



A Game For Two Playas By A. Marston Croft
Illustrated by Cameron Croft

“All you suckers gather round... there's a brand new board game comin' to town!”

Somethin' up in the Big Apple is rotten to the core, and our main man Black Dynamite won't take it no more! So throw down some tiles and get ready to fight, 'cause the Black Fist of Fury's gonna show em' what's right! Can you dig it?



Welcome to Pocket-Tactics, Black Dynamite Edition! Pocket-Tactics is a modular, fast paced strategy game that you can take with you and play just about anywhere.

SETTING UP THE GAME

Before the game begins, you and your opponent must choose sides. One player will control Black Dynamite and all of his righteous fury, while the other controls the jive turkeys trying to keep our hero down. Once sides are decided upon, roll off to determine who will place first. The first player draws a random tile from the bag and places it in the center of the play space. The second player then draws a tile and connects it to the first. Both players take turns doing this until all of the tiles have been populated but one. This final tile is placed face down and must be placed so that it is only connected to a single tile. From now on, this is referred to as the “objective tile.”

Once all 10 tiles are placed, Player Two (the jive turkey player) places three of his turkeys on the 3 tiles closest to the face-down tile. Then (as is his

diabolical wont) Player Two places Black Dynamite in any unoccupied tile of his choosing. Keep mind that you're going to want to keep Black Dynamite from getting to the objective tile, so more often than not you'll want to put him as far away as possible. (see *Winning the Game below*). It should be noted that Player one can choose which version of Black Dynamite gets placed (Regular, Kung Fu or Commando).



The first player then takes the first turn. Each turn, a player may choose to either **Move** or **Assault** with a single unit on the map (Player one only has Black Dynamite to worry about, so this decision should be easy) or, in

Player Two's case, **Summon** a single unit from reserves and bring them to the map.

Moving: A unit may move to any unoccupied tile adjacent to the tile they start in. If a friendly unit is in an adjacent tile, the moving unit may “hop” that one occupied tile to get to an unoccupied tile. (Black Dynamite doesn't get to do this of course, as all of his friends were killed in the movie).

Units may not be moved into empty spaces (spaces where there are no tiles). When moving into a Hudson River tile, roll a die. On a 1-3, the unit “drowns” and is added to the opponent's captures. Units moving into a Hudson River tile for a close assault (see below) must pass this test before combat tests are made. Units with Hudson River as their tile advantage are not required to make this test.

Some units have special abilities that affect the way they are moved. These are detailed under the **Unit Stat Sheets**.



Assaulting: In place of moving, you may choose to assault an enemy. There are two kinds of assaults: **Close Assaults** and **Ranged Assaults**.

Close Assaults: To perform a close assault, a unit must move into a tile occupied by an enemy. The attacker chooses to attack using **Kung Fu** or **Black Power**. Whichever they choose, they must then roll a number of red



dice equal to their offense value and a number of blue dice equal to their defense value. At the same time, the defender rolls the number of offense and defense dice attributed to Kung Fu or Black Power (whichever the attacker chose). Both players compare the results of their offense dice opposed by their opponent's defense. Start with the highest numbers and eliminate ties until one side has the highest value. The side with the highest value wins and the opposing unit is captured by the enemy player and removed from the map. Note that as all dice are rolled at once it is possible for both units to defeat each other simultaneously. If only the defending unit was defeated, the victorious unit moves to take their place. In the case of a stalemate, the attacking unit returns to their tile and their turn has ended.



Some special abilities and situations allow units to re-roll some or all of their dice before the results of the assault can be counted. To determine the order in which units must take their re-rolls, start with the attacking unit

and go back and forth until all re-rolls have been expended.

Re-rolls granted by special abilities must be taken first. Once these have been used, units may benefit from **Situational** re-rolls. Situational re-rolls may be used on either offense or defense dice and must be taken one at a time, the player choosing which die to re-roll each time. Situational re-rolls come from two things: **Tile Advantage** and **Assists**.

As noted within their stat sheet, each unit type has an advantage when fighting within a certain form of tile (this is the tile a defending unit is in and an attacking unit is assaulting into). This advantage

grants the unit the use of a single re-roll.

If a unit engaged in an assault has friendly units adjacent to the tile in which the assault is taking place, they benefit from a single re-roll for each such units. (Keep in mind that only turkeys have friendly units to offer assists... in this set).



Ranged Assaults:

Ranged assaults use a number of dice equal to the offense and defense of both the attacking and defending units' **Gunplay** values and function in the same way as close assaults except for the

following ways:

- The attacking unit may not move during the turn in which they attack and does not move into the tile occupied by the defender if victorious.
- The attacking unit counts as attacking from their own tile (*this is important when counting tile advantage*).
- The attacking unit may only benefit from assists from friendly units adjacent to the defending unit.

Summoning Units: In place of moving or assaulting, Player Two may choose to summon a new Turkey from within their reserves and place them on an empty tile adjacent to the objective tile. Additionally, a turkey that is able to move into the objective tile may be placed back into reserves.

**“HE'S A POWDER KEG OF BLACK FURY
THAT'S ABOUT TO EXPLODE”
(ALTERNATE MODES):**

Black Dynamite has three distinct modes: Regular (though far from ordinary!), Kung Fu, and Commando. Each of these modes has its own skill distribution and suite of abilities. Whenever Black Dynamite would be defeated, remove that mode from the game and place a different Black Dynamite unit in his place. You can only do this twice, however, so choose wisely according to the map and the turkeys throwing down.





WINNING THE GAME


Once all of the turkeys or all of Black Dynamite's modes have been defeated, the game has been won. Alternately, if a Black Dynamite manages to move into the Objective tile, the game is over.

Visit our website or drop us an email for more information about Ill Gotten Games, Pocket-Tactics and ways to alter or expand the way our games are played.





**ILL GOTTEN GAMES – BELLINGHAM, WA
www.illgottengames.blogspot.com
illgottengames2012@gmail.com
360.920.8561**



BLACK DYNAMITE!			
	OFF	DEF	
	2	3	
	2	3	
	3	3	
TILE ADVANTAGE:			HARLEM
<p><u>\$5,000 CAR</u></p> <p>If on a Harlem tile, Black Dynamite can move to any other unoccupied Harlem tile</p> <p><u>\$100 SUIT</u></p> <p>Pimps can't benefit from situational re-rolls against Black Dynamite</p>			

BLACK DYNAMITE (COMMANDO MODE)			
	OFF	DEF	
	2	3	
	3	3	
	1	3	
TILE ADVANTAGE:			HUDSON RIVER
<p><u>MACHINEGUN STRUT</u> Black Dynamite may move a single tile after making a ranged assault</p> <p><u>NAM FLASHBACKS</u> Black Dynamite gains an additional situational re-roll against CIA Goons</p>			

BLACK DYNAMITE (KUNG FU MODE)			
	OFF	DEF	
	3	3	
	0	3	
	2	3	
TILE ADVANTAGE:			CHINATOWN
<p><u>TAKE ALL COMERS</u></p> <p>Black Dynamite's enemies may not re-roll dice based on assists</p> <p><u>BLACK DYNAMITE PANTHER FIST</u></p> <p>In place of assaulting, Black Dynamite may automatically send a Karate Man back to reserves</p>			

PIMP			
	OFF	DEF	
	1	2	
	2	2	
	1	3	
TILE ADVANTAGE:			HARLEM
<p><u>WE GOT THA STREETS, SUCKA!</u></p> <p>Pimps may be summoned from reserves onto any unoccupied Harlem tile</p> <p><u>PIMP SMACK</u></p> <p>If an assault with a Pimp ends in a draw, the Pimp may move the enemy unit to an adjacent, unoccupied tile</p>			

CIA GOON			
	OFF	DEF	
	1	2	
	3	2	
	0	1	
TILE ADVANTAGE:			MANHATTAN
<p><u>BAIT AND SWITCH</u></p> <p>If assaulted, a CIA Goon may trade places with an adjacent Pimp or Karate Man</p> <p><u>JUST FOLLOWING ORDERS</u></p> <p>If an assault with a CIA Goon ends in a draw, you may move the enemy to any unoccupied Manhattan tile</p>			

KARATE MAN			
	OFF	DEF	
	2	3	
	0	3	
	0	2	
TILE ADVANTAGE:			CHINATOWN
<u>KUNG FU TREACHERY</u> A defending Karate Man may force his opponent to swap an OFF and DEF die after rolls are made			
<u>STRAIGHT OFFA KUNG FU ISLAND</u> Karate Men may be summoned from reserves onto any unoccupied Chinatown tile			