

1

Welcome to the Fourth Edition of Pocket-Tactics, the modular strategy board game that goes wherever you do!

#### SETTING UP

To begin, each player builds a force by selecting a number of units that total 50 points or less. For a larger game, you and your opponent could agree on a higher point total.

Next, each player chooses 6 tiles and all of the tiles are dropped into a bag and shuffled. Then, players agree (randomly, if you choose) on a "central feature" tile and then each choose a feature for themselves. (features are the 3-dimensional tiles such as Forest, Highlands, Villages, et cetera). Draw a single tile from the bag and place the central feature into that tile. Rolling off to see who goes first, players take turns drawing tiles from the bag and placing them adjacent to one another in whatever configuration they wish. Once all of the tiles have been placed, each player (in turn order decided by the roll-off) places their chosen feature so that it is both as many tiles away from the center and from one another as possible.

Once the map has been generated, players place up to three units of their choice (as many as they can fit) either in or adjacent to their chosen feature using the rolled-off turn order. You may only ever have a single unit occupy a tile or feature. Once this is finished, game play begins starting with the last player to place their units.

2

#### PLAYING THE GAME

Each turn, a player may either move one of their units, use one of their units to assault an enemy unit, or deploy a new unit onto the map.

**MOVING:** When activating a unit to move, they may do so into any unoccupied tile adjacent to them. If an allied unit is in an adjacent tile, the moving unit may "hop" over that unit to get to an open tile adjacent to their ally. A unit may only hop a single ally per move. Some features (Forests, Highlands, Villages, et cetera) have special movement considerations that will be listed on their rules card. Spaces that do not contain a tile may not be moved into.



**SWIFT UNITS:** Units with this symbol on their rules card may perform a number of bonus moves equal to the numeric value listed to the side when they are activated to move.



**FLYING UNITS:** Units with this symbol on their rules card may perform a number of bonus moves equal to the numeric value listed to the side when they are activated to move and may hop over enemy units as though they were allies when doing so.

**ASSAULTS:** When activating a unit to assault an adjacent enemy, each player tests their units Offense (OFF) by rolling their red dice and defense (DEF) by rolling their blue dice. A unit will have between zero and three of each kind of dice as

3

shown on their rules cards. The assault occurs in three phases:

**Roll Phase-** All dice are rolled simultaneously.

**Bump Phase-** Some units have "bumps," a numeric value with a + listed under either their OFF or DEF dice. Starting with the player initiating the assault, each player may take turns using a single bump. Each bump may adjust a single die result (either OFF or DEF) up by its value (though a single die may not go higher than 6). Some units may have multiple bump values listed under their dice or granted by special abilities or terrain effects.

**Re-Roll Phase-** Starting with the player initiating the assault, each player takes turns using any re-rolls they are afforded, either by special abilities or terrain/unit placement. Each re-roll allows the player to re-roll one of their die results (OFF or DEF). A unit that has adjacent allies is benefiting from "support" and gains one re-roll per ally. A unit also gains a single re-roll when occupying their "favored terrain" (a terrain tile or feature that is shown on their rules card).

**Tally Phase-** Each player checks their OFF results and checks them against the opponent's DEF results. Starting with the highest OFF die, compare it to the highest enemy DEF die. If the results are a tie, move on to the next highest. If a single OFF die can't be matched or beat by a value from the enemy's DEF, that enemy is "defeated" and is removed from

4

the map and placed in the victorious player's captures (a space to the side of the map on that player's side). If the OFF cannot beat the enemy DEF values, that unit is safe. Note that, because all dice are rolled at once, it is possible for both units to defeat one another simultaneously.



**RANGED ATTACKS:** Units with this symbol on their rules card may make assaults against units that are an extra number of tiles away equal to the numeric value listed to the side. Count through the closest route to get to the target before making a ranged assault. Features and enemy units block line of sight (except when a Flying unit is targeted or is making the assault) and empty spaces (spaces without a tile) always block line of sight. If a unit being assaulted is not capable of meeting the range requirements to the attacker, they may not roll their OFF dice for that assault.

**DEPLOYMENT:** In place of activating one of your units already on the map, you may choose a unit from your reserves (any of the units you didn't put on the map at the start of the game that haven't been captured by enemies) and place them adjacent to any feature on the map that you control (provided the space is unoccupied). If no such tile exists, you may not deploy a unit until one opens up.

Any player may, in place of performing a regular move action, move a piece into an occupied feature tile to return that unit to reserves. Similarly, a unit that is occupying a feature may

5

move into that feature to return to reserves, though you then cede control of the feature by doing so.

#### HAZARDS

Some terrain tiles and features contain hazards. These are special effects that occur when a unit is moved into that tile. Units that are deployed into a tile with hazard effects ignore them, as do units that have that tile type as their favored terrain. Negative effects caused by features are also considered to be hazards.

**WATER:** A unit moving into a Water tile must succeed at a difficulty value (DV) 5 DEF test (must roll at least one result of 5 or greater) or be defeated immediately after doing so.

If a feature is placed in a terrain tile, the tile counts as that feature rather than the terrain type, and therefore negates any hazard effects native to the terrain type.

#### TYPES

Listed directly beneath a unit's name are a number of "types" (Human, Elf, Robot, et cetera). These types have no effect on their own, though are referenced by certain abilities and terrain effects that may either be beneficial or detrimental to the unit.

6



**DAYLIGHT VULNERABILITY:** Units with this symbol that are activated while occupying a non-feature terrain tile must test their DEF against a special hazard effect equal to the number of red dice next to the icon which are rolled by the opposing player. The unit gains a number of support re-rolls for each adjacent allied unit (much in the same way as during an assault). If the test is failed, the unit is defeated.



**SUMMONING:** Units with this symbol must be "summoned" to be deployed on the map. To summon a unit, you must have a deployed unit with the Arcane or Mage type make an OFF test. Your opponent rolls a number of blue dice shown next to the icon. The summoning unit gains a support re-roll (much like those granted during assaults) for every allied unit with the Arcane or Mage type on the map. If the summoner wins the test, the unit is deployed in a tile adjacent to the summoner. If the test is failed, the deployment fails and the unit stays in reserves. If the opponent wins the test with at least one uncontested result of 6, the deployment still fails, though the opponent may control the unit to make a single assault against the summoner (counting as though it is attacking from the intended tile).

#### VICTORY CONDITIONS

A player achieves victory as soon as their opponent (or opponents) cannot activate or deploy any units. Alternately, victory is secured the moment any single player controls all features on the map.

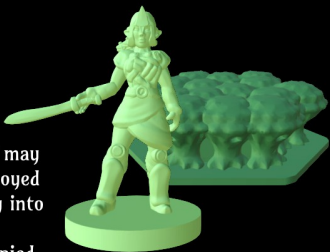


## GLADE STRIDER

[Elf, Living, Soldier]  
(7 points)

### SCOUT

The Glade Strider may be deployed directly into any unoccupied tile adjacent to a feature.



## REALMGUARD

[Elf, Living, Soldier]  
(7 points)

+1

### BLOODSWORN

When activated to move, the Realmguard may move directly to any unoccupied tile adjacent to an Elf.



## SILVERLEAF CHAMPION

[Arcane, Elf, Knight, Living]  
(7 points)

### SPELLSWORN

During an assault with a unit that doesn't possess the Arcane, Construct, or Mage type, the Silverleaf Champion gains a bonus +2 bump to either OFF or DEF (chosen at the end of the roll phase).



## STARFALL SENTINEL

[Elf, Living, Soldier]  
(7 points)

### TREELINE SNIPER

The Starfall Sentinel may only initiate a ranged assault if they are occupying or adjacent to a tile which they count as favored terrain, though gain a bonus +1 bump to DEF when doing so.



## ENCLAVE WARDEN

[Gryphlok, Living, Soldier]  
(14 points)

+1

### DEATH FROM ABOVE

The Enclave Warden may make a free assault against an adjacent unit immediately after moving, gaining a bonus +1 bump to OFF and reducing their DEF dice pool by 1 when doing so.



## WARMAGE

[Elf, Living, Mage]  
(8 points)

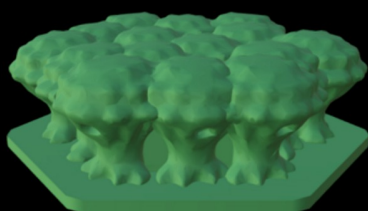
+1

### WILL OF THE ELDERWOOD

In place of moving the Warmage, you may either move a single unoccupied Forest into an adjacent, unoccupied tile or force a single enemy unit adjacent to a Forest to succeed at a DV 5 DEF test or be defeated.



## FOREST



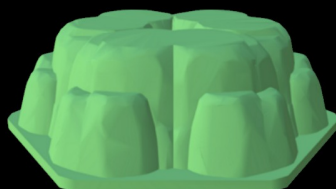
### OLD GROWTH

Units occupying a Forest gain a bonus +2 bump to DEF against ranged assaults.

### UNDERGROWTH

Units that move into a Forest are stopped there regardless of whether they have extra movement unless they are Flying or have Forest as their favored terrain.

## HIGHLAND



### DEADLY VANTAGE

Units occupying a Highland gain a bonus +1 bump to OFF during assaults with units that are not occupying a Highland.

### STEEP CLIMB

A unit attempting to move into a Highland must first succeed at a DV 5 DEF test or end their action unless they are Flying or have Highland as their favored terrain.

## TOWNSHIP



### INDUSTRIAL STRENGTH

Units occupying a Township gain a bonus +2 bump to DEF during assaults.

### INDUSTRY

You may deploy a single unit with either the Construct or Mechanical type from any occupied Township at the end of your turn (provided you have one in reserves).





## DWARFCLAN BOND

[Dwarf, Living, Minion]  
(5 points)

### HOMESTEADER

When the Dwarfclan Bondi is being assaulted by an adjacent unit, they gain a bonus +1 bump to OFF.



+1



## DWARFCLAN GUNNER

[Dwarf, Living, Soldier]  
(6 points)

### RELOAD

The same Dwarfclan Gunner may not be activated to make a ranged assault twice in a row.



+1



## DWARFCLAN HOLD GUARDIAN

[Dwarf, Living, Soldier]  
(7 points)

### DEFENSIVE STANCE

During an assault with an adjacent unit, a Dwarfclan Hold Guardian may swap a single OFF die result over to DEF at the end of the roll phase.



+1



## DWARFCLAN STONETHROWER

[Construct, Dwarf, Living, Mechanical, Soldier]  
(17 points)

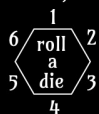
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### BOULDER LOB

When the Dwarfclan Stonethrower initiates a ranged assault, roll a single die and, on a 1-3, the assault must affect a random tile adjacent to the target instead.



+2



## DWARFCLAN FORGEMASTER

[Dwarf, Engineer, Living, Mage]  
(6 points)

### BREATH OF THE FORGE GOD

In place of moving the Dwarfclan Forgemaster, you may make a DV 5 OFF test and, if successful, return a single allied Construct from enemy captures to reserves.



+1

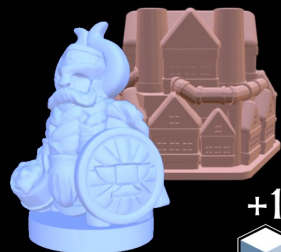


## DWARFCLAN NOBLE

[Dwarf, Living, Noble, Soldier]  
(9 points)

### DWARVEN BREW

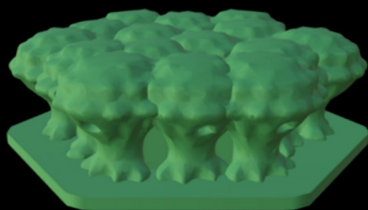
Allied units with both the Dwarf and Living types that are adjacent to a Dwarfclan Noble may choose to gain a bonus +1 bump to OFF before rolls are made, though must reduce a single DEF bump by 1 when doing so.



+1



## FOREST



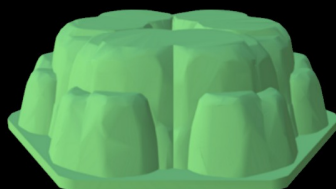
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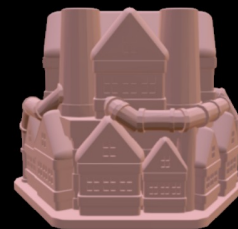
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