

POCKET-TACTICS

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

A GAME FOR TWO PLAYERS BY A. MARSTON CROFT

ILL GOTTEN GAMES – BELLINGHAM, WA

Ages 6 and above – 20-35 minutes

Welcome to **Pocket-Tactics**, a modular, fast-paced, strategy war game that you can take with you and play just about anywhere.

Each **Pocket-Tactics** set contains the pieces for two factions and the terrain tiles to make the playing field. This set includes the following pieces:

The Legion of the High King

- 3 x Conscript
- 2 x Archer
- 2 x Spearman
- 2 x Swordsman
- 1 x Shieldmaiden
- 1 x Royal Wizard
- 1 x Caer Base tile
- 3 x red Offense dice
- 3 x blue Defense dice

The Tribes of the Dark Forest

- 3 x Beastfolk Stalker
- 2 x Beastfolk Marauder
- 2 x Beastfolk Juggernaut
- 2 x Forest Witch
- 1 x Cursed Ranger
- 1 x Druid
- 1 x Druid's Circle Base tile
- 3 x red Offense dice
- 3 x blue Defense dice

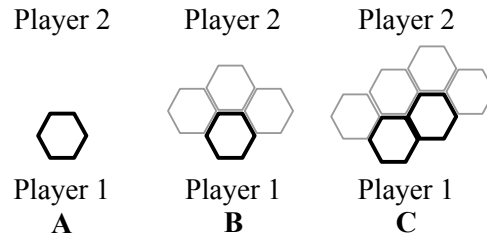
Hexagonal Terrain Tiles

- 3 x Water
- 5 x Field
- 3 x Hill
- 9 x Forest

Note: The upcoming *Campaign* game mode will use the **Cost** values on the **Unit Stat Sheets**, but this version of **Pocket-Tactics** does not.

SETUP

Choose factions and roll to determine who places first. The first player places their Base tile, draws a Terrain tile from the bag, and places the Terrain tile against an outward-facing side of their Base tile. Players then take turns drawing and placing tiles towards the second player.



A – The starting Base tile

B – Possible plays for the first Terrain tile

C – Possible plays for the second Terrain tile

Do not place tiles against sides that face the first player's half of the table.

When 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.

Starting with the first player, players take turns placing units on the Terrain tiles closest to their base. 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 **Summon**.

Move: A unit moves to an adjacent unoccupied tile. Units may “hop” one tile occupied by a friendly unit to reach an unoccupied tile.

Some units, like Spearmen and Druids, have special abilities that affect movement. These abilities are detailed under the **Unit Stat Sheets**.

Drowning: When moving to a water tile, roll a die. On a 1-3, the unit drowns. Remove the unit from the board and add it to the units captured by your opponent. When close assaulting into a Water tile, perform this check before combat starts. This is a **Hazzard** effect.

Assault: A unit attacks an enemy unit. 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. The attacker declares **Melee** ✂ or **Magic** 🧙 combat, and each player rolls Offense and Defense dice based on the corresponding OFF and DEF values of their respective units. These rolls represent the attacker striking and the defender simultaneously counter-striking. Match Offense dice to Defense dice from highest to lowest, removing ties. The highest single die value determines if each strike succeeds.

Example combat:

*Attacker (OFF: 2, DEF: 2) – Offense: 6, 1 Defense: 3, 1
Defender (OFF: 1, DEF: 2) – Offense: 3 Defense: 4, 2*

Attacker's strike (6, 1 strikes 4, 2): The attacker's 6 is the highest die value, so the strike succeeds.

Defender's counter-strike (3 strikes 3, 1): The defender's 3 and the attacker's 3 cancel each other out. The attacker's 1 is the highest remaining die value, so the counter-strike fails.

If one strike succeeds, the struck unit is captured and removed from the map. If both the strike and the counter-strike succeed, both units are captured and removed. If neither strike succeeds, the combat is a stalemate and the attacker returns to their tile.

Re-rolls: Some abilities and situations allow units to re-roll one or more dice before the assault resolves. Alternate re-rolls starting with the attacker, one at a time unless otherwise specified by a special ability.

Re-rolls granted by special abilities may be used first. Each unit may then use any **Situational** re-rolls. Each Situational re-roll affects one die, Offense or Defense, belonging to the re-rolling unit. The two sources of Situational re-rolls are **Terrain Advantage** and **Assists**.

Terrain Advantage: Each unit's stat sheet lists an advantageous terrain type (Forest, Hill, etc...). Assaulting into that terrain type grants the attacker one Situational re-roll.

Assists: Each unit adjacent to the assaulted tile grants their ally (attacker or defender) one Situational re-roll. Adjacent bases grant allies two Situational re-rolls.

Ranged Assaults: To perform a ranged assault, the attacker chooses an adjacent enemy and declares **Archery** ✂ or **Magic** 🧙 combat. Ranged assaults use the same rules as close assaults, except:

- The attacker does not move into the defender's tile. Use the attacker's tile to determine Terrain Advantage.
- Use the defender's tile to determine Assists for both the attacker and the defender.

Extended Range: Some units, such as Archers, use special abilities to make ranged assaults from even farther away. A defender cannot counter-strike unless a similar special ability extends their own range out to the attacker. Empty spaces with no tiles in them block line of sight, but water tiles do not.

Summon: Instead of moving or assaulting, a player can summon a unit from their reserves and place it on an empty tile adjacent to their base. Summoning a unit onto a water tile does not require a drowning check. A player can send a unit back to their reserves by moving the unit onto 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 Defense dice. Adjacent allied units can grant Assists to bases.

Visit our website at illgottengames.blogspot.com or email us at illgottengames2012@gmail.com for more information about Ill Gotten Games, Pocket-Tactics, and ways to alter and expand our games.

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