

## Armageddon War Bonus Dice

There are three special dice that you can use with the game, one in each color. These can be used in normal play, solo play or the campaign game. If players agree to use them, using one or more of them is always optional and there may be cases where you do not want to.

### Shoot & Scoot die

This die has two faces with an arrow/strike symbol. Any time you may roll a green die, this can substitute for one. If the special face comes up, after damage resolves but before you gain an Action step, you may move 1 hex. This move can result in close combat (counts as part of the firing action), and this move is not subject to opportunity fire. The special face **does** do a strike in addition to the special effect.

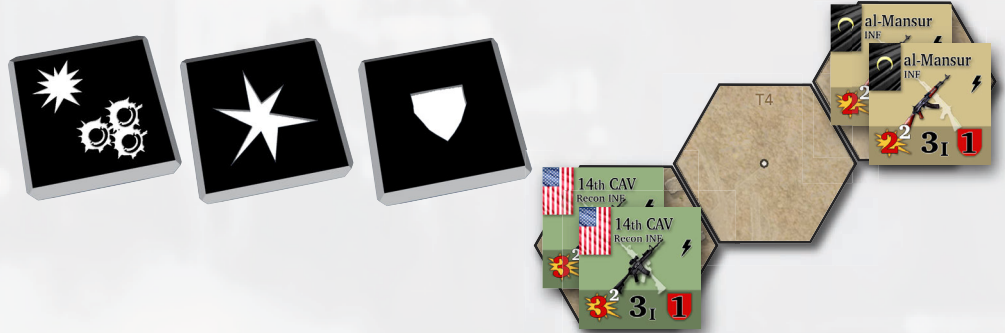
**example:** You are the ISIL player and are rolling 1 black and 2 green dice. If the result was this, you would do 1 hit to the target and after the attack resolved you might move 1 hex back behind the city, out of your target's LOS.



### Suppression die

This die has two faces with a burst fire symbol. Any time you may roll a black die, this can substitute for one. If the special face comes up, you do 1 strike to the target of the attack and 1 strike to a **different** target in the **same** hex. Note that this is a strike, **not** a hit, so if second target would take 2 strikes to do a hit on it because of firepower type vs. defense type, you would not want to use this die.

**example:** You are the US player and are rolling 3 black dice (using combined fire). If the result was this, you would do 2 strikes to the unit you were firing on and 1 strike to the other unit in the hex.



### Readiness die

This die has two faces with a reticule symbol. Any time you may roll a red die, this can substitute for one. If the special face comes up, **one** unit involved in that die roll takes 1 less **action step** from its actions or combat results. This could result in a unit taking no action steps, in which case it may act again. Defender chooses counter-fire targets first, but results are simultaneous.

**example:** You are the Russian player and are rolling 3 red dice against a target which is engaging in counter-fire. If the result was this, you would do 3 strikes to the target and they would do 2 to you (but remember that it takes them 2 strikes to do 1 hit to you). After taking your Action step for firing, you would be Pinned, but you take 1 less Action step because of the special die result, so your unit is only Action'd.



If you are rolling more than one die color (red + black or black + green), you may use two special dice, one for each color. A special die may reduce the number of strikes you get on your primary target, so if doing the most damage to one target is more important than the special effect, you may not want to use it.

A scenario may have special rules for these dice which supercede the above descriptions. The dice may be used by either player at no point cost adjustment in a homebrew scenario.