



Take to the sky commanding squadrons of bi-planes in this exciting head-to-head aerial combat dice game! Sharpen your aim as your competitors dodge your attack. Call up your flying Aces to take down your opponent's planes and claim victory!

Overview

Squadron Dice is a fast-moving dice game. Players can choose to play two different games with the same dice: Dogfight or Bombing Raid. Dogfight is a head-to-head game where players try to eliminate other players. In Bombing Raid, players try to get the highest score to retire Aces and win the game.

CONTENTS

- 16 Aces Dice (grey, blue, white, red)
- 16 Rookie Dice (grey, blue, white, red)
- 4 Decision Dice (grey, blue, white, red)
- 4 Hit Dice (black)
- 4 Evade Dice (yellow)

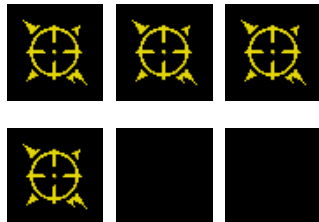
Players: 2 to 4 players

Duration: 15 to 20 minutes

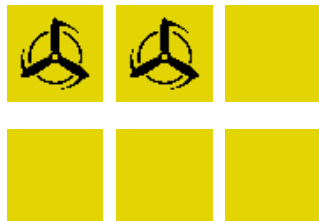
Ages: 13+

DICE (Layouts and Icons)

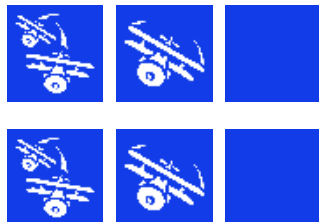
Hit Dice - All Hit Dice have the same layout. There are four sides with Hit icons and two sides that are blank.



Evade Dice - All Evade Dice have the same layout. There are two sides with Evade icons and four sides that are blank.



Rookie Dice – All Rookie Dice have the same layout. There are two sides with one plane, two sides with two planes, and two sides that are blank.



Each player will have four Rookie Dice of their color.

Aces Dice – All Aces Dice have a letter in the top right-hand corner and this shows it is an Aces Die. Aces Dice have a different layout for each type of Die and the four types are as follows; “A” for Attack, “B” for Balanced, “E” for Evade, and “R” for Reroll.

Each player will have four Aces Dice of their color and some Aces Dice will have one blank side.



1. One Plane Icon
2. Two Planes Icon
3. Evade Icon
4. Re-roll Icon – When a Re-roll icon comes up, immediately re-roll that die and continue play. If the Re-roll icon comes up again, then treat the die as a blank.

Decision Dice – Decision dice have a black border around the edge of the die and each player color has a Decision die. All Decision Dice have the same layout.



1. One Plane Icon
2. Two Planes Icon
3. Evade Icon
4. Hit Icon – Can be added to a Hit Roll
5. Any Icon – The player may choose to re-roll any 1 dice in the game at any time, this includes forcing other players to re-roll one of their dice. Does not affect other Decision Dice.
6. Blanks Icon – The player can choose to re-roll up to two of their blank dice which includes Rookies, Aces, Hit or, Evade dice during their game turn.

Note: *The Evade icon has different meanings in each game. See the notes in each game for rules.*

DOG FIGHT

Dogfight is a fast-moving player dice game where players roll dice to gain “position” over other players and shoot down their opponent’s planes. The highest-positioned player rolls the Hit dice and the lowest-positioned player rolls the Evade dice.

Next, the two players count the number of Hit and Evade icons and if the number of Hits outnumbers the Evades, the lowest-positioned player loses one Rookie die to the winning player and then replaces the Rookie die with an Ace’s Die. If you lose an Evade roll and have no Ace’s Die to replace a lost Rookie die, you are eliminated from the game. Game play continues until all but one player is eliminated.

Note: *In Dogfight, the Evade icon on an Aces Die means the evade icon is automatically added to a player’s Evade roll.*

Dogfight Game Setup:

- Separate and place all Hit dice and all Evade dice in the center of the table.
- Players select a color and then collect all 9 dice of their color; four Rookie, four Aces and one Decision Dice.
- Each player places their four Aces dice off to the side of the table near the player.
- Players pick up their four Rookie dice (Starting Squadron) and their Decision die.

Dogfight Game Turn

Dogfight is played over a series of turns with each turn having four steps. As the game progresses, Rookie dice are removed from the game and Aces die are added to the player's Squadron. Repeat the steps below until a winner is victorious and all other players are eliminated!

1. **Position Roll** – (All players roll at the same time)
 - a. All players pick up and roll their four Squadron dice.
 - b. Each player counts and calls out the total number of planes rolled. (*Use fingers for a visual count if helpful*)
2. **Determine Highest and Lowest Position**
 - a. A player's position is determined by counting and comparing the highest number of planes rolled versus the lowest number of planes rolled.
 - a. Ties for the highest position - Begin a new game turn.
 - b. Ties for the lowest position (*only 3 or 4 players*) - The highest positioned player chooses who will roll to Evade from the tied lowest positioned players.
3. **Hit Roll and Evade Roll** (*Both rolls are at the same time*)
 - a. Highest positioned player rolls all four Hit dice and then calls out the total Hit icons rolled.
 - b. Lowest positioned player rolls all four Evade dice, adds any Evade icons from their previous Position roll (on Aces Dice), and then calls out the total Evade icons rolled.
4. **Resolve**
 - a. If the total number of Evade icons to equal to or greater than the number of Hit icons, then the player does not lose a Rookie Die. All players start a new game turn.
 - b. If the total number of Hit icons is greater than the total number of Evade icons, then the player who rolled the Evade dice removes one Rookie die from their Squadron and gives it to the player who rolled the Hit dice. The player replaces the Rookie die in their Squadron with one of their Aces die, the player's choice.

Decision Dice

A player's Decision Die is only rolled during the Position Roll. Decision Die can be used immediately to gain position, used in Hit or Evade rolls, to re-roll dice, or the Die can be saved back and used later in the turn or in other turns. The Die does not have to be used at all and can be rolled again on the next Position Roll. Once the Decision Die is used, it must be re-rolled on the next Position Roll. Once a Decision Die is used at any time, it cannot be pulled back.

Dogfight - Winning the Game

The object of Dogfight is to eliminate all other players. A player is eliminated from the game when a player cannot replace a Rookie die with an Aces die after a loss on an Evade roll. When all other players have been eliminated from the game, you win!

BOMBING RAID

Bombing Raid is a game where players try to roll more planes than the other players each game turn. There are two rolls on a turn, and players push their luck by choosing dice to reroll a 2nd time. An Aces Die is removed by the player with the greatest number of planes each game turn. A player wins the game once they remove all four of their Aces dice from their Squadron.

Note: *In Bombing Raid, an Evade Icon on the 1st roll means the die is having propeller problems and the die cannot be re-rolled on the game turn's 2nd roll.*

Bombing Raid - Game Setup

- Remove all Decision, Hit and Evade dice off to the side of the table, they are not used in Bombing Raid.
- Players select a color and then pick up all 8 of their colored dice; four Rookie and four Aces die.

Bombing Raid – Game Turn

Bombing Raid is played over a series of turns with each turn having four steps. During the game, Aces are removed from play and used to keep score. Repeat the steps until a winner is victorious!

1. **1st Roll** - All players roll all their dice and count up the total number of planes. Set any rolled dice with Evade Icon off to the side.
2. **2nd Roll** – Players choose what dice they want to reroll. At the same time, all players re-roll their chosen dice (no Evades) and then count up the total number of planes.
3. **Resolve** - The player who rolled the greatest number of planes after the 2nd roll wins this game turn and removes one Aces die from play, player's choice
 - a. If there is a tie, each tied player removes one Aces die. A player cannot win the game on a tie so that player does not remove an Aces Die. Play another game turn until there is a clear winner.
4. **Repeat** - Players pick up the remaining dice, dice with the Evade icon are picked back up, and repeat the game turn from step 1. Keep scored Aces off to the side of the table.

Bombing Raid - Winning the Game

The first player to remove all four of their Aces Dice from play wins the game.

See SquadronDice.com for how-to-play videos, FAQs, and game variants like 2p vs. 2p.

CREDITS

Original Game Design: Charles Sinning

Game Development: Michael Warth, Craig Blythe

Editing: Kimberly Sinning, Vicki Prichard

Artists: Antonis Karidis, Nedko Chaushev, Samuel Thompson

Graphic Design: Charles Sinning, Michael Warth

Publisher: Flatworks Gaming, LLC

Play testers: Michael Life, Mark Life, Noah Blythe, Rose Sinning, Andrew Warth, Zachary Warth, and Kim Warth.



Web: SquadronDice.com

Facebook: facebook.com/squadrondice

Twitter: twitter.com/flatworksgaming

Squadron Dice is a TM of Flatworks Gaming, LLC and © 2023. All materials contained on these pages are protected by United States copyright law and may not be reproduced, distributed, transmitted, displayed, published or broadcast without the prior written permission of Flatworks Gaming, LLC. All rights reserved.