



TACTICA

Lexicon 4.4

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Game modes

COMPETITIVE MODE - EMPIRES (Base Mode)

This is the base game mode with basic rules for all types of maps. The rules are partly based on the number of players and the map used. A player can surrender and leave the game at any time, causing their units to be destroyed and their castle to become neutral. Unless stated otherwise, players always start with 25(G). Your (G) account is always public.

- In a 1v1 match on a 3-player map, players first decide the turn order by draw. The winner of the draw bans one of the available Empires, and then the second player does the same. In the same order, they then select the EMPIRE they want to play. Then, the winner selects their Castle and takes their first turn. The second player starts the same, but has 30(G) as a competitive compensation. Whoever eliminates their opponent, wins. When playing in multiple rounds, the defeated player from the previous round receives the right to first ban, empire selection and can also decide the turn order.
- In a competitive mode game with multiple players, there are no bans. Players choose their EMPIRES one by one based on their drawn turn order, and then they sequentially select their castle and make their initial moves. On a 3p map, the path to victory is eliminating all opponents, while in games on 4p and 6p maps, you need to conquer more than half of the available Castles. The final scoring is resolved as follows:
 - **Points for placement based on the order of elimination:** Each eliminated player receives the amount of points equal to the number of starting players minus the number of players remaining when they were eliminated (for example, a player who was eliminated first out of six players adds $6-6$ points = 0; a player eliminated third adds $6-4$ points = 2). Players who survive until the end of the game do not subtract anything.
 - **Points for castles:** Each player either adds 2 points for each castle they captured during the game or 2 points for each castle they have remaining at the end of the game, whichever number is higher (for example, a player eliminated second out of four players who didn't reach the end of the game but captured one castle adds 2 points; a player who finished second in the same game, survived until the end but didn't capture any castle, adds 2 points for the castle they have remaining at the end of the game).

COMPETITIVE MODE - VANILLA

Playing in competitive mode without the EMPIRES expansion follows the same rules as the basic game with EMPIRES, but players ignore all the EMPIRES-related steps.

MULTIPLAYER (IN A COMPETITIVE MODE)

On 4p and 6p maps, it is possible to play in fixed Alliances—teams of two or three players. Each player has their own turn, castle, units, hand of Action cards, and (G) account. Turn order is decided by draw, but two players from the same Alliance should never take turns after each other. Units within an Alliance are considered mutually friendly and cannot attack each other; Action cards with a green gem can be played on all friendly units. Conquering castles can be done together: three units from the same Alliance can conquer an opponent's castle, which, after a successful conquest, is given to any member. To win, any Alliance must eliminate all others.

The Map

FIELD TYPES



Basic Fields: Fields that are not marked as any specific type are considered as Basic.



Citadel: It is a field that represents a player's control over a Castle using a corresponding Flag token placed on it. No unit can enter the Citadel field. When the Citadel field of a Castle is empty (without a flag), it is considered a neutral Castle. The Citadel can be looted according to the rules for Castle conquest.



Keep: On Keep fields of a Castle you own, you can recruit units at standard prices.



Docks: In the Docks of a Port whose Port Centre you control by a player and where there are no enemy units, you can recruit units at a discount.



Desert: Special movement rules for units apply for Desert fields. Whenever a unit enters a Desert field through basic movement or a movement effect from a different type of field, it loses all remaining movement points for that turn. When a unit starts its turn on a Desert field, it can move freely.



Mountains: Special movement rules for units apply for Mountain fields. Moving a unit to Mountains from an adjacent field or from Mountains to an adjacent field costs the unit 2 movement points instead of 1. Movement effects (e.g., Forced March card or embarking/disembarking from a War Wagon) ignore this rule. Whenever a unit enters the Mountains field through movement or a movement effect, if it doesn't already have this type of a bonus token, it receives a (+1/+1) bonus token. The token is consumed by a the „Entering combat“ regular action.

OBJECTIVES

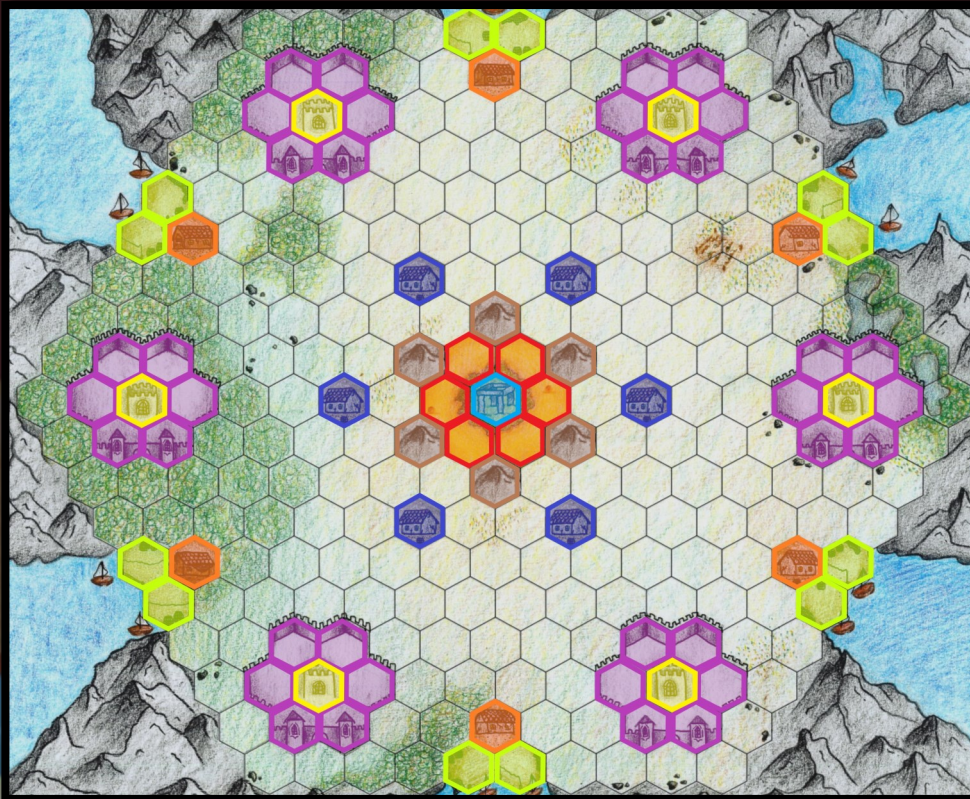


Temple: In terms of movement rules, the Temple field is considered to be a part of Desert. If you have a unit on a Temple field, you can look at the top card of the Action Card Deck once per your turn, and decide to leave it in there or move it to the bottom of the deck.

Harbor Center: Special movement rules for units apply for Port Centre fields. If your unit ends its movement on the Port Centre or enters it through another movement effect, you must pay an entry fee of 2(G). If do not want or cannot pay the fee, you must return that unit to the field it entered the Port Centre from. If a unit enters the Port Centre as a result of a Combat against an enemy unit that occupies the Port Centre, no fee needs to be paid. Each occupied Harbor Center immediately contributes the Docks recruitment limit and the discount for recruiting units there.



Village: Special movement rules for units apply for Village fields. If your unit ends its movement on a Village or if it ends up on a Village as a result of an action or reaction, it loses its remaining movement points, and you immediately receive the Loot of 3(G). If a unit enters a Village as a result of Combat against an enemy unit that occupies the Village, the Loot is taken from that enemy's account instead. Each Village can grant the Loot only once per turn.



Phases of a turn

Start of the turn

Your turn begins when you are prompted by the preceding player who has completed their *Passing the Turn* phase (except for the first turn of the first player). At the start of your turn, all of your units on the map recover from recruitment fatigue, and their movement points are replenished alongside the ability to perform one Entering Combat regular action.

In your turn

During your turn, you can perform various regular actions: move and enter combat with your units, recruit other units, purchase action cards, play action cards or your Empire's Triumph card, and activate the activated abilities of your Empire or units. However, your opponents can react to all these actions using reactions (see the *Actions and reactions* chapter on page 6), and you can react to those reactions as well. The order of regular actions you can take during your turn is not fixed and depends solely on the player's strategic intention.

End of your turn

Once you no longer want or are unable to perform further regular actions, it is time to proceed to the end of the turn. This is a phase in which the player announces the end of their turn, giving up any ability to perform any further regular actions in this turn. During the *End of your turn* phase, any player may perform triggered actions or reactions.

Passing the Turn

After declaring the End of the turn and resolving any triggered actions and reactions performed in it, the player's turn finally comes to an end. During the *Passing of your turn* phase, any player may perform triggered actions or reactions. While passing your turn, you can finally count up and mark down your gains:

- 2(G) for each Castle/Citadel you own
- 2(G) for each of your units standing on a Basic Field or Mountains
- 4(G) and one free Action card draw if you own the Temple
- $3+X(G)$ for each Port they own, where X is the total number of Ports you own
- Units standing on the Village, Keep, Docks, and Desert fields do not generate any income.

Once the player has calculated their income, they record the current state of their account, declare the final conclusion of their turn, and prompt the next player to take the next turn.

Outside your turn

Outside of your turn, you can still observe the game and the development of the situation on the map. Even when it's not your turn, you have the ability to influence the flow of the game using reactions.

Actions and Reactions

Each of your decisions to actively intervene in the game is represented by a type of action or reaction. Different types of actions and reactions have a different evaluation priority, i.e. the priority in the order in which their effects and impacts are resolved. The game recognizes four types of actions and reactions, from lowest priority to highest:

Regular Action (BA)

A regular action is an action you can unilaterally take solely from your own intent. As soon as your intention to take a regular action of any kind is announced, everyone can respond to it by using a reaction. If no one does, the announced regular action is taken and considered as resolved. By now, it can no longer be afflicted by any reaction. If any reaction is taken in relation to a regular action, the resolution of that regular action is postponed until all reactions taken in relation to it are resolved. Once a regular action is resolved, the player currently on turn can proceed to taking another normal action. Regular actions include: recruiting a unit, moving a unit, entering combat, purchasing an action card, playing a Triumph, or using an Activated Ability of an Empire or unit.

Triggered Action (SA)

A triggered action cannot be taken by choice - it is an automatic consequence of other actions or reactions that must be resolved before the next regular action can be taken. Any player may react to a triggered action by taking a reaction. Once a regular action is resolved, the player currently on turn can proceed to taking another normal action. Triggered actions include: combat, conquering a castle or some Activated abilities of realms and units.

Reaction (R)

Reactions can relate to a specific regular action, triggered action, another reaction, or be taken completely independently. A reaction intervenes in the current events in the game, as its resolution always has resolution priority not only over the currently taken action, but also over every previously taken reaction. Therefore, it can greatly influence their resolution. You can take a reaction at any time, but not retrospectively - after an action or reaction has been already resolved, the opportunity to react to it has already ended. Once all reactions are resolved, the resolution process may continue to actions. Reactions include: playing an action card or activating a realm's or unit's reaction ability.

Reaction to a reaction

You can react to a reaction using another already taken reaction. If several reactions are taken in the same instance, the one that was played last is resolved first - i.e. the last reaction to a reaction. If multiple reactions are taken within the resolution of a regular or triggered action, effects of all successfully resolved reactions are taken into account for the later resolution of that action.

Units

UNIT CHARACTERISTICS

A **token** of a unit represents the unit on the map. By default, each player has 5 tokens of each unit unless stated otherwise.

Name of a unit and its abbreviation are used to address the unit in the game and rules.

The **Attack** of a unit indicates how much damage the unit can inflict on an enemy unit in combat. It can be altered by effects, abilities, actions, or reactions. Even units with an Attack equal to 0 can enter combat. The Attack modifier is indicated as (+-X/+-0).

The **attack type** of a unit determines how the unit can deal damage in combat:

- **m (melee)** - the unit can only attack at close (melee) range.
- **r (ranged)** - the unit can attack at both close and long range. The attack value of ranged units refers only to their ranged attack, as their melee Attack is always equal to 0, unless stated otherwise. The range of ranged units determines the distance at which the unit can enter combat and deal damage, and is specified by a number following the "r."







The **Defense** of a unit determines how much damage the unit can sustain in combat. It can be influenced by effects, abilities, actions, or reactions. A unit whose Defense drops below 1 at the end of an resolved Action or Reaction is destroyed and its token is returned to the token stash of its owner, unless stated otherwise. Defense modifier is indicated as "(+0/+-X)."

The **standard Cost** of a unit is the amount of (G) that a player must pay to recruit the unit. The cost can be reduced when recruiting in the Docks, but it can never drop below 1(G).

Movement mode of a unit determines how the unit moves on the map:

- **i (infantry)** - the unit can use War Wagons and their equivalents by default
- **c (cavalry)** - the unit cannot use War Wagons and their equivalents by default

Movement Points of a unit indicate the number of fields/hexes the unit can move through in a single turn. They are represented by a corresponding number and the letter M (movement). The Movement Points modifier is indicated as "+-XM."

UNIT TOKEN	UNIT NAME	ATTACK AND ATTACK TYPE	DEFENSE
	TĚŽKÁ PĚCHOTA HEAVY INFANTRY (TP) / (HI)	 3m/3	6(G) i2M
	LUČIŠTNÍK (LU) ARCHER (AR)	 (x)r/1	3x(G) i2M
	LEHKÁ JÍZDA (LJ) LIGHT CAVALRY (LC)	 2m/2	6(G) c6M
	STANDARD COST		MOVEMENT MODE AND POINTS

RECRUITMENT OF UNITS

Recruiting a unit means purchasing it for the corresponding amount of (G) and subsequently placing the corresponding unit token in the Keep or Docks, unless stated otherwise. A unit can also be recruited as a result of a certain effect, ability, action, or reaction. A newly recruited unit (excluding Combat Vehicles and their equivalents) has recruitment fatigue - it has no Movement Points or the ability to attack. The effects of recruitment fatigue cannot be canceled by actions or reactions unless stated otherwise; this state naturally ends at the beginning of the owner's next turn.

At the Harbor, a player can recruit units in their Docks starting from the round after they occupy it, and only if there are no enemy units on the Dock fields. Overall, in a single turn, you can recruit in your Docks a combined number of units equal to the number of ports you currently own, and each unit will be (G) cheaper by the number of ports you currently own.

MOVE AND MOVEMENT

Moving a unit from one vacant field to another is considered a Standard action, which consumes one of its Movement Points (unless it's a field with special movement rules). The moving unit enters the intended field after the standard action of movement is resolved. A friendly unit cannot enter a field occupied by another friendly unit or move over it. If a unit intends to enter a field occupied by an enemy unit, it causes a Standard action called Entering Combat. At the beginning of your turn, all of your units get their natural movements and the ability to enter combat once per turn refreshed. The unit's movements and the ability to attack once per turn together constitute the unit's **move**.

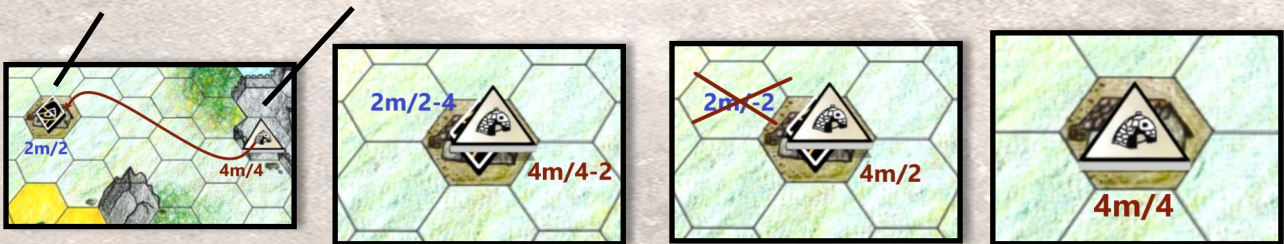
It is necessary to fully complete the intended move with one unit - that is, perform the intended number of movements (but not necessarily exhaust all the unit's Movement Points) and/or Enter Combat once. Once a player starts moving another unit, they cannot return to the previous unit's move, even if it still had available movement points or could enter combat. In the example below, the red Parthian player wants to occupy a Village using a Light Cavalry, but they must first move out of the way with a Light Infantry. This consumes one of LI's movement points. The LC then moves to the Village and occupies it. Although the player didn't exhaust all the standard Movement Points of their LI, they cannot move it again, since they have already moved the LC in the meantime.



COMBAT

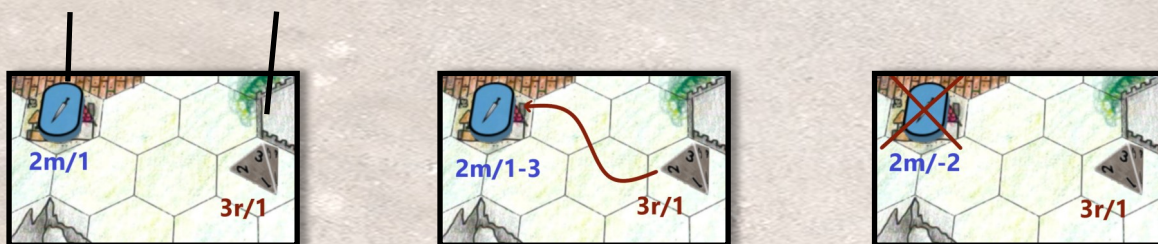
Entering Combat is a regular action taken by the attacker that precedes the actual combat. Each unit has the opportunity to enter combat once per turn unless stated otherwise. Entering combat depletes all unit's remaining movement points. It is necessary to distinguish between the attacking unit (i.e., the unit controlled by the player initiating the combat) and the defending unit - the target of the attack. In combat, only one unit can fight against another, and these units must be mutually hostile. When the regular action of entering combat is successfully resolved, it automatically leads to the triggered action of Combat, which leads to two types of combat:

LIGHT CAVALRY HEAVY CAVALRY



Melee (close-range) Combat is a triggered action in which the attacking unit intends to move onto a field occupied by an enemy unit. In melee combat, both units inflict damage to each other equal to their current Attack value (which can be modified by abilities, effects, War Wagons, or reactions). This damage is then subtracted from their current Defense. If a unit's Defense drops below 1, it is removed from the map and its token is returned to the player's token pool upon resolving the Combat. Unit that survives the combat remains on the field where the combat took place. If both units survive the combat, the defender remains in place and the attacker returns to the field from which they initiated the attack. After the resolution of the combat, all surviving units have their Defense points fully restored.

LIGHT INFANTRY ARCHER



Ranged (long-range combat) Combat is a triggered action in which a unit attacking from a distance inflicts damage equal to its ranged Attack value on the enemy unit within its Range. Range is defined as the shortest distance through fields separating the two units. A Ranged attacker does not receive any damage in return from a Melee defender, and a Ranged defender only inflicts damage back to a Ranged attacker if it has sufficient Range to reach them. Ranged Combat is canceled when (as a result of a reaction, effect, or ability) both the attacker and defender end up outside of each other's Range. A Ranged unit can Enter combat even after exhausting its movement points.

OCCUPYING OBJECTIVES

The Village, the Temple, and the Port Centre are occupied when a unit ends its movement on a corresponding field and remains there. If an enemy unit is standing on an objective, it must be attacked according to the rules for Combat (see the Combat subsection, page 9). If the attacking unit survives the combat and the defending unit on an objective does not, the attacking unit moves onto the objective, thereby occupying it. Occupying certain objectives may have additional requirements or grant rewards, such as paying 2(G) to enter a Port Centre or gaining 3(G) by sacking a Village. The occupation is not mandatory, however, and so a unit can move through any objective without occupying it if its controller so wishes. As long as your unit is on a objective, you are considered to be its owner it for all relevant effects.

CONQUERING CASTLES

The triggered action of Castle conquest occurs immediately whenever there are at least 3 enemy (attacker) units standing on the Keep fields of a player's (defender's) Castle, and the number of enemy units on these Keep fields exceeds the number of defender's units there. Anyone can react to the triggered action of Castle conquest, according to the general rules for Actions and Reactions. If the triggered action of Castle Conquest is resolved successfully, the castle is conquered. Units that participated in conquest, regardless of its outcome being successful or not, lose all their movement points in this turn.



- If the castle is neutral, its Citadel is taken, and the conqueror immediately receives a reward of 12(G) and draws 1 Action card. The castle comes under conqueror's control, and they place their flag face-up on its Citadel. The Citadel of a neutrally occupied castle is available to be plundered in the future.
- If the castle belongs to a player, its Citadel is plundered, if it hasn't already been plundered before. The conqueror immediately receives a reward of 12(G), draws 1 Action card and places their flag on the Citadel upside down to indicate that the Citadel of this castle has been plundered. No reward is gained by conquering a plundered castle.

If your castle is conquered and it is also the last remaining castle you own, you are eliminated from the game, and all your units are removed. The triggered action of Castle conquest can happen even outside the attacker's turn if the conditions are met, due to effects, actions or reactions.

REGULAR UNITS

All regular melee units (ROL, LP, TP, LJ, TJ) function the same in terms their usage. They differ only in the ratio of their Standard Cost, Attack, Defense, and Movement Points. All of their attributes can also be modified by Actions, Reactions, abilities, or effects.

Similarly, all regular ranged units are the same in terms of their usage. Their Range determines how far away they can target and damage a unit in combat. Keep in mind that ranged units have their melee Attack reduced to 0, if not stated otherwise.



The Archer, can be purchased at tiers 1 to 4, each costing matching multiple of 3(G). Each of the four tiers has corresponding Attack (X) and Range (r); Defense remains the same: 1. The Archer's Range always corresponds to its Attack upon purchase and cannot be changed or altered afterwards, if not stated otherwise. E.g., a Tier 1 Archer costs 3(G) and his stats are 1/1 with Range 1 (able to deal damage to a unit standing on an adjacent field), Tier 2 Archer costs 6(G), is 2/1 with r2 (up to one field away), and so on, up to tier 4.



The War Wagon (and its equivalents) is a vehicle that can be utilized only by infantry units (unless stated otherwise). For recruitment purposes, the War Wagon (WW) is considered a unit. However, for all other abilities, effects, actions, and reactions, it is not considered a unit unless specified otherwise. The WW itself has no Attack, Defense, Recruitment Fatigue, and cannot move on its own. It is always "underneath the unit," so it can be purchased even on a field already occupied by a friendly unit. A unit driving the WW receives a bonus of +1 to its standard Attack and Defense (+1/+1) and two bonus Movement Points (+2M). An empty chariot remains in place for any unit to board it. If a unit attacks an empty War Wagon, it is automatically destroyed.

Movement on the WW: When driving the Wagon, a unit first uses up its own movement points and only then, the +2M bonus WW movements can be used. When a unit wants to board or disembark from the chariot, it must have at least one movement point available. Boarding the chariot from an adjacent field is a movement effect that does not consume any of the unit's movement points, regardless of the type of field. Disembarking from the chariot to an adjacent field, however, consumes one movement point. For example, Heavy Infantry with 2M can only make one movement and then use the remaining movement point to disembark. If it chooses not to disembark, it can make a total of 4 movements (2M+2M) on the WW. The WW movement bonus can be utilized by any number of units per turn - multiple units can embark and disembark, as long as all the movement rules mentioned above are adhered to.

War Wagon Protection: Whenever the Defense of a unit driving the WW falls to 0 or -1 (including the +1 Defense bonus from the WW), only the WW is destroyed, and the unit survives. If the unit attacked and killed an enemy unit, it moves to the enemy unit's position as usual. If it attacked and failed to kill the enemy unit, it returns to the field from which it attacked. Otherwise, it remains in place. However, if the defense of a unit driving the War Wagon falls to -2 or below, both the War Wagon and the unit driving it is destroyed.

PŘEHLED JEDNOTEK A CEN UNITS AND COSTS OVERVIEW

NÁZEV NAME	ÚTOK/OBRANA ATTACK/DEFENCE	CENA COST	POHYBY MOVEMENT
 ROLNÍK (ROL) PEASANT (PE)	 0m/1	2(G)	i1M
 LEHKÁ PĚCHOTA LIGHT INFANTRY (LP) / (LI)	 2m/1	4(G)	i3M
 TĚŽKÁ PĚCHOTA HEAVY INFANTRY (TP) / (HI)	 3m/3	6(G)	i2M
 LUČIŠTNÍK (LU) ARCHER (AR)	 (x)r/1	3x(G)	i2M
 LEHKÁ JÍZDA (LJ) LIGHT CAVALRY (LC)	 2m/2	6(G)	c6M
 TĚŽKÁ JÍZDA (TJ) HEAVY CAVALRY (HC)	 4m/4	9(G)	c5M
 BOJOVÝ VŮZ (BV) WAR WAGON (WW)	+1/+1	6(G)	+2M
 AKČNÍ KARTA ACTION CARD (AC)	max. 5 in hand	5(G)	max. 1 per turn

Action Cards

ACTION CARD RULES

Purchasing the Action Cards: Whenever you want to purchase an Action Card (AC), pay 5(G) and secretly draw one random AC from the top of the Action Card Deck. From now on, you have the Action Card in your hand and you can play it. You can purchase only one Action Card per turn. In your hand, you can hold no more than 5 cards at any time. Whenever you would draw a card beyond this limit, you must first immediately play or discard one AC from your hand before drawing another. If the Action Card Deck runs out, the Discard Pile is reshuffled to create a new Action Card Deck.

Playing the Action cards: The Action Cards in your hand can be played at their will, in accordance to the valid rules for Actions and Reactions, depending on the type of Action Card. To play an AC, take it from your hand and visibly lay it in front of you. Once played, an Action Card cannot be taken back into the hand. A played AC is resolved in consideration to all other Action Cards concurrently played in relation to a specific Action or Reaction. When resolved, the AC is moved on top of the Discard Pile.

Action Cards are categorized based on several rules:

- When they can be played - based on the rules for Actions and Reactions:
 - **BA** - Basic Actions that a player can only take during their turn, not in Reaction.
 - **R** - Reactions that can be played at any time and in response to anything.
- Which units can they target (except the cards that do not target units at all):
 - AC marked with a **green gem** can only target friendly units.
 - AC marked with a **blue gem** can target any units.

NAME AND TYPE

GEM MARKING

TEXT/EFFECT



PŘEHLED AKČNÍCH KARET:



2x Heroic Defense (R): Target unit gets a bonus of +1 to its Defence (+0/+1) until the current Combat is resolved.



2x Surprising Attack (R): Target unit gets a bonus of +1 to its Attack (+1/+0) until the current Combat is resolved.



2x Poisoned Blade (R): Target unit gets a bonus of +∞ to its Attack (+∞/+0) until the current Combat is resolved.



2x Reinforcements (R): Choose a friendly unit under attack and move it to an adjacent empty field, except the field from which the attacking enemy unit came. You can place a Light Infantry unit from your token stash in its place, if available. If you do so, it becomes a new target of the attack.



3x Forced March (R): Move the target unit or War Wagon immediately to an adjacent empty field of your choice. You can use the Forced March in Melee Combat to interrupt it by retreating with your unit or pushing the enemy unit away. Ranged combat is interrupted only if both of the two units get outside of their ranges as a result of the Forced March.



3x Fresh Horses (RA): Can be played only as a Regular Action. Refresh all standard Movement points of a target unit. This does not refresh the ability to enter combat nor annuls Recruitment fatigue.



2x Intelligence (RA): Can be played only as a Regular Action. Chosen enemy player must reveal their her hand with action cards to you. Steal 3(G) from them or force them to discard one action card of their choice.



3x Swords to Ploughs (RA): Can be only played as a Regular Action Choose and destroy target unit (except the War Wagon). Its owner earns the amount of (G) equal to its standard price. Then they can place a Peasant unit from their token stash in the destroyed unit's place or in their Keep, or eventually move any Peasant unit already on the battlefield in the destroyed unit's place or in their Keep.



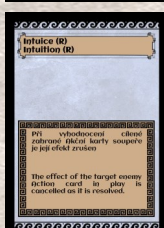
2x More Heroic Defense (R): Target unit gets a bonus of +2 to its Defence (+0/+2) until the current Combat is resolved.



2x More Surprising Attack (R): Target unit gets a bonus of +2 to its Attack (+2/+0) until the current Combat is resolved.



3x Reflex (R): When resolving the current Combat, the target unit deals its combat damage first. If an enemy unit or WW should die as a result of it, the target unit does not receive any return damage. If both units in Combat have the Reflex, their effects are mutually nullified.



5x Intuition (R): When the target Action card played by an opponent would be resolved, cancel all its effects and put it into the Discard pile. You can react to an Intuition by playing another Intuition.

The EMPIRES Expansion

The TACTICA: EMPIRES expansion can be played in all existing game modes. EMPIRES builds upon all the rules of TACTICA mentioned above. Additionally, it introduces new rules, mechanics and game components, which may modify or negate certain rules from the base game. In the event of a conflict between a base game rule and a rule brought by EMPIRES, interpretation from EMPIRES is given priority.

GENERAL RULES FOR EMPIRES

Each empire has unique characteristics that change the way you would play a Vanilla game. These include special abilities, Special Units, and a Triumph Card. The abilities of each empire determine its specific playstyle and can be divided into Passive and Activated abilities.

- **Passive abilities** are not Actions or Reactions by themselves and are automatically active at all times or in specific situations and cases. The Empire itself, its Special Units, or Triumph Cards can be the sources of Passive abilities. Typical Passive abilities include adjustments to Standard costs, attributes of different unit types, or other game mechanics.
- **Activated abilities** are themselves Regular Actions, Triggered Actions, or Reactions. The use of Activated abilities must be declared, just like in the case of any other Action or Reaction. Abilities of units and Empires that can be activated as a Regular or Triggered action once per turn are refreshed at the beginning of their owner's next turn and can only be used during their own turn. Abilities that can be activated once per round also refresh at the beginning of their owner's turn, but they can be activated in Reaction and outside of the player's turn. Activated abilities can manipulate with Action Cards, unit movement, Entering combat, or effects such as "whenever X occurs, perform Y," where Y can be a Triggered Action or Reaction.

SPECIAL UNITS AND TRIUMPHS

Each Empire has one or more Special Units that are unique to that Empire - no other Empire has access to them. Unless stated otherwise, the rules for using these units are the same as for the basic units. Special units usually have special Passive and/or Activated abilities.

Each Empire also has its unique Triumph Card, available from the start of the game. The Triumph Card can be played as a Regular action (unless stated otherwise) by paying 10(G). The Triumph Card is then flipped face down and cannot be used again for the rest of the game, unless stated otherwise. Triumphs can provide various Passive and Activated abilities or constitute Actions or Reactions by themselves.

EMPIRES Catalogue

NAME OF THE EMPIRE

ACTIVATED ABILITY

PASSIVE

ABILITIES

SPECIAL

UNIT
TOKEN

AKKAD

TELEPORT (R): Once per round, you can teleport one unit from any Lower castle field you own or a Village to any other Lower castle field you own, even to Enter combat as a result.

- Ignore all effects that would force you to discard any action cards. Any effects forcing you to be robbed of (G) force you to lose that amount of (G) instead.
- You cannot recruit Light Cavalry. In Combat, your Archers have a bonus of +1 to their Ranged Attack.

Qaraddu (5G, 2m/2(r1), pM:4).
THROW (RA): Qaraddu gets one spear with Range (r1) that he can use to enter Ranged combat once. He refreshes this ability by entering a Village, Port Centre or a Lower castle field you own.



TRIUMPH
CARD

OČI A UŠI (BA)
EYES AND EARS (RA)

Search for up to two Intelligence action cards in the Deck. Discard pile or both, and draw them. Each opponent has to publicly reveal their action cards.


DESCRIPTION OF A SPECIAL UNIT WITH AN ACTIVATED ABILITY

ASSYRIA

TRAINING (RA): Once per turn, you can transform your Light unit that has not moved nor attacked yet to a Heavy one. Doing this makes the unit lose its turn.

- Action Cards cost 6(G), Heavy Infantry costs 5(G).
- When in Combat with enemy Special units, your Heavy units have a bonus of +1 to their Attack.

Captain (7G, 1m/3, c4M)
 Your melee units standing next to the Captain get a a bonus of +1/+0 when in Combat. They can also be transformed by the TRAINING even if they already moved or attacked this turn. TRAINING still ends their turn, though.



DĚS (R)
TERROR (R)

Can be played as a Reaction. Cancel the effects of all active action cards. No more action cards can be played for the rest of this turn.

BABYLON

TRADE (BA): Once per round, you can shuffle an Action card from your hand back into the deck to gain 4(G), and/or spend 4(G) to force the opponent to discard one of their Action cards of their choice.

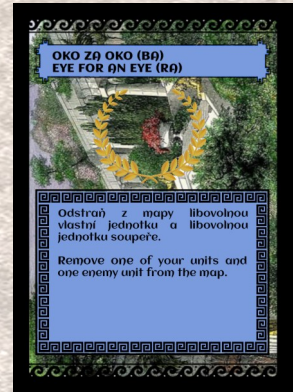
SLAVERY (TA): Peasants costs 3(G). You can recruit a Peasant in your Keep for free whenever one of your units kills an enemy Peasant.

FAILURE (TA): Whenever an Objective you control gets occupied by an enemy, you lose 1(G). Each of your Citadels grants you 3(G) at the end of the turn.



Architect (4G, 0m/1, c3M).

PLAN (TA): Improves the effects of selected fields: **Mountains:** place the acquired bonus token on any other friendly unit. **Port Centre:** in the Docks, you can recruit an additional unit per turn. **Temple:** grants you an additional AC at the end of the turn. **Village:** At the end of the turn, recruit a Peasant for free in your own Keep.



HITTITE EMPIRE

- Light Cavalry costs 7(G), Heavy Cavalry costs 11(G). Citadels grant you only 1(G) at the end of the turn. War Wagons and Heavy Chariots have Recruitment Fatigue (cannot move immediately after being recruited).

- Light Infantry 4M; Heavy Infantry 3M (both have one additional native movement point).

- Descending Mountains costs your infantry (i) units only 1M. Ascending Mountains costs them 2M as usual.



Heavy Chariot (8G, +2/+2, +1M).

Rules for using the Heavy Chariot are the same as for the basic War Wagon. For all effects, Heavy Chariot is a Special unit.



LYDIA

- Heavy Cavalry costs 8(G), War Wagons add only a +1M bonus.

CHARGE (TA): Whenever your Cavalry units enter Combat as attackers, they can use the CHARGE ability to receive a modifier of +1 to their Attack, but -1 to their Defense (+1/-1).

- You can get into debt up to -3X(G), where X is the total number of Castles you own. If you end your turn in debt, you must additionally pay a fee equal to that debt.



Lydian Cavalry (9G, 3m/3, c6M).

REFLEX (TA): When entering Combat as an attacker, it deals damage to the enemy unit first. If the enemy unit or War Wagon should die as a result, no damage is dealt back to Lydian Cavalry.



MEDIA

- You cannot recruit Archers. At the start of the game, you can choose a type of unit (except the Peasant; including the War Wagon and Magi) that will be 1(G) cheaper for you for the rest of the game.

- Pillaging a Village does not deplete the remaining movement points of your units, but you only get or steal 1(G). Each unique Village can still be pillaged only once per turn.

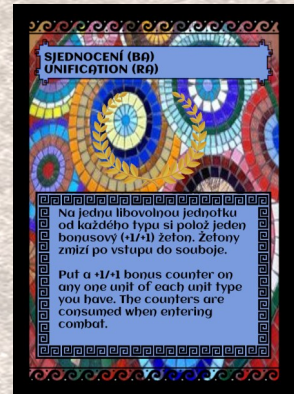
THEFT (RA): At the end of your turn, choose one opponent who immediately loses 1(G).



Magi (9G, 2r4/1, i2M).

Instead of entering combat, he can use:

PAIN (RA): Place a permanent (-1/-1) token on a unit within range. **DRAIN (RA):** Place a slowing token on a unit within Range. That unit's movement points are reduced to 1M. Remove the token at the end of its next turn.



PARTHIA

- Archers of the 2nd, 3rd, and 4th tier cost 1(G) less.

- Heavy Infantry costs 7(G).

- You cannot purchase War Wagons.

COUNTERATTACK (TA): Whenever an opponent plays a Surprise Attack, More Surprising Attack, or Poisoned Blade card, after it resolves, you can pay 3(G) and put it in your hand from the Discard pile.



Cavalry Archer (6G, 2r2/2, c5M).

EVASION (TA): Cavalry Archer is recruited with one Evasion counter placed on it. He can spend that counter to nullify all damage taken in a Ranged combat.



PERSIA

CONSCRIPTION (TA): At the start of the game and whenever you conquer a Castle that hasn't been conquered by you before, you can recruit a Peasant for free in your Keep. If you eliminate an opponent, you gain control of one of their units of your choice. It gets Recruitment Fatigue.

- Heavy Infantry and Heavy Cavalry have 1 less Defence (-0/-1).

BRIBERY (RA): Once per turn, you can choose any enemy unit, pay its standard cost in (G), and place a permanent Bribery token on it. A unit with this token is not allowed to attack any Persian unit.



Immortal (9G, 4m/3, i2M)

REBIRTH (TA): The Immortal is recruited with a Rebirth token on him. Whenever he should be destroyed, you can spend this token and pay 9(G), to move it to an adjacent field instead of removing it from the battlefield. The token is replenished by entering your Keep.



SCYTHIA

SALVO (RA): Instead of entering Ranged combat, one of your Archers per turn can, as an attacker, simultaneously deal 1 damage to two enemy units in Range. The damage dealt via SALVO cannot be increased in any way.

NOMADISM (TA): If your last Castle gets conquered by an enemy, you gain one bonus turn to get a new Castle. If you do not own any Castles at the end of this bonus turn, you are eliminated.

PLUNDERERS (TA): You cannot recruit Peasants. Whenever your melee unit kills an enemy unit in combat and survives, you gain 1(G).



Amazon (5G, 3m/1, i3M).

TROPHY (TA): If she kills an enemy unit and survives, put a permanent (+1/+1) bonus counter on her. The owner of the killed unit loses 1(G).



SUMER

- The War Wagon costs 5(G), but only provides +1M movement bonus. Your melee units on the Battle Wagon have a bonus of (+1/+0) when attacking and (+0/+1) when defending.

- Light Cavalry has 5M, Heavy Cavalry has 4M. Archers of all tiers are 2(G) more expensive.

PATENT (TA): Whenever you draw an Action card, you can reveal it to your opponents and gain 1(G) as a reward.



Gilgamesh (11G, 5m/5, c4M)

There is only one Gilgamesh Token available.

SOVEREIGNTY (TA): Whenever Gilgamesh kills an enemy unit in combat as an attacker, its owner must discard one Action card.





Credits

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Are you charmed by TACTICA? Any feedback is much appreciated! The game is still in development, and we're trying to get it to the highest level possible. Also, don't forget to try out TACTICA online in 3D at tabletopia.com/games/tactica where anyone can play it for free anytime in the most up-to-date version available.

To learn more, check the official Facebook page of the game, YouTube channel, where you can find videoguides and broadcasts of the professional League matches, Twitch channel for live broadcasts, TikTok for spiciest memes, Reddit for best discussions and the website tacticathegame.com where you can find all information you need, but first and foremost join the TACTICA PBE Discord server, home of the TACTICA community. Keep playin'!



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