# POCKET TACTICS

A strategy game by DUTCHMOGUL

Ages 6 and above – 20-35 minutes

Welcome to **Pocket-Tactics**, a modular, fast-paced, strategy war game that you can take with you and play just about anywhere.

SETUP

Choose factions and roll to determine who places first. Shuffle all of the terrain tiles into a bag. The first player places their Base tile, draws a Terrain tile from the bag, and places the Terrain tile against an outward-facing side of their Base tile. Players then take turns drawing and placing tiles towards the second player.
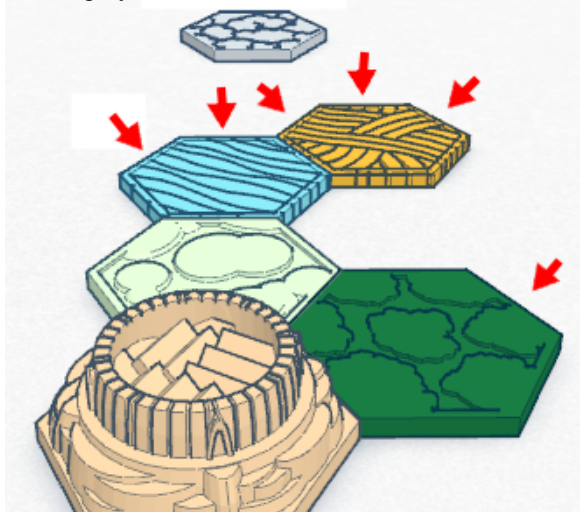
Newly placed tiles may only touch the front three facets of the other tiles when placed, the front facings being determined by the direction the base tile points (away from the first player and toward the player two).

When all Terrain tiles are in play, the second player places their Base tile so that it's touching the furthest tile from the first player's Base tile. If there are multiple tiles sharing that distinction, the second player may choose one. The Base tile may be placed so that t touches multiple tiles, though must adhere to regular tile placement rules (touching front facings only) as long as it still contacts the furthest tile.

Once all of the tiles are set, starting with the first player, each player chooses three units from their force and places them in the three tiles closest to their Base tile. The rest of their units are set to the side of the map in "reserves."

UNITS

The playing pieces in Pocket-Tactics are referred to as "units". Each unit represents a character or object that constitutes a part of the player's force and has a corresponding stat card included with their faction info. A unit stat card will include the following information:

Type: Every unit will have up to three types used to classify them. These could be anything from "Human," to "Soldier," to "Robot." Classifications such as these are important for the effects of certain special abilities and other in-game effects.

Terrain Advantage: Each unit may have a terrain advantage (or in some cases, multiple advantages). Whenever a unit occupies the tile type listed under their terrain advantage, they gain an additional situational re-roll during an assault. In addition, some special abilities or other game effects may play off of a unit's terrain advantage.

Special Abilities: Each unit may have one or more special ability. Special abilities grant unique tactical options for a unit and may affect movement, assaults, or any other part of game play.

Cost: A unit's cost is useful in determining their overall value. Each starting faction is built with a total of 100 points. However, in alternate game modes (such as customized forces or adding mercenary units) cost is an important factor.

Finally, each unit will have three different skills which are used for resolving assaults with other units and, in some circumstances, to test for ability effects. Each of the three skills is broken into an Offense (Red) an Defense (Blue) version and a unit will often have different values in each. The skills are as follows:

Melee: Skill with close combat weapons (swords, axes, unarmed strikes, etc)

Ballistics: Skill with ranged weaponry (Bows, thrown spears, slings, etc)

Arcane, **Tech**, or **Magi-Tech:** Skill with magic, technology, or a mixture of the two

PLAYING THE GAME

The first player starts the game. On their turn, a player can perform a single **Move**, **Assault**, or **Summon**.

Move: A unit moves to an adjacent unoccupied tile. Units may "hop" one tile occupied by a friendly unit or base tile to reach an unoccupied tile.

Some units have special abilities that affect movement. These abilities are detailed under the **Unit Stat Sheets**.

Assault: A unit attacks an enemy unit. There are two kinds of assaults: **Close Assaults** and **Ranged Assaults**.

Close Assaults: To perform a close assault, the attacking unit moves into an adjacent enemy's tile. The attacker declares **Melee**, **Arcane**, **Tech**, or **Magi-Tech**, and each player rolls Offense and Defense dice based on the corresponding OFF and DEF values they have in the chosen skill. **Melee** may only be matched against **Melee**, though **Arcane** and **Tech**, may be matched against one another (however, each grants a single bonus situational re-roll against the other). A character using **Magi-Tech** may choose whether to use it as **Arcane** or **Tech** when the assault is made. These rolls represent the attacker striking and the defender simultaneously counter-striking. Match Offense dice to Defense dice from highest to lowest, removing ties. The highest single die value determines if each strike succeeds.

If one strike succeeds, the struck unit is captured and removed from the map. If both the strike and the counter-strike succeed, both units are captured and removed. If neither strike succeeds, the combat is a stalemate and the attacker returns to their tile.

As shown above, the attacker has rolled a 6 and a 5 with their two OFF dice and a 6 and a 3 with their two DEF dice. The defender, who has three OFF dice, has retaliated with a 6, 4, and a 2, and rolled a 1 with their single DEF die. The attacker's 6 OFF result is higher than the defender 1, ensuring that the attacker beats the defender. The defender's 6 OFF is canceled by the attacker's own 6 DEF result, though the defender's next highest, a 4, beats the next die in the attacker's defense, a 3, ensuring that both the attacker and defender defeat one another.

Re-rolls: Some abilities and situations allow units to re-roll one or more dice before the assault resolves. Alternate re-rolls starting with the attacker, one at a time unless otherwise specified by a special ability.

Re-rolls granted by special abilities may be used first. Each unit may then use any **Situational** re-rolls. Each situational re-roll affects one die, Offense or Defense, belonging to the re-rolling unit. The two sources of Situational re-rolls are **Terrain Advantage** and **Assists**.

Terrain Advantage: Each unit's stat sheet lists an advantageous terrain type (Forest, Hill, etc...). Assaulting into that terrain type grants the attacker one situational re-roll.

Assists: Each unit adjacent to the assaulted tile grants their ally (attacker or defender) one situational re-roll. Adjacent base tiles grant allies two re-rolls.

Ranged Assaults: To perform a ranged assault, the attacker chooses an adjacent enemy and declares **Ballistics, Arcane**, **Tech**, or **Magi-Tech**, matching values in the same way as close assaults. Ranged assaults differ from close assaults in the following ways:

- The attacker does not move into the defender's tile. Use the attacker's tile to determine Terrain Advantage for the attacker, and the defender's tile to determine Terrain Advantage for the defender.
- Use the defender's tile to determine Assists for both the attacker and the defender.

Extended Range: Some units use special abilities to make ranged assaults from even further away. A defender cannot retaliate with Offense dice unless a similar special ability extends their own range out to the attacker. Empty spaces with no tiles in them block line of sight and may not be counted in this way.

Deployment: Instead of moving or assaulting, a player can deploy a unit from their reserves and place it on an empty tile adjacent to their base. Deploying a unit into a hazard tile (such as caves or water) does not require a test. A player can send a unit back to their reserves by moving the unit into their base.

WINNING THE GAME

To win, a player must either capture their opponent's entire force or assault and defeat their opponent's base.

Assaulting Bases: Like enemy units, base tiles may be assaulted. Bases always defend with 3 Defense dice. Adjacent allied units can grant Assists to bases.

SPECIAL RULES

In addition to the rules presented above, there are a number of additional special rules which may be unique to certain sets. The following is a list of common special rules, though others may be introduced in subsequent expansions.

HAZARD TILES

Hazard tiles represent terrain types that are dangerous or difficult to traverse. These often require a unit moving or close assaulting (though not deploying) into them to make a "Hazard Test," (usually by rolling a sinlge die). This test is made before assaults or other effects may occur. A solid tactic is to establish a friendly unit in a Hazard tile and "hop" your other pieces over them to avoid the effects. The most common forms of Hazard tiles are detailed below.
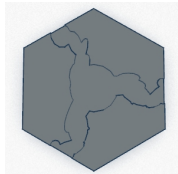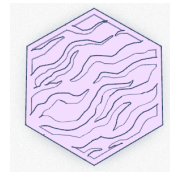

Cave Tiles: When moving into a Cave tile, roll a die. On a 1-3, the unit becomes "lost". Remove the unit from the board and return it to reserves. When close assaulting into a Cave tile, perform this check before combat starts.
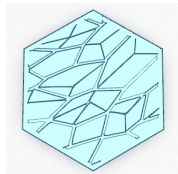

Ice Tiles: After moving or close assaulting into or before moving or close assaulting out of an Ice tile, roll a single die. On a 1-2, the unit will immediately move in a random direction (see random movements, below) ending the unit's turn should they survive.
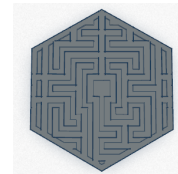
Labyrinth Tiles: Before moving or close assaulting out of a Labyrinth tile, roll a single die. On a 1-3, your opponent may choose to place the unit into a single unoccupied tile anywhere on the map, ending the unit's turn.

Swamp Tiles: When moving or making a close assault out of a Swamp tile, roll a die. On a 1-3, the unit remains "stuck" and may not be moved from the tile. Their action is canceled and their turn ends.
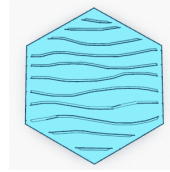
Water Tiles: When moving into a Water tile, roll a die. On a 1-3, the unit "drowns". Remove the unit from the board and add it to the units captured by your opponent.

TUNNEL TILES

Certain tiles (such as Complex and Caves) have directional tunnels which dictate the way units may move and assault when going through them.

When making a move or assault, a unit may only do so through a facing where a tunnel connects to another tile.

When placing a tunnel tile, at least one tunnel facing must connect to an open tile or other tunnel.

RANDOM MOVES

Certain effects will call for a unit to move randomly. When doing so, roll a single die and consult the chart below to determine which direction the unit moves off of their current tile:
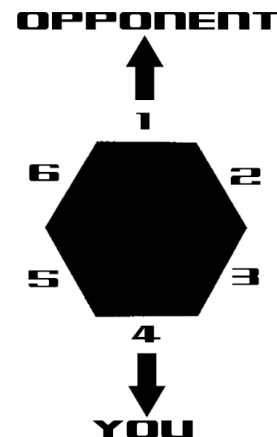
If this movement would take the unit into an unoccupied tile, they are safe (though may have to

make a further Hazard Test, if the tile is a Hazard tile).

In the case that the move would take the unit into an empty space (where no tile is placed), into an enemy base tile, or into a space occupied by an enemy unit, the moving unit is immediately sent to enemy captures.

Should the movement take the unit into a tile occupied by an allied unit, the moving player may choose one of the two units and send it back to reserves.

Units that move randomly into an allied base tile are sent back to reserves.

STRAIGHT LINES

Some special abilities require that a unit be within a "straight line" of its target. Usually, these abilities involve long-ranged Ballistic assaults, though other effects may use this rule.

To qualify as being in a straight line, you must be able to draw a straight line of tile connections from the unit with the special ability to the target. Any segments without tiles or that are blocked by tunnel tile alignment count as obstructions and will not allow the ability to be used. Enemy or allied units in the path do not block this line unless the ability specifically states that they do.

SKILL TESTS

Some special abilities require that a unit make a skill test for its effects to take hold. Each test will specify a skill (Melee, Ballistics, Arcane, etc) and specify OFF or DEF along with a number. The unit then rolls the corresponding dice granted by that skill and tries to achieve the target number or greater with at least one of those dice.

KICKERS

Some units have a second number listed parenthetically under one or more of their skills. This is a "Kicker" and means that, when making a test with that skill for an assault or general skill test, the unit counts as having rolled an additional die that always equals that number. There are special abilities and other effects throughout the game that may affect kickers, though a kicker may never be brought below a zero or above a six. Because a kicker represents a "phantom die" it may not be re-rolled.