Practical Tactical Warfare

“The game of strategy and skill” – Board Game Master Nico Thompson\*

Instruction Guide

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Objective:

In Practical Tactical Warfare, (PTW), the goal is to destroy the enemy’s base. You do this by dealing more than 50 damage to the base. You can keep track of this on a scoresheet.

Combatants:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name: | Cost: | Movement: | Damage Modifier: | Size: | Range: | Health |
| Infantry | 10 | 2 | 3 | Small | 1 square | 1 |
| Tank | 30 | 3  | 1 | Medium | 2 squares | 3 |
| Artillery | 20 | 1 | 2 | Medium | 4 squares | 2 |

Sizes:

1. Small
2. Medium
3. Large

Small:

You can fit 4 small tokens into the same square.

Medium:

You can fit 1 medium token into a square.

Large:

You can fit 1 large token into 4 squares. Note: There are no large tokens in the game yet, as the large size is designated for other tokens you add in.

Locations

When you have more tokens than the enemy has in a location, you now control that location. Locations are show by groups bordered in grey. Each location has a value shown by a number at the center that shows how much this location affects how many funds you get.

Turn Phases:

Each turn has five phases.

1. Funds
2. Mobilize
3. Move
4. Attack
5. Second Move

Funds:

In the Funds phase, you get funds equal to the values of all of the locations you control added up. For example: If I had control of two locations, both with the number 10 in them, you would get 20 funds. (10 + 10.)

Mobilize:

In the Mobilize phase, you can buy tokens with funds and place them in any square behind your build line. The build line is the line on the board that corresponds to your team’s color, either red or blue. You cannot place more than the allowed number of tokens in the same square. You do not have to use all of your funds, and the funds will carry on to the next turn. For example: If you have 100 funds you can buy 3 tanks and 5 infantry and place them all on the back row. Then, since you have used all of the funds you want to use this turn, you would move on to the Move phase with 0 funds left, since you spent all of your funds.

Move:

In the Move phase, you can move each of your tokens the distance listed in the Combatants section. You can move to any square adjacent to you, as well as diagonal squares. You cannot move more than the allowed number of tokens in the same square. You do not have to move all of your tokens, and you can move none or only some of the total movement for each token. You can not move a token through another token if they would not be able to all fit in the same square. For example, if you have 2 tank tokens and 3 infantry tokens, you can move each of the tank tokens 3 squares, and each of the infantry tokens 1 square. Then, since you have moved all of the tokens you want, you move on to the attack phase.

Attack:

In the Attack phase, you can attack any enemy token, or the enemy base, within the attacking token’s range. You shoot in any direction. You deal damage equal to the D6 - attacking token’s damage stat, (which is listed in the Combatants section), and the enemy token deals damage equal to D6 - its damage stat if it is within range. If you do damage greater than or equal to the enemy token’s or base’s health, the token or base is destroyed. The same applies for you, so if you are within the enemy’s range when you attack you could be destroyed as well. At the start of each turn all damage is reset, except for damage done to bases. Multiple tokens can attack one token, and if multiple attack and you are within the enemy token’s range, you can pick one of your tokens that are in enemy range to take the damage. For example: If you have a tank token right next to an enemy infantry token, you can attack. If you attack, you roll a 5 and do 4 damage, which is greater than the infantry’s 1 health, and the infantry is destroyed. Since your tank is within the infantry’s range, the enemy also rolls a D6 for their infantry, and gets 4, so the infantry does 4 – 3 = 1 damage to your tank.

Second Move:

In the Second Move phase you can move a token if you did not move it in the first move phase, or if you did not use all of its movement. If you did not use all of a token’s movement, you can use the rest. The same moving rules apply.

Obstacles:

Types of obstacles:

1. Lakes
2. Forests

Lakes:

You can not make a move that would put you inside of a lake.

Forests:

Any move that would startinside of a forest will take twice as much movement as a move that did not start inside of a forest. Small tokens will not be slowed down.

Beyond Land:

You can make bigger maps, add more tokens, and more rules! Challenge: See if you can make planes! Fighters, Bombers, Airstrips, and a whole lot more could be added! Boats, Aircraft Carriers, Troop Transports, and Submarines could also be put into the game.

\*Nico Thompson is not a Board Game Master. I also don’t think the title Board Game Master even exists.

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