

by Owen Strombeck

Rulebook

Components

- 144 Cards
 - 72 Character Cards
 - 18 Alien Cards
 - 18 Bot Cards
 - 18 Cat Cards
 - 18 Ninja Cards
 - 72 Action Cards
 - 4 copies of each
- 2 Playmats
 - Two Player Playmat
 - Four Player Playmat
- This Rulebook!

Objective

Use your team of wacky characters to capture your opponent's characters and control the most spaces on the board! Each turn you will play a character from your hand, process it by comparing its numbers to your opponent's characters next to it, and then draw a new card to refill your hand.

Two or Four Players

Square Tactics can be played with two or four players. The bulk of this rulebook is written to explain how to play with two players. Refer to the "Four Player Game" section for details on what to do during setup and playing with four players.

The Board

- For a two player game, Square Tactics is played using 9 spaces - three by three in a square grid.
- For a four player game, Square Tactics is played using 16 spaces - four by four in a square grid.

First Game Rules

The first time you play Square Tactics, I recommend you don't use any action cards and ignore the gametext abilities on each character card - allowing you to focus on the numbers of each character and get comfortable with the core mechanics - play, process, draw.

After your first game, when you are comfortable with the core play, process, draw rules - play again with the gametext abilities and action cards.

Setup

- For a two player game, Square Tactics is played using 9 spaces - three by three in a square grid.
- Each player takes the 18 character cards from one faction (Aliens, Bots, Cats, or Ninjas).
- Shuffle your 18 character cards together to form your character deck.
- Draw three cards from your character deck to create your starting hand.
- Determine one player to go first.

Turn Details

1. Play

- Play one character card from your hand to an open space on the board.
- The character card you play must be placed "right side up" from your perspective.

2. Process

- Compare the numbers on your character card you just played to each of your opponents' adjacent character cards. Always process starting with your character's top number first, then continue around your card clockwise (top, right, bottom, left).

- When comparing each side with an opponents' character's number:

- If your card's number is higher: capture their card from the board (keep it until the end of the game) then continue processing.
- If it is a tie: do NOT remove their card, just continue processing.
- If your card's number is lower: do NOT remove their card and STOP processing. Your card stays on the board, but you do not get to "capture" their card or process any more numbers around your card.

3. Draw

- Draw one card from the top of your character deck into your hand.
- If your deck runs out, continue playing the game as normal until all cards have been played.

End of the Game

- The game ends when both players have played all of their cards, or it can end early if the board is completely filled and no spaces are open.
- When the game ends, each player determines how many points they earned as follows:
 - 1 point for each opponent's card you captured.
 - 1 point for each corner space on the board your characters occupy.
 - 2 points for each side space on the board your characters occupy.
 - 3 points if your character occupies the middle space on the board.
- The player with the most points wins the game!

Match Play

- When playing a three game match, keep track of how many points each player earns during each game - the player with the most total points at the end of the match is the overall winner, regardless of the individual game outcomes.
- When playing a three-game match, the player who won the previous game must go first in the next game.

Four Player Game

Setup

- For a four player game, Square Tactics is played using 16 spaces - four by four in a square grid.
- The players should sit in a square, each arranged on one side of the square board.

Play

- Since each player must only play their character cards “right side up” from their own perspective - each player’s characters will be oriented with their top numbers pointed across the board. This is the same as the two player game rules - but it can look more complicated when four players are playing together.

End of the Game

- Since the board is larger for a four player game, there are more side and middle spaces on the board - but they are still the same point values: 2 for each side space, and 3 for each middle space.

Playing with Gametext Abilities and Action Cards

- The following are the different or additional rules to follow when playing the full version of Square Tactics.

Character Card Gametext Abilities

- Each character card has gametext explaining some ability. This is usually some sort of special rule-breaking effect or action that applies when the character card is played, while some of the abilities are ongoing and have a continuous effect as long as the card is on the board.

3. Draw

- Some cards allow you to draw an extra character card (two instead of one during your Draw step). If this happens, you will have 4 character cards in your hand for your next turn. You should continue drawing one character card on your future turns, meaning you will have 4 character cards in your hand the rest of the game - unless some other card changes this!

Action Cards

- During Setup
 - Shuffle all of the action cards together to form the Action Card Deck.
 - Each player draws one action card before the start of the game.
 - Whenever you end your turn without having captured any opponent's character cards - draw one action card. This is in addition to the normal character card you draw each turn.
- You may play any number of action cards during your turn.
- Some action cards will specify that they may be played with the character card you are playing for the turn.
 - Ex: "Aft Shielding" can be played with your character for the turn, increasing its bottom number before processing.
- Some action cards will specify that they are played at a different time.
 - Ex: "Emergency Maneuvers" is played during your opponent's turn, just after they played their character and are about to process their number against your character.

Option: Personal Action Card Decks

- There are four copies of each action card - so if you prefer, during setup you can separate the action cards into four action card decks - each deck containing one copy of each action card. Place each personal action card deck near each player so they draw from their own action card deck instead of one shared action card deck.

Option: Action Card Mayhem

- If you would like more action cards in play - draw an action card at the end of each turn instead of only after turns when you didn't capture any opponents' characters. If you run out of cards in the action card deck, reshuffle the cards that have already been played.

6

FRIENDLY ALIEN

**4****2**

You may process this card counter-clockwise instead of clockwise.

5

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4

PACIFIST ALIEN

**4****6**

You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

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5

ANNOYED ALIEN

**3****3**

You may choose to start with the bottom side of this card when processing.

6

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5

FRIGHTENED ALIEN

**6****3**

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

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ARTIST ALIEN

**5****5**

You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

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3

CAMPING ALIEN

**5****4**

You may skip one side on this card while processing.

5

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6

GRUMPY ALIEN

**5****5**

This card's Bottom and Right values are +1 when defending.

3

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5

PSYCHIC ALIEN

**4****6**

This card's Bottom and Left values are +1 when defending.

4

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5

BUSINESS ALIEN

**4****4**

This card's Top and Left values are +1 when defending.

6

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HOT TUB ALIEN

**6****5**

This card's Top and Right values are +1 when defending.

5

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3

TOURIST ALIEN

**5****4**

You may choose which side to start with when processing this card.

7

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4

SPORTY ALIEN

**7****5**

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

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7

SKATER ALIEN

**6****4**

If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

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STRONG ALIEN

**6****7**

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

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8

FEROCIOS ALIEN

**5****5**

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

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TELEKINETIC ALIEN

**3****8**

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

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6

PIRATE ALIEN

**5****3**

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

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5

SCIENTIST ALIEN

**8****6**

You win ties while processing this card. Capture cards you tie with and continue processing.

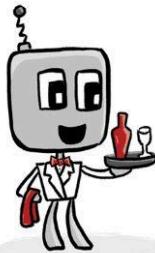
4

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6

BUTLER BOT

**4****2**

You may process this card counter-clockwise instead of clockwise.

5

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4

BANANA BOT

**4****6**

You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

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5

EMO BOT

**3****3**

You may choose to start with the bottom side of this card when processing.

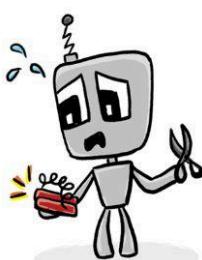
6

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5

DIFFUSER BOT

**6****3**

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

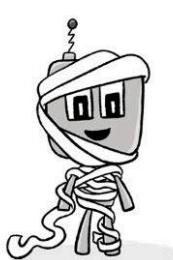
4

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MUMMY BOT

**5****5**

You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

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3

FRANKEN BOT

**5****4**

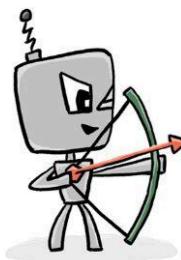
You may skip one side on this card while processing.

5

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6

ARCHER BOT

**5****5**

This card's Bottom and Right values are +1 when defending.

3

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5

CHEF BOT

**4****6**

This card's Bottom and Left values are +1 when defending.

4

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5

VAMPIRE BOT

**4****4**

This card's Top and Left values are +1 when defending.

6

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5

TURTLE BOT

**6****5**

This card's Top and Right values are +1 when defending.

5

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3

PRINCESS BOT

**5****4**

You may choose which side to start with when processing this card.

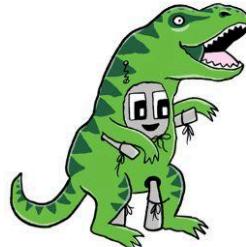
7

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4

DINO BOT

**7****5**

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

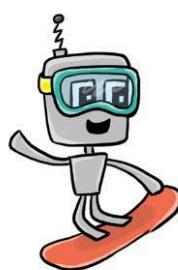
3

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7

SNOWBOARDER BOT

**6****4**

If your opponent processes a card against this card and loses, they stop processing and you capture their card.

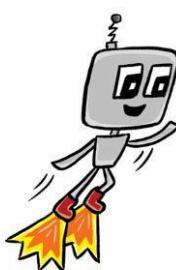
5

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6

FLYING BOT

**6****7**

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

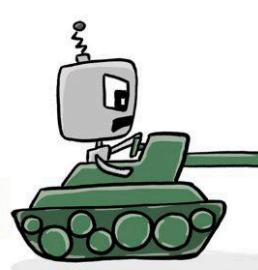
3

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8

TANK BOT

**5****5**

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

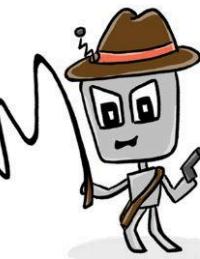
3

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4

ARCHAEOLOGIST BOT

**3****8**

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

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6

DJ BOT

**5****3**

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

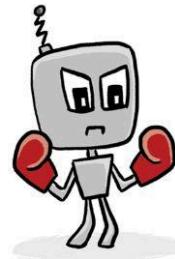
8

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5

BOXER BOT

**8****6**

You win ties while processing this card. Capture cards you tie with and continue processing.

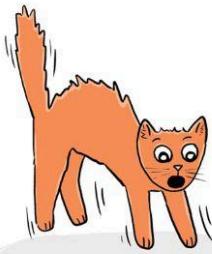
4

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6

SCAREDY CAT



4 2

You may process this card counter-clockwise instead of clockwise.

5**5**

CUTE CAT



3 3

You may choose to start with the bottom side of this card when processing.

6

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SQUARE TACTICS

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5

SLEEPY CAT



6 3

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

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SQUARE TACTICS

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4

BIRTHDAY CAT



You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3**3**

BOX CAT



You may skip one side on this card while processing.

5

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6

SMELLY CAT



This card's Bottom and Right values are +1 when defending.

3

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SQUARE TACTICS

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5

CURIOUS CAT



This card's Bottom and Left values are +1 when defending.

4**5**

PLAYFUL CAT



This card's Top and Left values are +1 when defending.

6

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4

SPA CAT

**6****5**

This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

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3

PYJAMA CAT

**5****4**

You may choose which side to start with when processing this card.

7

SQUARE TACTICS

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4

BEACH CAT

**7****5**

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

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7

HACKER CAT



If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

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6

ROCKER CAT

**6****7**

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

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8

NINJA CAT

**5****5**

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

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4

HUNGRY CAT



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

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6

SPY CAT

**5****3**

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

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5

ASTRONAUT CAT



You win ties while processing this card. Capture cards you tie with and continue processing.

4

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6

CLUMSY NINJA

**4****2**

You may process this card counter-clockwise instead of clockwise.

5

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4

NOISY NINJA

**4****6**

You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

3

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5

SLEEPY NINJA

**3****3**

You may choose to start with the bottom side of this card when processing.

6

SQUARE TACTICS

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5

SAD NINJA

**6****3**

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

4

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4

FRIENDLY NINJA

**5****5**

You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

3

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3

CAREFREE NINJA

**5****4**

You may skip one side on this card while processing.

5

GAMES by Owen Strombeck

6

QUICK NINJA

**5****5**

This card's Bottom and Right values are +1 when defending.

3

SQUARE TACTICS

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5

STEALTHY NINJA

**4****6**

This card's Bottom and Left values are +1 when defending.

4

SQUARE TACTICS

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5

VIGILANT NINJA

**4****4**

This card's Top and Left values are +1 when defending.

6

GAMES by Owen Strombeck

4

TIDY NINJA

**6** **5**

This card's Top and Right values are +1 when defending.

5

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3

JUGGLING NINJA

**5** **4**

You may choose which side to start with when processing this card.

7

SQUARE TACTICS

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4

HANDY NINJA

**7** **5**

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

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7

CLIMBING NINJA

**6** **4**

If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

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6

UNDERPANTS NINJA

**6** **7**

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

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MASTER NINJA

**5** **5**

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

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4

ACROBATIC NINJA

**3** **8**

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

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6

ELITE NINJA

**5** **3**

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

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5

DEADLY NINJA

**8** **6**

You win ties while processing this card. Capture cards you tie with and continue processing.

4

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AFT SHIELDING



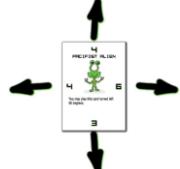
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

+ 1

SQUARE TACTICS

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CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

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+ 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

+ 1

SQUARE TACTICS

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GRIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

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JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

PORT SHIELDING



+ 1

Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

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SQUARE TACTICS

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AFT SHIELDING



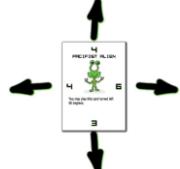
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+ 1

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At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

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SQUARE TACTICS

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+ 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

+ 1

SQUARE TACTICS

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GRIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

GAMES by Owen Strombeck

JUMP



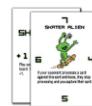
At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

PORT SHIELDING



+ 1

Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

SQUARE TACTICS

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SQUARE TACTICS

GAMES by Owen Strombeck

AFT SHIELDING



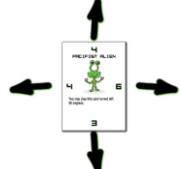
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

+ 1

SQUARE TACTICS

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CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

SQUARE TACTICS

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+ 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

+ 1

SQUARE TACTICS

GAMES by Owen Strombeck

GRIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

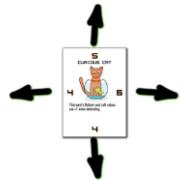
GAMES by Owen Strombeck

JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

PORT SHIELDING



+ 1

Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

SQUARE TACTICS

GAMES by Owen Strombeck

AFT SHIELDING



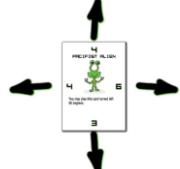
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

+ 1

SQUARE TACTICS

GAMES by Owen Strombeck

CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

SQUARE TACTICS

GAMES by Owen Strombeck

+ 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

+ 1

HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

GAMES by Owen Strombeck

JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

PORT SHIELDING



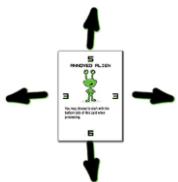
+ 1

Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

PUSH

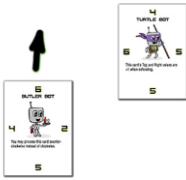


At the beginning of your turn, move one of your opponent's characters into an open adjacent space (not diagonal).

SQUARE TACTICS

GAMES by Owen Strombeck

SACRIFICE



If your character on the board is about to lose while defending, give your opponent a character from your hand (your choice) to put in their captured pile instead of your character on the board. Your opponent skips your character on the board while processing this turn.

SQUARE TACTICS

GAMES by Owen Strombeck

SECOND CHANCE



At the beginning of your turn, process one of your character on the board. Then continue your turn with the normal play, process, and draw steps.

SQUARE TACTICS

GAMES by Owen Strombeck

STARBOARD SHIELDING



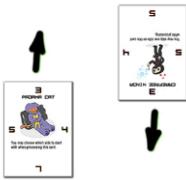
+ 1

Play under your character on the board or with your character as you play it this turn. This character's right number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

TRADE



Give an opponent one character (your choice) from your hand and they must give you one character (their choice) from their hand.

SQUARE TACTICS

GAMES by Owen Strombeck

TURNAROUND

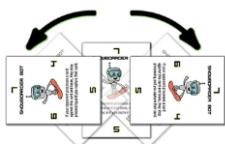


At the beginning or end of your turn, rotate one of your characters on the board 180 degrees.

SQUARE TACTICS

GAMES by Owen Strombeck

TWIST



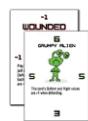
At the beginning or end of your turn, rotate one of your characters on the board 90 degrees (clockwise or counter-clockwise, your choice).

SQUARE TACTICS

GAMES by Owen Strombeck

-1

WOUNDED



-1 -1
Play on an opponent's character just after it captures your character (before they continue processing). Each of this character's numbers are -1.

-1

SQUARE TACTICS

GAMES by Owen Strombeck

ZOMBIE

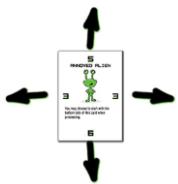


Instead of playing a character from hand this turn, play a character from your captured pile as if it was yours. Place this card beneath it while it is on the board to help remember that it counts as your character.

SQUARE TACTICS

GAMES by Owen Strombeck

PUSH



At the beginning of your turn, move one of your opponent's characters into an open adjacent space (not diagonal).

SQUARE TACTICS

GAMES by Owen Strombeck

SACRIFICE



If your character on the board is about to lose while defending, give your opponent a character from your hand (your choice) to put in their captured pile instead of your character on the board. Your opponent skips your character on the board while processing this turn.

SQUARE TACTICS

GAMES by Owen Strombeck

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GAMES by Owen Strombeck

STARBOARD SHIELDING



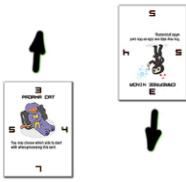
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GAMES by Owen Strombeck

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SQUARE TACTICS

GAMES by Owen Strombeck

TURNAROUND

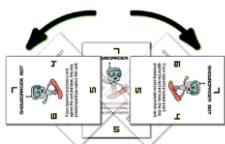


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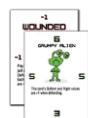
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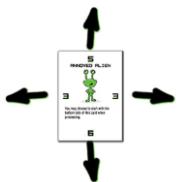


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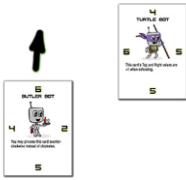


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SQUARE TACTICS

GAMES by Owen Strombeck

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SQUARE TACTICS

GAMES by Owen Strombeck

STARBOARD SHIELDING



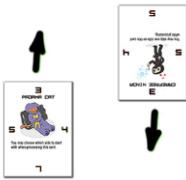
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SQUARE TACTICS

GAMES by Owen Strombeck

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SQUARE TACTICS

GAMES by Owen Strombeck

TURNAROUND

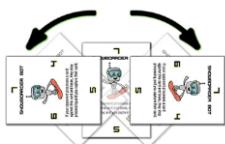


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GAMES by Owen Strombeck

TWIST



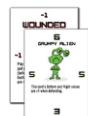
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SQUARE TACTICS

GAMES by Owen Strombeck

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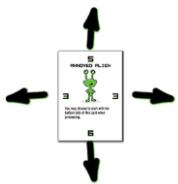


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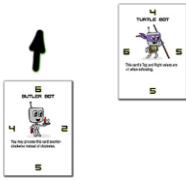


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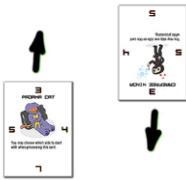
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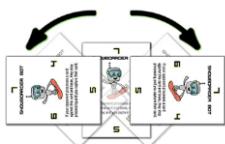


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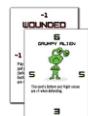
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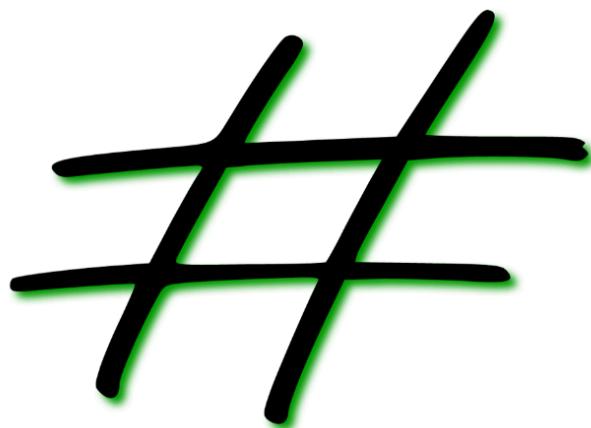
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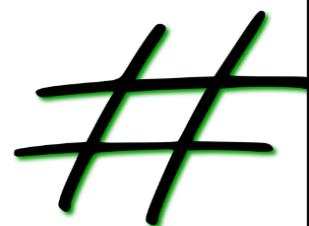
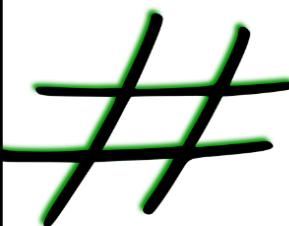


SQUARE TACTICS

by Owen Strombeck

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TACTICS



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