

POCKET-TACTICS

LEGION OF THE HIGH KING AGAINST THE TRIBES OF THE DARK FOREST

Welcome to Pocket-Tactics, a fast-paced, modular strategy war game that you can take with you and play just about anywhere! This set contains the pieces for two factions. For a standard two-player game, print the following:

Legion of the High King

- Conscript x 3
- Bowman x 2
- Spearman x 2
- Swordsman x 2
- Shield Maiden x 1
- Mage x 1
- Caer Base Tile x 1
- Field Tile x 4
- Hill Tile x 4
- Village Tile x 2

Tribes of the Dark Forest

- Deepwood Stalker x 3
- Deepwood Marauder x 2
- Deepwood Juggernaut x 2
- Forest Witch x 2
- Cursed Ranger x 1
- Druid x 1
- Druid Circle Base Tile x 1
- Water Tile x 3
- Forest Tile x 7

SETUP

1. Choose factions and set base tiles (Caer and Druid Circle) and units to the side of the play space.
2. Mix all 20 tiles in a bag.
3. Roll off to determine who is the *first player*.
4. The first player places their base tile before them in the play space, draws a tile from the bag, and places the tile against an outward-facing side of their base tile (the three sides facing away from the first player).
5. Player 2 draws and places a tile in the same way. As with the first tile, the new tile may not be placed so that it touches the back three facings (those facing player one) of any tiles in play.
6. Alternate placing new tiles in this way. The map should bloom out toward the second player.
7. Once all 20 Terrain tiles are in play, the second player places their base tile as far as possible from the first base tile while still touching the same number of tile sides. (For example, if the first player's base tile is connected to two tiles, the second player's base tile must be placed in the furthest position where it also

connects to two tiles.)

8. Starting with the first player, players take turns placing units on the tiles closest to their base. Each of the character models is referred to as a unit. When each player has three units in play, move the rest of the units to the side of the map to act as reserves.

GAMEPLAY

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

MOVE: A unit may move to an adjacent unoccupied tile. Units may "hop" one tile occupied by a friendly unit to reach an unoccupied tile. Some units, like *Spearman* and the *Druid*, have special abilities that affect movement. These abilities are detailed under the unit stat cards.

HAZARDS: Hazards are effects that may defeat a unit outside of an assault. Moving (or making a close assault) into a Water tile prompts a hazard effect. When this happens, immediately roll a single die. On a 1-3, the unit is defeated. Remove the unit from the map and place them in a space near your opponent. This space is referred to as "captures." Hopping over an ally in a hazard tile does not prompt a hazard check.

ASSAULT: A unit may attack an enemy unit by declaring an "assault." There are two kinds of assaults: *close assaults* and *ranged assaults*.

CLOSE ASSAULTS: To perform a close assault, the attacking unit moves onto an adjacent enemy's tile. (if there's no space, just put them off to the side for the time being). They count as occupying the tile they are invading (see *Advantage*). The attacker declares *Melee* or *Magic* combat, and each player rolls a number of *offense* (red) and *defense* (blue) dice based on the OFF and DEF values in that chosen stat. These rolls represent the attacker striking and the defender simultaneously counterstriking.

Match OFF dice to DEF dice from highest to lowest on each side. If the highest OFF die roll can be matched or beat by an opposing DEF die, examine the next highest on either side. If either unit has at least one OFF die result

that is too high to be met by a DEF die result, or there is no DEF die left to be compared, that unit is defeated. It is possible that both units can defeat one another simultaneously. It is also possible that the roll will end in a stalemate. If a unit is defeated, they are removed from the map and added to enemy captures. If the unit making the assault defeated the defender and survived, they will now occupy their tile. If the assault ended in a stalemate, the attacker returns to the tile they were in before making the assault (though this move does not prompt a hazard test, if they are returning to a Water tile, for example).

RANGED ASSAULTS: A ranged assault may be made with the attacking unit's choice of *Ballistics* or *Magic*, choosing an enemy unit in an adjacent tile. As with close assaults, the defending unit must use the stat chosen by the attacker. Ranged assaults are handled the same way as close assaults, except that the attacker stays in their own tile and is not moved when they win.

Some units, such as Bowmen, use special abilities to make ranged assaults from even further away. A defender cannot counter-strike unless a similar special ability extends their own range out to the attacker. A ranged assault that extends beyond one tile may not be drawn through empty spaces where there is no tile.

ADVANTAGE: Some abilities and situations allow units to re-roll one or more dice before an assault is resolved. When units have re-rolls available, alternate re-rolls starting with the attacker, one at a time unless otherwise specified by a special ability. Re-rolls granted by special abilities must be used first, and are not considered to be *advantage* re-rolls. Each unit may then use any *advantage*-based re-rolls. (see below). *Advantage* re-rolls affects one die, OFF or DEF, belonging to the re-rolling unit. The two types of *advantage* re-rolls are *tile advantage* and *assists*.

TILE ADVANTAGE: Each unit's stat sheet lists an advantageous terrain type (Hill, Field, Forest, et cetera). Assaulting into that tile type grants the attacker one re-roll. Assaulting from that tile type (for ranged assaults) grants one re-roll. Defending while occupying that tile type grants one re-roll.

ASSISTS: Each unit adjacent to the tile occupied by the defender grants one re-roll. If the attacker has allies adjacent to the target, they each grant a re-roll. If the defender has allies in adjacent spaces, they each grant a re-roll. Adjacent bases grant two re-rolls.

DEPLOYMENT: Instead of moving or assaulting, a player can bring a unit from their reserves and place them on an empty tile adjacent to their base. Deploying a unit onto a Water tile (or any tile with a *hazard* effect) does not prompt a hazard check. 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: Bases cannot capture units. When assaulted, bases always defend with 3 DEF dice. Adjacent allied units can grant Assists to bases. Units may not occupy the base like other tiles and do not benefit from tile advantage when making a close assault.

THE RIGHT OF TURLING: When a player makes multiple pointless moves to waste time and draw their opponent into doing something reckless, this is called "turling." Turling shouldn't be allowed unless one player is down to two or less units. If both players are at this point, only the player with the lowest total cost has the right to turtle during their turn.







UNIT POINT COSTS: Each unit card also has an attributed cost. These costs are based on the unit's overall effectiveness. In the standard game, each faction has 125 points worth of units. Try using the points to come up with custom builds!

POCKET-TACTICS

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<h2>CONSCRIPT</h2>  <p>TYPES: Human, Living, Commoner</p> <p>ADVANTAGE: Village</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 1</td> <td>OFF 0</td> <td>OFF 0</td> </tr> <tr> <td>DEF 2</td> <td>DEF 1</td> <td>DEF 1</td> </tr> </table> <p>Each Conscript grants two assists instead of one when the allied unit is the defender.</p> <p>COST: 7</p>	MELEE	BALLISTICS	MAGIC	OFF 1	OFF 0	OFF 0	DEF 2	DEF 1	DEF 1	<h2>BOWMAN</h2>  <p>TYPES: Human, Living, Soldier</p> <p>ADVANTAGE: Hill</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 1</td> <td>OFF 2</td> <td>OFF 0</td> </tr> <tr> <td>DEF 2</td> <td>DEF 2</td> <td>DEF 2</td> </tr> </table> <p>A Bowman may make <i>Ranged</i> assaults against units that are up to 2 tiles away.</p> <p>COST: 12</p>	MELEE	BALLISTICS	MAGIC	OFF 1	OFF 2	OFF 0	DEF 2	DEF 2	DEF 2	<h2>SPEARMAN</h2>  <p>TYPES: Human, Living, Soldier</p> <p>ADVANTAGE: Field</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2</td> <td>OFF 0</td> <td>OFF 0</td> </tr> <tr> <td>DEF 3</td> <td>DEF 2</td> <td>DEF 2</td> </tr> </table> <p>When a Spearman is activated to move, any adjacent allied Spearmen may move as well, provided their move keeps them adjacent to the first Spearman.</p> <p>COST: 11</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 0	OFF 0	DEF 3	DEF 2	DEF 2
MELEE	BALLISTICS	MAGIC																											
OFF 1	OFF 0	OFF 0																											
DEF 2	DEF 1	DEF 1																											
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OFF 2	OFF 0	OFF 0																											
DEF 3	DEF 2	DEF 2																											
<h2>SWORDSMAN</h2>  <p>TYPES: Human, Living, Soldier</p> <p>ADVANTAGE: Forest</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 3</td> <td>OFF 0</td> <td>OFF 0</td> </tr> <tr> <td>DEF 3</td> <td>DEF 2</td> <td>DEF 2</td> </tr> </table> <p>When a Swordsman is engaged in an assault with an opponent who has no adjacent allies, you may re-roll a single enemy OFF or DEF die result.</p> <p>COST: 13</p>	MELEE	BALLISTICS	MAGIC	OFF 3	OFF 0	OFF 0	DEF 3	DEF 2	DEF 2	<h2>SHIELD MAIDEN</h2>  <p>TYPES: Human, Living, Warrior</p> <p>ADVANTAGE: Village</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2</td> <td>OFF 0</td> <td>OFF 0</td> </tr> <tr> <td>DEF 3</td> <td>DEF 3</td> <td>DEF 3</td> </tr> </table> <p>When an adjacent allied unit is assaulted, the Shield Maiden may swap map positions with them, becoming the new target of the assault before rolls are made.</p> <p>COST: 14</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 0	OFF 0	DEF 3	DEF 3	DEF 3	<h2>MAGE</h2>  <p>TYPES: Human, Living, Mage</p> <p>ADVANTAGE: Field</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2</td> <td>OFF 2</td> <td>OFF 2</td> </tr> <tr> <td>DEF 2</td> <td>DEF 2</td> <td>DEF 3</td> </tr> </table> <p>When a Mage makes a <i>Magic</i> assault, all enemy units adjacent to the target must make a <i>hazard test</i> after the assault has been resolved.</p> <p>COST: 18</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 2	OFF 2	DEF 2	DEF 2	DEF 3
MELEE	BALLISTICS	MAGIC																											
OFF 3	OFF 0	OFF 0																											
DEF 3	DEF 2	DEF 2																											
MELEE	BALLISTICS	MAGIC																											
OFF 2	OFF 0	OFF 0																											
DEF 3	DEF 3	DEF 3																											
MELEE	BALLISTICS	MAGIC																											
OFF 2	OFF 2	OFF 2																											
DEF 2	DEF 2	DEF 3																											

DEEPWOOD STALKER

TYPES: Wilderfolk, Living, Outlaw

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 2	OFF 1	OFF 0
DEF 1	DEF 2	DEF 1

A Deepwood Stalker may be deployed directly into any unoccupied Forest tile.

COST: 9

DEEPWOOD MARAUDER

TYPES: Wilderfolk, Living, Warrior

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 3	OFF 0	OFF 0
DEF 2	DEF 2	DEF 1

You may choose to re-roll all of a Deepwood Marauder's OFF dice once immediately after rolling.

COST: 11

DEEPWOOD JUGGERNAUT

TYPES: Wilderfolk, Living, Warrior

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 3	OFF 0	OFF 0
DEF 3	DEF 3	DEF 1

You may choose to re-roll all of a Deepwood Juggernaut's DEF dice once immediately after rolling.

COST: 13

FOREST WITCH

TYPES: Human, Living, Mage

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 1	OFF 0	OFF 1
DEF 1	DEF 2	DEF 2

When a Forest Witch defeats a *Living* enemy with *Magic*, you may return an allied *Wilderfolk* from enemy captures to reserves, then deploy them into an unoccupied Forest tile if possible.

COST: 10

CURSED RANGER

TYPES: Human, Undead, Soldier

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 2	OFF 0	OFF 0
DEF 3	DEF 3	DEF 2

When the Cursed Ranger would be defeated by anything other than *Magic*, you may roll a single die and on a 4+ they are not defeated.

COST: 13

DRUID

TYPES: Human, Living, Mage

ADVANTAGE: Forest



MELEE	BALLISTICS	MAGIC
OFF 1	OFF 0	OFF 3
DEF 2	DEF 2	DEF 3

The Druid may move or make a close assault from any Forest tile into any other Forest tile.

COST: 17