

MARSHALS UNLEASHED



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Using the dice

Throwing dice are used to resolve firing attacks, including salvos by musketry or artillery. However, cavalry charges and infantry melee combat are resolved without the need for dice rolls. Physical dice must be purchased separately. Alternatively, a virtual dice app can be used that allows you to upload custom images onto the dice sides. This not only saves time otherwise spent applying stickers but also enhances gameplay by preventing physical disruptions when the dice collide with game components. Whether you prefer traditional dice rolling or utilizing a virtual application, we provide printable dice imagery for sticker printing as well as downloadable images for integration into virtual applications.

The base

Players in Marshals Unleashed may utilize two dice: one representing infantry firing outcomes and the other designated for artillery results. To engage in gameplay, each player must have two 16 mm dice. For enhanced convenience, it is advisable to have two sets available. This straightforward setup ensures a simple and accessible starting point. For those seeking an elevated level of play and a more historically accurate experience, we offer an expansion set of customized dice tailored to further refine the gameplay.



To determine the outcomes of infantry fire, players are instructed to utilize the dice featuring an infantry unit on a green background. An engagement is deemed unsuccessful if the roll results in a white cross against a red backdrop. Conversely, rolling onto the green side signifies a successful hit, inflicting one damage point. It is important to note that some infantry units possess 2 damage points upon firing; always refer to unit statistics to fully leverage available firepower. Additionally, when the dice display three infantry icons, it triggers a regimental volley. Accuracy 4/6.



For artillery fire outcomes, players should use the dice marked with an artillery icon on a green background. An unsuccessful engagement is indicated if the roll reveals a white cross against a red background; conversely, landing on the green side signifies a successful single hit that equals one damage point. The artillery dice also features a icon depicting three damage skulls, which signifies either triple hits or the infliction of three damage points on a

targeted unit. Players are allowed to substitute this triple hit for regular damage, considering its potential to decimate an entire artillery battery in a single strike. Alternatively, the triple icon can be utilized for a grand battery bombardment. This follows the same principle as the regimental volley where up to six artillery batteries may be aligned, two each within three contiguous operational squares, delivering a massive bombardment result amounting to 18 points of damage or ensuring 3 guaranteed hits per battery. It is important to note that triple hits are accounted for only once per used artillery battery or when employed in an aligned setup for a grand battery bombardment. Thus, if the dice show the triple skull symbol twice on either the same single battery or group of batteries, this feature can still be activated just once. Players have the flexibility to leverage their artillery impact strategically according to their gameplay preferences. Accuracy 3/6.

Customize the gameplay

Players are encouraged to customize the dice to align with their gaming preferences, thereby enhancing the personalization of their gameplay experience. Generally, infantry and artillery firing engagements employ two dice, which reflect success ratios of 4/6 for all infantry units and 3/6 for artillery units. Additionally, we offer players the opportunity to elevate their gameplay by expanding their set of dice. This expansion introduces a more exciting and a more authentic gaming experience.



Class 1-2 infantry dice

This dice set is specifically designed for Class 1 and Class 2 infantry units, which include militia and line infantry. Featuring a distinctive yellow die, this set determines outcomes pertinent to these classes. The accuracy rate stands at 3/6, meaning three out of the six sides represent a successful hit. Additionally, included among the successful hits is one side displaying the regimental volley icon. Thus, each roll has the potential to result in two hits along with one opportunity to initiate a regimental volley.



Class 3-4 infantry dice

This dice set is specifically designed for Class 3 and Class 4 infantry units, encompassing both light infantry and elite infantry units. Highlighted by a distinctive orange die, this set is specifically used to determine outcomes relevant to these classes. With an accuracy rate of 4 out of 6 sides representing successful hits, the probability of achieving desired results is significantly high. Among the successful hits, one side features the regimental volley icon, enabling each roll to potentially yield three hits along with one chance to trigger a regimental volley. Consequently, this set provides a more accurate simulation for light and elite infantry units.



Class 5 infantry dice

This dice set is specifically designed for the elite Class 5 Guard Infantry Unit, regarded as the army's premier troops. Owing to their esteemed reputation, they boast the second highest accuracy rate in the game for firing units. The set includes blue dice symbolizing successful hits, with the accuracy rate of hitting a target 5 out of 6 times. These units demonstrate lethal precision on the battlefield during engagements. Among these successful hits, one must have the regimental volley icon in order to trigger a deadly volley.



To utilize the artillery battery as howitzers, this dice set customizes firing specifically for such equipment. The use of howitzers in the game is restricted to targeting units located within buildings, towns, and structures constructed by the engineer corps. In all other scenarios, howitzers are prohibited from being used. The dice can only be rolled twice when deploying howitzers, providing a higher accuracy rate compared to standard field artillery with an accuracy rate of 4 out of 6. One of the four successful sides of the die must be designated as a double hit. With one fewer opportunity to roll the die, a double hit has the potential to balance out the damage inflicted. Double hits are only accounted for once per used artillery battery.

In summary, the extended dice set includes three dice designated for infantry and an additional die specifically for howitzers. The standard artillery die remains unchanged. In total, there are five dice in the extended version, enhancing the authenticity of the gameplay experience.

Have fun with Marshals Unleashed!

