

DWARF SORCERER



TYPES: Dwarf, Living, Mage

ADVANTAGE: Hill

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 2	OFF 2
DEF 2	DEF 2	DEF 3

If the Dwarf Sorcerer would be defeated, roll a single die and on a 4+ they are not defeated provided they may be moved to an unoccupied *Hill*, *Highland*, or *Crag* tile.

COST: 16

ELF MAGE



TYPES: Elf, Living, Mage

ADVANTAGE: Forest

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 0	OFF 3
DEF 1	DEF 2	DEF 2

Forest tiles adjacent to an Elf Mage become *hazardous* for all enemy units, using the same hazard rules as *Water* tiles.

COST: 15

ELF RANGER



TYPES: Elf, Living, Soldier

ADVANTAGE: Forest

MELEE	BALLISTICS	MAGIC
OFF 2	OFF 3	OFF 1
DEF 2	DEF 3	DEF 2

An Elf Ranger may move directly from one *Forest* to another, and may make a free *Ballistic* assault immediately after doing so.

COST: 17

FIRBOLG WARRIOR



TYPES: Firbolg, Living, Warrior

ADVANTAGE: Village

MELEE	BALLISTICS	MAGIC
OFF 3 (2)	OFF 0	OFF 1
DEF 3 (2)	DEF 3 (2)	DEF 2

If at least one enemy *Warrior* is adjacent to a Firbolg Warrior, the controlling player must use their activation to assault a Firbolg Warrior with one such unit.

COST: 21

HALFLING GUNNER



TYPES: Halfling, Living, Soldier

ADVANTAGE: Hill, Village

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 2 (3)	OFF 0
DEF 1	DEF 3	DEF 3

A Halfling Gunner may make *Ballistic* assaults against units that are up to 3 tiles away, but may only do so if they didn't act during your previous turn.

COST: 17

HALF-ORC WARRIOR



TYPES: Human, Orc, Living, Warrior

ADVANTAGE: Field

MELEE	BALLISTICS	MAGIC
OFF 3	OFF 2	OFF 0
DEF 2	DEF 3	DEF 1

The Half-Orc Warrior may make a free assault immediately after being deployed.

COST: 13

HUMAN BARBARIAN



TYPES: Human, Living, Warrior

ADVANTAGE: Field

MELEE	BALLISTICS	MAGIC
OFF 3	OFF 0	OFF 0
DEF 2	DEF 2	DEF 3

The Human Barbarian may move twice in a row if it will take them into adjacency with a *Mage*. If a *Mage* is activated while adjacent, roll a die. On a 4+, the Human Barbarian will make a free *Melee* assault against the *Mage* before they can act.

COST: 13

HUMAN CLERIC



TYPES: Human, Living, Mage

ADVANTAGE: Road

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 0	OFF 2
DEF 3	DEF 3	DEF 3

In place of moving the Human Cleric, you may make a Magic OFF test and, if at least one result was 5+, return all adjacent *Demon* or *Undead* units directly to reserves.

COST: 16

HUMAN FIGHTER






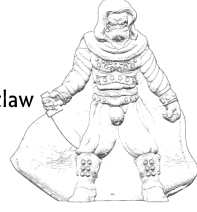

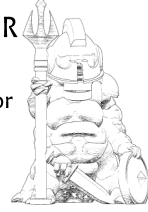
TYPES: Human, Living, Soldier

ADVANTAGE: Road

MELEE	BALLISTICS	MAGIC
OFF 2	OFF 1	OFF 0
DEF 2	DEF 2	DEF 2

During an assault with a unit that rolls more total dice (including kickers), the Human Fighter may turn a single die result (either theirs or belonging to the enemy) up or down by 1 before advantage re-rolls are taken.

COST: 12

<h3>HUMAN MAGE</h3>  <p>TYPES: Human, Living, Mage</p> <p>ADVANTAGE: City</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 1</td> <td>OFF 2</td> <td>OFF 2</td> </tr> <tr> <td>DEF 1</td> <td>DEF 1</td> <td>DEF 3</td> </tr> </table> <p>The Human Mage may be deployed into any unoccupied tile adjacent to an allied unit, and allied units adjacent to a Human Mage may move directly to any unoccupied tile within 3 spaces of a Human Mage.</p> <p>COST: 15</p>	MELEE	BALLISTICS	MAGIC	OFF 1	OFF 2	OFF 2	DEF 1	DEF 1	DEF 3	<h3>HUMAN PALADIN</h3>  <p>TYPES: Human, Living, Soldier</p> <p>ADVANTAGE: Road</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 2</td> <td>OFF 0</td> <td>OFF 1</td> </tr> <tr> <td>DEF 3</td> <td>DEF 3</td> <td>DEF 3</td> </tr> </table> <p>In place of moving the Human Paladin, you may make a <i>Magic OFF</i> test and, if a 5+ is rolled, return them directly to reserves along with an allied <i>Living</i> unit currently in enemy captures.</p> <p>COST: 15</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 0	OFF 1	DEF 3	DEF 3	DEF 3	<h3>HUMAN RANGER</h3>  <p>TYPES: Human, Living, Warrior</p> <p>ADVANTAGE: Forest</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 3</td> <td>OFF 0</td> <td>OFF 1</td> </tr> <tr> <td>DEF 2</td> <td>DEF 2</td> <td>DEF 2</td> </tr> </table> <p>When the Human Ranger is targeted for an assault while occupying or adjacent to a <i>Forest</i>, you may make a <i>Magic OFF</i> test and on a 4+ you may consider the assault a draw, then move them to an unoccupied <i>Forest</i> if possible.</p> <p>COST: 13</p>	MELEE	BALLISTICS	MAGIC	OFF 3	OFF 0	OFF 1	DEF 2	DEF 2	DEF 2
MELEE	BALLISTICS	MAGIC																											
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<h3>HUMAN ROGUE</h3>  <p>TYPES: Human, Living, Outlaw</p> <p>ADVANTAGE: City</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 2</td> <td>OFF 2</td> <td>OFF 0</td> </tr> <tr> <td>DEF 2</td> <td>DEF 2</td> <td>DEF 2</td> </tr> </table> <p>During <i>Melee</i> assaults, the Human Rogue may turn a single enemy DEF die result down by the number of allies adjacent to them after advantage re-rolls. If a player has coins, take one when moving adjacent to one of their units.</p> <p>COST: 13</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 2	OFF 0	DEF 2	DEF 2	DEF 2	<h3>HUMAN WIZARD</h3>  <p>TYPES: Human, Living, Mage</p> <p>ADVANTAGE: Village</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 0</td> <td>OFF 3</td> <td>OFF 3</td> </tr> <tr> <td>DEF 1</td> <td>DEF 1</td> <td>DEF 2</td> </tr> </table> <p>Enemy units or base tiles that roll a 2 or less at any point while adjacent to a Human Wizard must remove such dice from the equation for the duration of that test, even if an ability would allow them to re-roll that result.</p> <p>COST: 16</p>	MELEE	BALLISTICS	MAGIC	OFF 0	OFF 3	OFF 3	DEF 1	DEF 1	DEF 2	<h3>MOSSFOLK GLADIATOR</h3>  <p>TYPES: Mossfolk, Living, Warrior</p> <p>ADVANTAGE: City, Water</p> <table> <tr> <td>MELEE</td> <td>BALLISTICS</td> <td>MAGIC</td> </tr> <tr> <td>OFF 2</td> <td>OFF 1</td> <td>OFF 0</td> </tr> <tr> <td>DEF 3</td> <td>DEF 3</td> <td>DEF 2</td> </tr> </table> <p>Whenever the Mossfolk Gladiator would be defeated, roll a die and on a 3+ they are returned to reserves instead of being sent to enemy captures.</p> <p>COST: 15</p>	MELEE	BALLISTICS	MAGIC	OFF 2	OFF 1	OFF 0	DEF 3	DEF 3	DEF 2
MELEE	BALLISTICS	MAGIC																											
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POCKET-TACTICS

DARING DELVERS: PART 1

This *Series X* expansion introduces 15 new units that may be used in custom builds, sideboards, or as mercenaries during campaign play.

KICKERS: Some units possess *kickers*. Kickers are numbers displayed parenthetically next to the number of dice. A kicker counts as an extra die result of that value whenever that skill is tested. This result may not be re-rolled.

POCKET-TACTICS

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