

POCKET-TACTICS KINGDOMS OF HELL

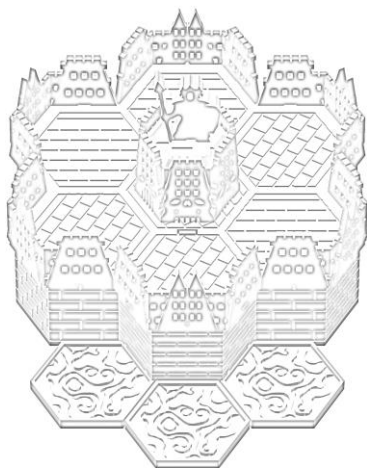
Pocket-Tactics is the 3d printable strategy boardgame that goes wherever you do! Gather your demonic hosts, brave the moats of boiling blood, and siege the City of Dis as epic battles unfold in a matter of minutes.

This expansion requires the rules and dice included in the Pocket-Tactics core set. You can play this game in the standard format using the tiles and pieces included in this set (or combine them however you like with the core set or any other expansion), or you can play the **Siege of Dis** special scenario, which utilizes the box as well.

THE SIEGE OF DIS

In this special scenario, players take the role of archdemons marshaling their forces to storm the demon-city of Dis and gain favor in the Kingdoms of Hell.

SET UP: Assemble the city (reverse the lid and place it atop the box) and place it in your play field. Place the **Dark Citadel** in the central city tile and place the **Hellguard** on the Dark Citadel. Then place three of the **Boiling Blood** tiles as shown below:



Roll off to determine turn order. Starting with the first player, take turns placing any tile so that it is abutting at least one other placed tile edge, but not the city. After all tiles are placed, continue with turn order and place features (two **Ruins** and one **Fire**). These must be placed in **Wasteland** tiles. Once those are placed, continue with turn order alternate placing a single unit you control in a Wasteland tile until all Wasteland tiles (including those with features) have one unit in them.

Play begins with first player and alternates. Each player may take one action per turn: **Move**, **Attack**, or **Deploy** (see the *Core Rules*). Units in reserves may be deployed into any unoccupied tile that is not adjacent to the city. Some special actions (detailed below) may take the place of one of these choices.

City of Dis: The city may not be entered without the Bridge of Souls unless you possess a Flying type unit or another unit that allows unconventional movement (none are included in this expansion).

Bridge of Souls: Any player may return three captured Living or Undead type units to their opponent's reserves to summon the Bridge of Souls in place of activating a Demon type unit that is adjacent to an unoccupied Boiling Blood tile adjacent to the city. Place the bridge so that it connects to the wall face of the city. Units may now enter the city after moving onto the bridge, though must move from the tile facing the bridge entrance.

Hellfire: The Fire feature will act after both players. Move the Fire feature in a random direction (d6 to correlate to the 6 facings). If it moves to a tile occupied by a non-Fire type unit, the unit must make a DEF against a 4 or be defeated. If the Fire moves off the map or into a non-Wasteland tile, remove it for the rest of the game.

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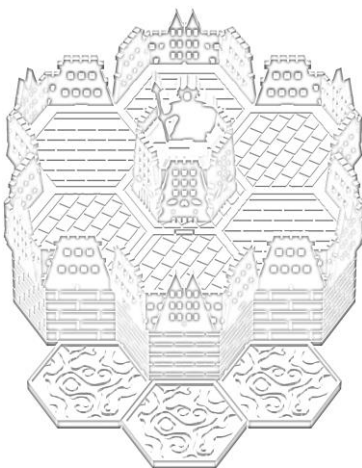
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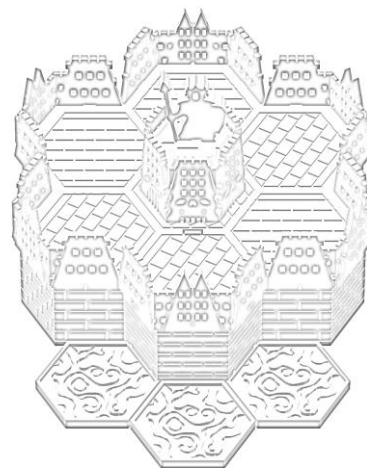
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TORMENTED (7 points)				
	OFF	DEF	RNG	SPD
	1d	1d	1	1
	If an adjacent <i>Demon</i> would be defeated, you may remove the Tormented instead.			
TYPES:	Human, Infantry, Undead			


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DEMONSWORN (11 points)				
	OFF	DEF	RNG	SPD
	2d	2d	1	1
	BUMP an OFF result by +1 during a skirmish.			
TYPES:	Human, Soldier, Infantry, Undead			


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BARBED TORMENTOR (12 points)				
	OFF	DEF	RNG	SPD
	2d	2d	1	2
	May re-roll all OFF dice once after rolling.			
TYPES:	Demon, Fire, Cold, Warrior, Infantry			


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BLOATED TORMENTOR (12 points)				
	OFF	DEF	RNG	SPD
	2d	2d	1	1
	May re-roll all DEF dice once after rolling and gain a +1 bump to DEF if you do.			
TYPES:	Demon, Fire, Cold, Warrior, Infantry			

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TYPES:	Demon, Fire, Cold, Warrior, Infantry			

CAMBION CHANCELLOR (13 points)				
	OFF	DEF	RNG	SPD
	1d	2d	2	3
	In place of moving, you may return a captured Living or Undead type unit to enemy reserves and return an allied Demon to reserves from enemy captures.			
TYPES:	Demon, Human, Mage, Infantry, Living			

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TERRAIN EFFECTS
BOILING BLOOD: Units that move or invade into a Boiling Blood tile are defeated on a d6 roll of 1 - 4.
CITY: City tiles have no special effects.
DARK CITADEL: Units occupying the Dark Citadel gain a bonus Kicker (4) to DEF tests or a (5) if they have the Demon type.
RUINS: A unit occupying a Ruins gains a bonus Kicker (3) to DEF tests, but is automatically defeated if they only roll 1s on OFF.
WASTELAND: Living type units that are activated on a Wasteland tile are defeated on a d6 roll of 1. (The Cambion Chancellor is the only Living type unit included in this expansion.)

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) or when one player's unit occupies the Dark Citadel for a full turn, the game has been won. To enter the Dark Citadel, a unit must defeat the **Hellguard** placed there. The Hellguard uses the Footman rules from the core set, but has the Undead type in place of Living (and gains a kicker of 4 from the Dark Citadel effects). The opponent will roll for the Hellguard, but it does not count as an ally and will not act other than to defend the Dark Citadel.

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Kingdoms of Hell
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