

Outlander Destiny Dice

Alternate “Fan” Rules

MAJOR DIFFERENCES:

- Ignore the inside scoring track. All scoring is done on the outside Victory track. If a card includes directions for adding to either Victory or Score tracks, add only to the Victory score.
- You may only reroll once, up to 2 dice of your choice, unless called for by a played card. Play consists of rolling all six dice, playing a card, then scoring.

PLAYING DIRECTIONS:

- Remove the 4 “Points Allotment” cards from the deck. Also remove the small disk markers that match the four colored movers. They will not be used.
- Deal 2 cards to each player. Put the rest of the cards face down on the Main Deck space as the Draw pile. The Victory Card space will be used for the faceup Discard pile.
- Roll all 6 dice.
- Reroll up to 2 dice of your choice to improve your hand.
- Play one card from your hand, OR select a card from the Draw pile, and perform the action on the card.
- Score the dice as follows:

Each **CLAIRE** and **JAMIE** face: 1 point

EXCEPT: 3 **CLAIRE** and 3 **JAMIE** equal 12 points, no additional scoring,

Or ANY OTHER COMBINATION of **CLAIRE** and **JAMIE** on all 6 dice equals 10 points, no additional scoring.

Each **BJR** face removes 1 **CLAIRE** face. No additional points.

Each **LAOGHAIRE** face removes 1 **JAMIE** face. No additional points.

Each **DOUGAL** face restores 1 **JAMIE** if removed by **LAOGHAIRE**. No additional points.

Each **GEILLIS** face restores 1 **CLAIRE** if removed by **BJR**. No additional points.

Each **JENNY** face: 3 points.

Each **MURTAGH** face: 5 points

BONUS: Each **CLAIRE/JAMIE** pair adds 2 points.

Each **DOUGAL/GEILLIS** pair adds 3 points.

Each **MURTAGH/JENNY** pair adds 10 points.

Each **BJR/LAOGHAIRE** pair REMOVES 3 points.

- Player draws a new card, and play moves to the next player.

Scoring examples (without rerolls):

1. Roll JAMIE, JAMIE, GEILLIS, GEILLIS, LAOGHAIRE, BJR. BJR removes 1 Jamie.

PLAYED CARD says “Claire is captured, add 2 Jamies and 1 BJR to score.” This has a net effect of adding 2 Jamies and removing 1 Claire (but there are none in your hand).

Score 4 for remaining JAMIES, but subtract 3 for BJR/LAOGHAIRE.

Final score: 1

2. Roll BJR, LAOGHAIRE, GEILLIS, GEILLIS, GEILLIS, DOUGAL.

Card played says “Searching for Jamie. Reroll all of any one face.” You reroll BJR (since you want to keep at least 1 GEILLIS to pair with DOUGAL, and remove BJR to break up the pair). Reroll adds Jenny.

Score 3 for Jenny.

Bonus score: 3 points for DOUGAL/GEILLIS pair.

Final score: 6.

First person to 40 has successfully reunited Jamie and Claire and wins the game!