

ON FIRE!

Do you like to surprise your enemy and rout his defenses? Do you enjoy an overwhelming victory more than ten simple victories? If your answers are yes, all you need is an Irondie set based on red, orange and yellow dice.

I'm going to describe a set whose goal is extremely simple: winning the game within two or three turns! This is not an easy task of course, but it's something you can do thanks to the set I call "RED ASSAULT".

Let's start by choosing colors. If you want a fast victory, you need to build a very offensive set, which gives optimal color bonuses on attack dice. You just need to take a fast look at the chromatic table and you'll find that red dice give you the best color bonus (+2 to an allied attack die). A second look reveals that there is an attack die (the Assault) that is specialized when it's red. These two elements give us the core of this set: two red Assault dice!

Now, it's the time to figure out how many attack dice we want to put in this set. Since we are creating an aggressive set, we decide to include four attack dice. Which die is the better "battle mate" for an Assault die, the Smasher or the Ballistic? The first is powerful, but riskier; the second one is best if we want to lay siege to our enemy and try to kill him slowly. But we don't want slow. We want fast and furious! So two red Smashers are definitely what we need!

We have now set up our battle line. We have four red dice who grant us:

- high scores during the battle phase thanks to color bonuses;
- high chance of winning duels during skirmish phase thanks to two specialized dice. Not to mention the old beloved combo smasher-assault...



Let's continue and think about defense. Here we will go for an extreme solution: just one defense die. This might seem to you like a tremendous risk, but you'll change your mind once you have seen the life dice.

There are three options: Nullifier, Barrier and Power-up. We reject immediately the idea of a Barrier, because we have no other defense die of our own to target. It's not so easy to choose between a Nullifier and a Power-up. The first one would allow us to save an "unlucky" smasher or even to kill our opponent's last life die. The second one would grant more flexibility to our set, by adding points to our attack or life dice. We finally decide that the winner is... the Nullifier. Here is why: during the first turns we'll probably launch this dice in battle, since it's the only defense die we have. During the next turns we will probably decide to use our defense die in skirmish because we are close to the end of the game. If we are winning, a Nullifier would be perfect for a final blow, and if we are losing, a Power-up will only postpone the defeat.

At this point we still need to choose a color for the Nullifier. And we choose orange. It's ideal for its bonuses to attack and life dice and because of its synergies (orange dice are allied to red dice).



We know that just a few details can make the difference between a strong and a weak set. And synergies are often a key to creating a strong set. We can obtain a first interesting synergy adding a Swarm to our set. This is a perfect die for an aggressive battle-heavy set, because it can target every opponent's defense die and subtract 2 points from their values. This choice becomes even better if we consider that we could pick an orange Swarm, which is both specialized and allied to our red dice. We are so proud of this solution that we decide to include at least two orange Swarms in our set.

Now there are two empty slots left. Since we are happy with the clear-cut aggressive strategy of this set, we sprinkle in a little bit more flexibility. We will use a yellow Fortress (specialized) in order to counter other aggressive sets and a red regeneration that could be used for "finetuning" purposes, thanks to its ability to bring back attack, defense or life dice from limbo to battle.



Your RED ASSAULT set is now complete.

After having described the underlying strategy, I will let you make the tactical decisions. Just one hint: a set with a clear strategy is not necessarily a predictable set. Remember that you can change the way you fight every single turn. If our enemies weren't listening in, I would suggest to roll many attack dice in battle during the first turn and the... oh my God... enemies are watching!

