# Pocket Landship

Take command of a fully armed Dreadnought class landship, or choose less armament plus a Corvette class landship and/or a squad of Shock Troops. Your task is to take on the enemy and everything they will throw at you: minefields, infantry, artillery, and their landships.

Components:
- 6 2-sided enemy unit cards: landships, artillery, infantry, minefield, ambush
- 1 Landship Hull card
- 1 Landship Cannon / Corvette class Landship card
- 1 Landship Sponsons (side guns) / Shock Troops card
- 4 D6 dice
- 9 tracking cubes (red, or any color)

Object: Defeat all 6 enemy units before the enemy destroys you..
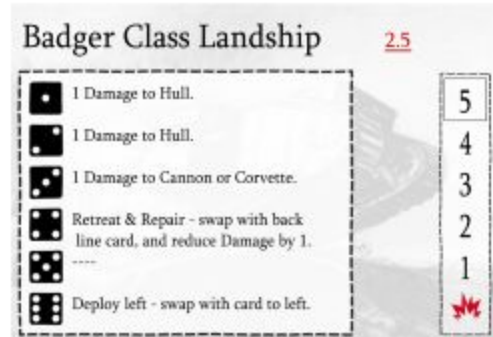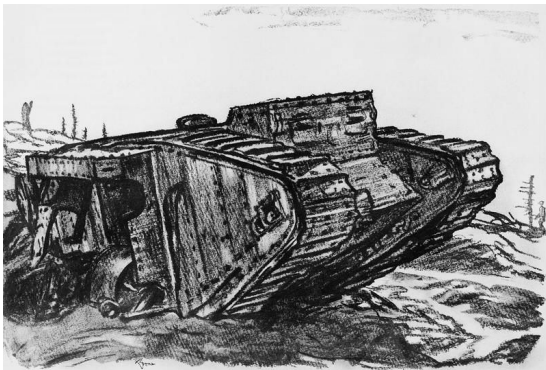
Example of enemy Landship card:

Badger Class Landship = unit name
2.5 = Relative attack strength of enemy card (underline denotes this as a "normal" enemy card, not an alternate card)
Dice Box text = action that this card takes when a die of each value is assigned to this unit
5 4 3 2 1 = Damage track for unit, when unit strength hits zero, the unit is destroyed and removed from the game
**Outlined 5** = starting strength of unit

Mine Field and Ambush note:
Mine Field and Ambush cards cannot be attacked. The Mine Field card is used twice then discarded. The Ambush card is used once then discarded. Each time a die is assigned to one of these cards, advance the tracking cube down one position (even if the action caused no damage). When the cube arrives at the bottom "--" position, discard the card.

Set Up:

1. Select 6 enemies to face in the game. For your first few games, select the enemy cards with the underlined red strength numbers. These cards will provide a "normal difficulty" game experience.

2. Shuffle the enemy deck, then deal them face up in a 2 row, 3 column grid.

3. Place a tracking cube on the the starting strength square of each enemy card.

4. Choose your weapons: The Landship Hull, plus two more cards. For your first few games, the Hull, Cannon, and Sponsons should be selected. Place the 3 cards near you.
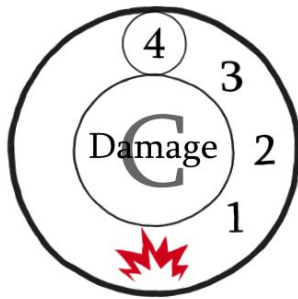
5. Place a tracking cube on outlined number in the damage track.

6. Roll and sum 3 dice. If even number, the enemy goes first, if odd number, player goes first.

Game set up ready to start.

Note: The standard set up for the Player - Hull, Cannon, Sponsons - is probably the best set-up. The Corvette can replace the Cannon, and has some added possibilities, but, it cannot repair other units. The Shock Troops can replace the Sponsons. So, possible set-ups are from best / easiest to play to most difficult:

1. Hull - Cannon - Sponsons
2. Hull - Cannon - Shock Troops
3. Hull - Corvette - Sponsons
4. Hull - Corvette - Shock Troops

Game Play

1. **Every round** will be 1 enemy turn plus 1 player turn (in the order determined by the Set Up dice roll).
   - Enemy turn:
     - Roll 3* dice. Place the lowest value die below the left front enemy card, place the middle value die below the middle front card, place the highest value die below the right front card.
     - From left to right, take the action identified on each front row card for the value of the die.
     - Track damage to the player's cards using card's tracking cube.

       * = Roll the number of dice equal to the number of front line cards of the enemy.
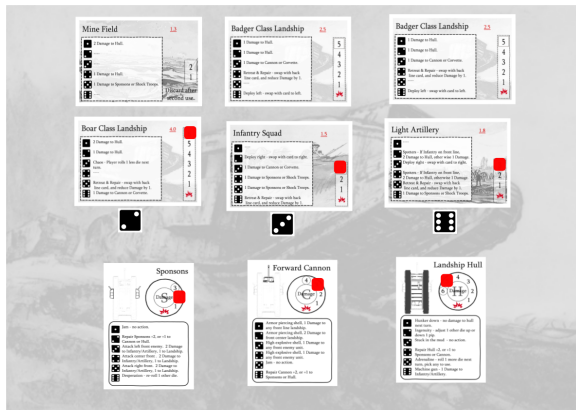

Note: If an Enemy's action is a Deploy action where it swaps position with an adjacent Enemy card, the dice move with the cards. Then, resolve the action of the just swapped card (if not already resolved).

   - Player turn:
     - Roll 3* dice. Decide which die to place on each player card.
     - In any order, take the action identified on the card for the value of the die. You may choose to not take an action, if desired.
     - Track damage to the enemy units using each card's tracking cube.

       * = Roll the number of dice equal to the number of player cards remaining.
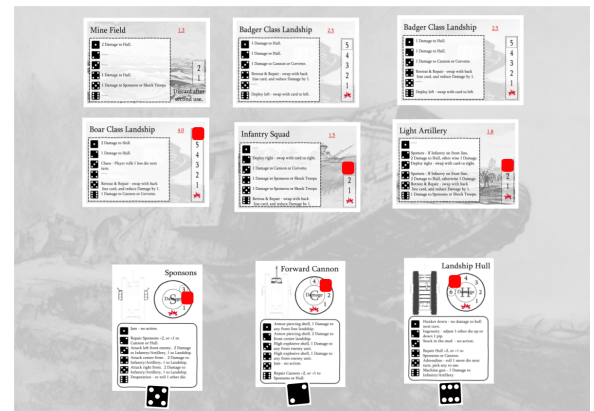
Emergency Repair option: If desired, the player may choose to roll 1, 2, or 3 fewer dice any turn and repair 1 damage on 1, 2, or 3 cards (only +1 on each card). The repaired card(s) cannot take any other action that turn.

2. **Final Battle**: When the enemy is down to 3 cards, or the player is down to 2 cards, the final battle begins. Neither the player or the enemy can repair during the final battle. If an enemy card is directly to "retreat & repair", it does nothing that turn.

Card Notes:
1. If the Sponsons, or Shock Troops card is destroyed, remove it from the game - it can not be repaired once it is destroyed. In future turns, player rolls only 2 dice instead of 3.
2. If your Hull, Cannon, or Corvette card is destroyed, you lose the game.
3. When a front enemy card is destroyed, remove it from game and move the closest rear enemy card forward.
4. When "Retreat & Repair"-ing with less than 3 cards in the back line, retreat the front line card straight back and replace it with the nearest back line enemy card.
5. If the enemy gets down to 3 cards and plays the "Retreat & Repair" action, there is no action.
6. If the enemy gets down to 2 cards, place them in the front left and right position, and roll only 2 dice for the enemy. Player actions to the front center position do nothing.
7. If the enemy gets down to 1 card, any player attack (left, center, or right) hits this card.

Card Action Note:
1. For the Player's "Adrenaline" action, on your next turn, roll 4 dice and select 3 to use. If you only have 2 cards remaining, roll 3 dice and select 2 to use.
2. The Corvette's "Out Maneuver" action can not swap Mine Field or Ambush cards.
3. When an Enemy card has a a "Deploy Left" or "Deploy Right" action, slide the dice with the cards being swapped. The deploying card completes it action, then (if a deploy right) , the card swapped to the left takes its action with its die.
4. Enemy "Deploy Left" or "Deploy Right" actions do NOT wrap around the game area. For example, if an enemy card is in the rightmost position and gets a "Deploy Right" action, do nothing.

Credits
Game Design: Scott Allen
Explosion Icon: game-icons.net
Art: Muirhead Bone, WWI and WWII artist