

ROCKET TACTICS

A strategy game by DUTCHMOGUL

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.

This expansion details a couple of the more advanced rules options you'll find among the various sets.

MEGA UNITS

Some units are so large that they occupy multiple terrain tiles at once. Such units are called Mega Units. Mega Units are easily identified, as they have bases made from two or more conjoined hex tiles (each the same size as a terrain tile). Mega Units behave as normal units do except in the following ways:

When moving or making a close assault, a Mega Unit must still move one tile forward at a time, though may move into multiple tiles at once if their base would cause them to do so. When assaulting, if the Mega Unit would assault more than one opponent this way, an assault must be resolved with each unit, taken in an order chosen by the opponent (or opponents). units assaulted this way will benefit from support from other units being assaulted if applicable, though only so long as that unit is still on the map.

When moving into hazard tiles, Mega Units are only required to test if all of the tiles they occupy are hazard tiles. Whenever a Mega Unit attempts to enter a tunnel tile (Complex, Dungeon, et cetera), you must first roll a die and, on a 4+, the tile is flipped over and counts as a Wasteland tile for the rest of the game. If an enemy unit was occupying that tile, they are sent back to reserves. If this test fails, the move or close assault does not happen and the turn ends.

Mega Units may partially occupy spaces where there are no tiles, though are considered to have zero offense dice when they do so and must always occupy at least one terrain tile.

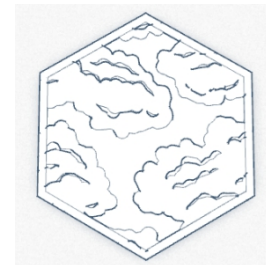
Mega Units gain terrain advantage if at least one of the tiles they occupy is the correct terrain type and may gain this advantage multiple times if applicable.

In addition, Mega-Units gain a bonus number of situational re-rolls based on their base size (one for each hex beyond the first) against any opponent.

Allied units hopping a Mega Unit may move to any unoccupied tile adjacent to the Mega Unit.

Mega Units able to make ranged assaults may do so from an extra tile away, though non-Mega enemy units also gain an additional tile when making ranged assaults against Mega Units.

SKY TILES



Certain units possess Sky as their tile type. Rather than attach to the map, a Sky tile is placed off to the side.

When a Sky tile is in play, any unit with Sky as its tile type may, in place of moving normally, move directly to the Sky tile.

Multiple units may be placed on the Sky tile at once, and all count as being adjacent to one another for all purposes. While occupying the Sky tile, units may only assault other units on the Sky tile, though units on the map may initiate ranged assaults against any unit on the Sky tile, who in turn may retaliate with OFF dice if available.

When moving from the Sky tile, a unit may choose any open tile on the map. However, they must first roll a die and, on a 1-3, they will move to a random location (see Random Moves in the main rules).



illgottengames2012@gmail.com

This work is licensed under a [Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License](https://creativecommons.org/licenses/by-nc-nd/4.0/).