

# POCKET-TACTICS

*Pocket-Tactics is the 3d printable strategy boardgame that goes wherever you do! Rally your knights and storm the castle as epic battles unfold in a matter of minutes.*

**SET UP:** Roll off to determine turn order. The first player places any tile in the center of the play area and places the Keep there. Starting with the second player, select a tile and place it so it touches at least one other tile edge. After all tiles are placed, continue with turn order and place features (Forest, Hill, and Villages). Choose the two tile edges that are both the furthest from one another and furthest from the center tile as deployment tiles (second player chooses first).

Play begins with first player and alternates. Each player may take one action per turn: **Move, Attack, or Deploy.**

**Move:** Choose a unit to move through one tile facing per SPD value. While moving, a unit may “hop” tiles occupied by allies as 1 SPD. Hopping ignores hazard effects (like Water).

**Attack:** Choose an enemy within RNG value of one of your units and announce whether you are SKIRMISHING or INVADING (see below). Roll OFF (red) versus DEF (blue). If opponent is also in RNG, they may retaliate (rolling OFF, and attacker must roll DEF). When retaliation occurs, it is possible for both units to defeat one another in the same combat. If any OFF dice are uncontested (cannot be matched or exceeded by an enemy DEF die result) the enemy unit is “defeated” and is moved to the side of the map (a space designated as “captures”). Special dice effects (bumps, kickers, and re-rolls) are used by the attacker first, then the defender, and occur before counting results.

*Skirmish:* This is a normal attack. When doing so, both units use tile effects according to the tiles they are occupying. Hazard effects (such as Water) do not come into play.

*Invade:* When an enemy you’re attacking is in a tile to which you could normally move, you may announce the attack as an *Invade* and, if you defeat them and survive, may take their place. Hazard effects (such as Water tiles) occur before the attack takes place. You do not get the effects of the tile you are occupying when you make the attack. You may “hop” allies to make this attack.

**Deploy:** Move action from deployment edge. You may “hop” a single allied unit that is in the way, as with a **Move.**

## SPECIAL DICE EFFECTS

**BUMP:** Select a die after rolling and increase the result by the modifier shown (max 6).

**KICKER:** Gain a bonus automatic result as though you had rolled another die.

**RE-ROLL:** Select a die after rolling and re-roll it.

## UNIT GLOSSARY

**OFF:** The number of red offense dice that the unit may roll during combat.

**DEF:** The number of blue defense dice that the unit may roll during combat.

**RNG:** The range in tiles from which a unit may make attacks.

**SPD:** The speed at which units may be moved (in tiles).

**TYPES:** Markers that may be used in special abilities or tile effects. Some included will be used in later expansions.

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FOOTMAN (11 points)				
	OFF	DEF	RNG	SPD
	2d	2d	1	1
BUMP an OFF result by +1 when retaliating.				
TYPES:	Human, Soldier, Infantry, Living			

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TYPES:	Human, Soldier, Infantry, Living			

CAVALIER (12 points)				
	OFF	DEF	RNG	SPD
	2d	2d	1	2
BUMP an OFF result by +1 against <i>Infantry</i> .				
TYPES:	Human, Soldier, Cavalry, Living			

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	OFF	DEF	RNG	SPD
	2d	2d	1	2
BUMP an OFF result by +1 against <i>Infantry</i> .				
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	2d	2d	1	2
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TYPES:	Human, Soldier, Cavalry, Living			

ARCHER (7 points)				
	OFF	DEF	RNG	SPD
	1d	1d	2	1
TYPES:	Human, Soldier, Infantry, Living			

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	1d	1d	2	1
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	OFF	DEF	RNG	SPD
	1d	1d	2	1
TYPES:	Human, Soldier, Infantry, Living			

MAGE (4 points)				
	OFF	DEF	RNG	SPD
	0d	1d	0	1
May only attack 2 tiles away at 2d OFF.				
TYPES:	Human, Mage, Infantry, Living			

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	0d	1d	0	1
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## TERRAIN EFFECTS

**FIELD:** Field tiles have no special effects.

**FOREST:** Units occupying a Forest may re-roll a single DEF die result.

**HILL:** Units occupying a Hill may re-roll a single OFF die result.

**KEEP:** Units occupying a Keep gain a bonus Kicker (4) to DEF tests.

**VILLAGE:** You may deploy from any Village you occupy.

**WATER:** Units that move or invade into a Water tile are defeated on a d6 roll of 1 or 2.

**VICTORY:** Once one player is unable to deploy any further units (either because they have all been defeated or there is an enemy unit blocking their deployment zone), the other player is victorious.

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