

d6D

Bridge the Worlds

The great collapse they called it. The galactic bridges between the six worlds of the great empire all gone in an instant. Centuries of peace and trade was forgotten as warriors readied themselves for war and conquest. The worlds would be joined again, and they would serve new masters.

d6D is a strategy game for 2-4 players. You'll need:

- This sheet, printed out
- Six 6-sided dice for each player. Each player will need their own color of dice
- Two more 6-sided dice for battles
- A pen or pencil

Setup

Each player has a pool of six dice. These are their armies.

Each player rolls two of their army dice. The player with the lowest combined value of armies goes first (break ties by rolling the battle dice). Turns proceed clockwise around the table.

Each player places their two army dice on one of the six worlds on the sheet. They now control this world. A world is considered controlled by a player if they have at least one army die on it. When placing dice, you may not place your dice on a world already controlled by another player.

Once all players have placed their army dice, play begins. Start again from player who placed armies first and take turns clockwise.

Game End

The game ends when one of these conditions is met:

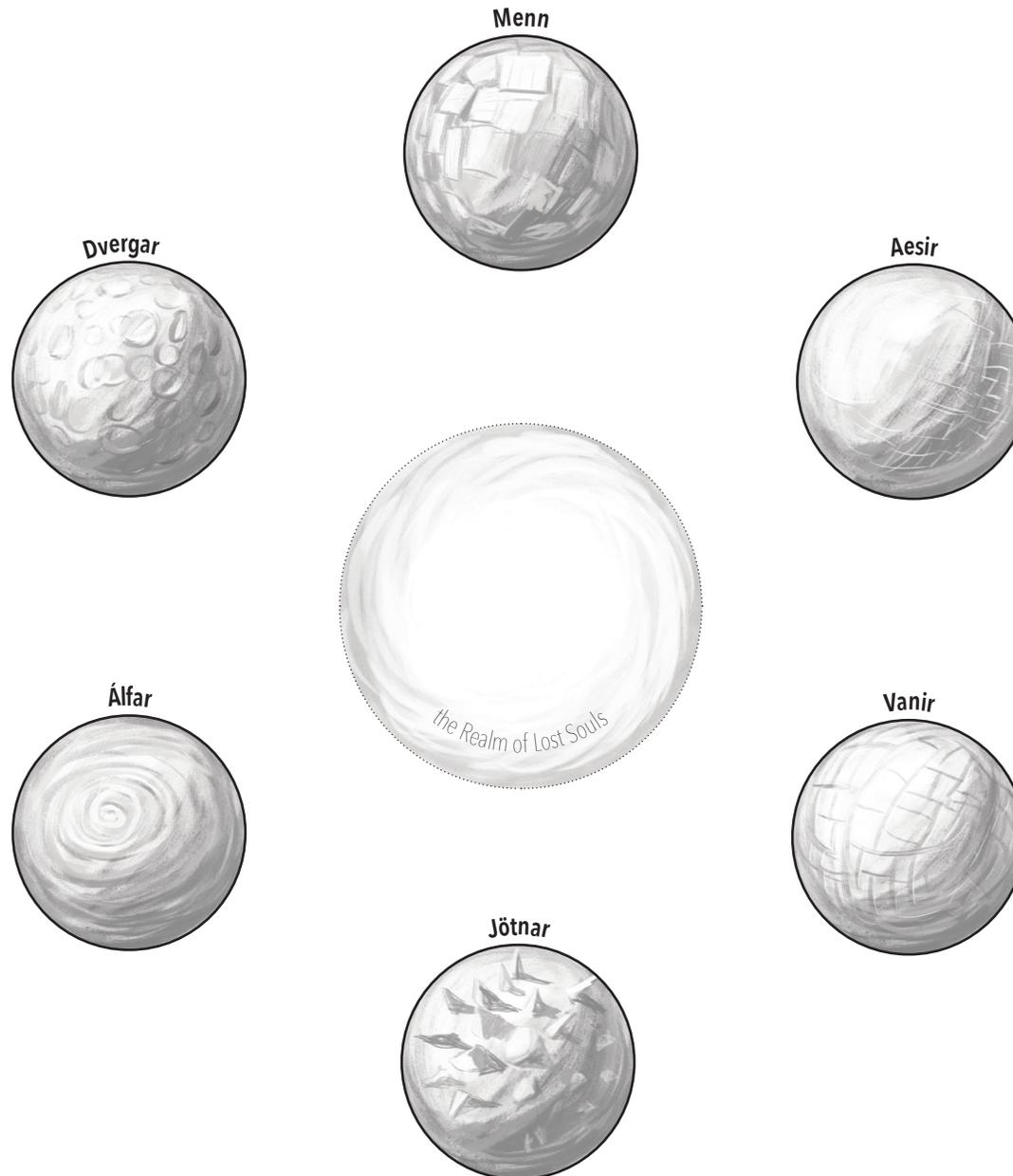
- One player controls all worlds
- One player has had all their armies destroyed
- When the combined value of all dice in the Realm of Lost Souls has reached:
 - 16 with two players
 - 20 with three players
 - 24 with four players

Scoring

Players score:

- 3 points for each world they control
- negative 1 point for each for their army dice in the Realm of Lost Souls

The player with the highest score wins. If there is a tie, the player with the lowest total value of dice in the Realm of Lost Souls wins.



On your turn

Each turn, take two actions. You may perform the same action twice:

Strengthen

Increase the value of one of your army dice by one, plus one for each friendly world the army is connected to. An army's strength cannot be raised above six.

Recruit

Take an army die from your supply and set its value to one. Place the dice on a world you control.

Move

Move an army to another world it is connected to. If this world is controlled by another player, a **battle** occurs.

Bridge the Worlds

Draw a straight line connecting a world you control to any other world. Reduce the strength of an army on the controlled world by two, plus one for each line crossed by the line you drew. If this reduces the army's strength to zero or less, roll it and place the army in the Realm of Lost Souls.

Battle

Battles occur when the armies of two players occupy the same world. Battles take place over a series of rounds.

Each round, both players roll a battle die and add one to the rolled value for each world they control that is connected to the contested world. The player with the lowest value subtracts the difference between the two rolls from an army die on the contested world. If this reduces the value of the die to zero or less, the army is destroyed. Roll the die and place it on the Realm of Lost Souls.

At the end of each round, the attacking player may choose to announce a retreat. If they do not, the defending player may announce a retreat. If a retreat is announced, the player moves their participating armies to a friendly connected world. If this is not possible, the player cannot retreat.

Once the world is only occupied by the armies of a single player, the battle is over.

d6D v0.9 designed by Isaac Williams

Web: isaacwilliams.net

Twitter: [@isaacwilliams](https://twitter.com/isaacwilliams)

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