Held, a Repair cannot move it (but can remove Poison [??? true or not ???]). If a die is Pinned, a Repair cannot move it in the Pinned direction(s).

Remove

Remove works only on Enemies. When you Remove a die, you take it out of play and put it back into its owner's hand [reserve? Rules are unclear, but apparently only "killed" dice go to the reserve]. You score no

points; you simply remove the die from play.

Shield (Continuous)

A die with Shield: X is immune to Weapon Attacks of size X or smaller. This is similar to color immunity in that the Attacker can see the die, but the Weapon has no effect if it has an attack score equal to or less than X. Do not confuse Shield with the shield-shaped Block icon, which is on every die.

Shoot and Move

A die with Shoot and Move may, when activated, Shoot and then Move, in that order. The die is not required to perform both of the actions.

Smoke (Continuous)

Smoke affects Enemy Weapon Sight Lines. A die under the influence of Smoke gets "tunnel vision." Each sight arrow now represents a 60-degree arc, rather than the usuable 180-degree arc, originating at the corner with the sight arrow. A die with sight arrows in each corner sees three separate 60-degree arcs. Smoke affects enemies only, and only Weapon sight lines. It does not affect the sight lines of other abilities, even those abilities that use a weapon's sight arrow (such as Mastery).

(A graphical example of this effect is presented in the Diceland Dragons expansion set.)

Swamp Gas (Continuous)

Swamp Gas affects only Enemies. An Enemy which fires its Weapon while under the influence of Swamp Gas takes damage equal to the value of the Swamp Gas. For example, while within range of a Swamp Gas: 4, an Enemy die which fires its Weapon will take a single hit for 4 points.

If a die is under the influence of multiple Swamp Gases, it takes damage once for each Swamp Gas (the closer Swamp Gas acts first). Swamp Gas only affects dice when they fire Weapons, not when they maneuver or use non-weapon abilities. Swamp Gas is green, but does not create a Poison Counter. A Weapon which hits multiple times, such as Thunder Clap, is only treated as firing once for purposes of Swamp Gas, whereas Double Shot will trigger Swamp Gas twice. [Is this true? The rules are not clear about the Double Shot interaction, but Double Shot is treated as two separate attacks, so it would appear to trigger Swamp Gas twice.]

Thunder Clap

This ability damages Enemy targets a number of times equal to the number shown on the ability. For example, Thunder Clap: 3 will damage an enemy target three times.

To carry out a Thunder Clap on multiple targets, perform all the damage on the closest target before moving on to the next.