



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!

Squadron Dice Overview

Squadron Dice is a fast moving dice game where players can play 2 different games with the same dice; Dogfight or Flying Aces. In both games, if the player rolls a dice and a Re-roll symbol comes up, immediately re-roll that die and then continue play. The Evade symbol has different meanings in each game. Bi-planes will be counted in both games. Decision dice are only used in Dogfight and removed for Bombing Raid.

CONTENTS

40 total dice

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

Players: 2 to 4
 Duration: 15-20 min
 Each game
 Ages: 14+

DICE SYMBOLS (ICONS)

Hit Dice - There are 4 Hit Dice and all 4 dice have the same layout: 4 sides with a Hit symbol and 2 sides that are blank.



4x

2x

Evade Dice - There are 4 Evade Dice and all 4 dice have the same layout: 2 sides with an Evade symbol and 4 sides that are blank.



2x

4x

Rookie Dice - There are four colors of Rookie dice and all 4 dice of a color have the same layouts.



2x

2x

2x

Aces Dice – There are four types of Aces dice labeled “A” for Attack, “B” for Balanced, “E” for Evade, and “R” for Reroll, for each color. Each Aces type has a different symbol layout. The re-roll symbol on an aces dice means the player can re-roll any position dice once. Players can choose to roll the die with the “re-roll” symbol, but if another re-roll symbol comes up, treat it like a blank as in the die can't re-roll again.



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



- Bi-planes – Used to determine position in the Position Roll
- Evade – Can be added to an Evade Roll
- Hit – Can be added to a Hit Roll
- Any – The player may choose to re-roll any 1 dice in the game at any time, this includes forcing another players to re-roll one of their dice. Does not affect other Decision Dice.
- Blank – The player can re-roll any two blank dice; Rookies, Aces, Hit or Evade dice, their choice.

DOG FIGHT

Dogfight is a fast moving dice game where players roll dice to gain “position” over other players. The highest positioned player rolls the Hit dice and the lowest positioned player rolls the Evade dice.

Players count the number of Hit and Evade symbols and if the number of Hits outnumber the Evades, the lowest positioned player loses one of their Rookie dice to the winning player and then replaces the Rookie dice with an Ace's Die. If you lose an Evade roll and have no Ace's Die to replace a lost die, you are eliminated from the game. Play continues until all but one player is eliminated.

Dogfight Game Setup:

- Place the 4 black Hit dice and the 4 yellow Evade dice in the center of the table
- Players select a color then collect all 9 dice of that color.
- Players line up their 4 Aces dice in a vertical row on the table to their left, called the Airfield.
- Players pick up their 4 Rookie dice (Starting Squadron) and 1 Decision Dice.

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 dice 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. Re-roll any dice with a re-roll symbol.
 - c. Each player counts and calls out their total number of bi-planes rolled.
2. *Determine Highest and Lowest Position*
 - a. A player's position is determined by counting and comparing the highest number of bi-planes rolled versus the lowest number of bi-planes rolled.
 - a. Ties for the highest position - Begin a new game turn.
 - b. Ties for the lowest position - The highest positioned player chooses who will roll to evade from the tied lowest positioned players.
3. *Hit Roll and Evade Roll (All dice rolled at the same time)*
 - a. Highest positioned player rolls all four Hit dice and then calls out the total Hit symbols rolled.
 - b. Lowest positioned player rolls all four Evade dice, adds any Evade symbols from their previous Position roll (Squadron), and then calls out the total Evade symbols rolled.
4. *Resolve*
 - a. If the total number of Evade symbols to equal to or greater than number of Hit symbols, then the player does not lose a Rookie Die. Start a new game turn.
 - b. If the total number of Hit symbols is greater than the total number of Evade symbols, then the player who rolled the Evade dice removes one Rookie die from their Squadron and gives to the player who rolled the Hit dice. Then the player replaces the Rookie die with one Aces die from their Airfield.

Decision Dice

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

Dogfight - Winning the Game:

The object of the game 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 game where players try to roll more bi-planes than the other players each game turn. Score is kept track using the Aces Dice. A player wins they game once they remove all four of their Aces dice from their Squadron.

Bombing Raid - Game Setup

- Remove all Decision Dice from gameplay, they are not used in Flying Aces.
- Place the Hit and Evade dice off the side of the table as they are not used.
- 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 of the their dice
 - a. If a die is rolled with an Evade symbol in the Flying Aces game, this means the die is out of play for the remainder of this turn (propeller problems).
 - b. On the next turn, the evade die can be used again.
2. 2nd Roll - Players choose any dice in play (not Evades) and reroll those dice
3. The player who rolled the greatest number of bi-planes wins this turn.
 - a. If there is a tie, all players remove one Ace die.
 - b. However, a player cannot win the game on a tie.
 - c. Remove one Ace die from play, player's choice.
4. Players pick up the remaining dice, not scored Aces, and repeat the game turn from step 1.

Bombing Raid - Winning the Game

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

See SquadronDice.com for FAQs and game variants like 2p vs. 2p.

CREDITS

Original Game Design: Charlie Sinning

Game Development: Charlie Sinning, Michael Warth, Craig Blythe

Editing: Kimberly Sinning, Vicki Prichard

Artists: Antonis Karidis, Nedko Chaushev, Samuel Thompson

Graphic Design: Charlie 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 © 2022. 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.