



MODERN #1

CONFEDERACY vs UNION

GAME OVERVIEW

Pocket Battles is a series of fast and portable wargames. Each game comes with two armies that can be lined up one versus the other, or against any other army in the series.

To get ready to fight, you must just agree on the size of the battle, choose your troops, compose your units and deploy them wisely on the battlefield.

Destroy half of your opponent's army and you will be the winner!

COMPONENTS

- 60 Troop tiles
- 20 double sided Order/Wound Tokens
- 2 player aids
- 6 dice
- This ruleset



TROOP TILES

Each tile represents a **Troop** that is defined by a number of values and characteristics, shown in the illustration below.



ORDER/WOUND TOKENS

Each player during the battle will have a number of double sided tokens available that will be used to mark both issued orders and sustained wounds. One side of the token is used for the **Orders**, while the other is used for marking **Wounds** on the Troops. The result is that the more wounded Troops a player has, the less Orders he can issue.



THE BATTLEFIELD

The Battlefield is divided in 15 **Zones**, with an ideal grid of 3 columns (named **Sectors**) and 5 rows (named **Positions**), matching the figure below.

PLAYER A		
Right Rear	Center Rear	Left Rear
Right Front	Center Front	Left Front
Engagement Zone	Engagement Zone	Engagement Zone
<u>Left Front</u>	<u>Center Front</u>	<u>Right Front</u>
<u>Left Rear</u>	<u>Center Rear</u>	<u>Right Rear</u>
PLAYER B		



The Left Sector of each player faces the Right Sector of the opposing player, and vice versa. Please note that the Zones of the Battlefield do not represent the exact position of the Units on the Battlefield, but rather “situations” in which the Units are involved: a Unit in the Rear is being protected and usually does not take part in the battle; a Unit in the Front is ready to fight (either in melee or ranged attacks); a Unit in the Engagement Zone is involved in a melee with a Unit of the opposing player.

GAME SETUP

ARMY BUILDING

1. Before the battle, players agree on the armies they want to use, and take all the Troops of those armies.

2. Players then agree on the size of the battle; that is the maximum amount of **Deployment Points** that can be spent on each army. This number should be a multiple of 10. Any number between 50 and 100 is fine to start with.

3. Each player now receives a number of **Order/Wound Tokens** equal to $1/10^{\text{th}}$ of the Deployment Points previously agreed upon.

Example: if players agree on 50 Deployment points, each player gets $50 / 10 = 5$ Order/Wound Tokens.

4. Each player now builds his army choosing any Troop so that the total amount of Deployment Points does not exceed the agreed size of the battle.

5. Each player now composes Units with the Troops he chose. A **Unit** is a group of one or more Troops, with at least 1 Wound Point, that are issued orders as a whole on the Battlefield. The number of Troops in a Unit cannot exceed the lowest Formation Value shown on the Troops that compose the Unit. **Note that all Traits on a Troop are conferred onto the Unit the Troop is a part of. For example: a Troop with the 'Fast' Trait gives his whole Unit this same trait.**



Example: no more than 3 Troops can form a Unit where a Troop with a Formation Value of 3 is present. Troops with Formation Value of 1 must stay alone on the battlefield (the Unit is composed of one Troop in this case).

This is a valid Unit, for it does not exceed any Formation Value of the Troops.

6. Units formed in this way are placed in stacks, with only the topmost Troop of each stack visible to the opponent.



ARMY DEPLOYMENT

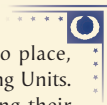
1. Four unused Troop tiles are placed face down to mark the borders between the Sectors, both for the Front and Rear Zones. (see illustration below)

2. Each player rolls a die. The higher roller is **Player 1**, the lower is **Player 2**.

3. Starting with Player 1, players alternate in placing one Unit at a time on their side of the Battlefield. Units are placed in stacks, showing only the topmost Troop. Units can be deployed in any Sector, either in the Front or in the Rear Zone.

There is no limit to the number of Units that can stay in a Zone of the Battlefield. Some Zones can also be left empty.





4. When a player has no Units left to place, the other player places all of his remaining Units. When both players have finished placing their Units, both players reveal the Troops that compose their Units by breaking up the stacks and placing the Troops in each stack adjacent to each other.

BATTLE ROUNDS AND TURNS

- Each Battle consists of a number of **Battle Rounds**, until – at the end of a Battle Round – one of the players is declared as winner, if he has destroyed half of his opponent's army.

- In each Battle Round, players alternate in taking their **Turn**.

- The player that is taking his turn is called the **Active Player**.

- The Battle Turn is composed of two phases:

1. An optional **Unit Redeployment**, that doesn't cost any Order Tokens.
2. A mandatory Action, in which the Active Player spends Order Tokens to perform one Action with one of his Units.

- If a player runs out of Order Tokens, the opposing Player will take Turns one after the other until he also runs out of Order Tokens: then the Battle Round is over.



- At the end of a Battle Round, each player recovers the used Order Tokens and the Wound Tokens of his Units that have been killed during the Round. He can also decide to sacrifice some of his wounded Troops in order to recover the Wound Tokens used on them.

- In the first Battle Round, Player 1 takes the first Turn. In the following Battle Rounds, the first Turn alternates between the players: in the 2nd Battle Round Player 2 takes the first Turn, in the 3rd Player 1 goes first again, and so on.

OPTIONAL UNIT REDEPLOYMENT

At the beginning of his turn, a player has the option to move, without using any Order Tokens, one of his Units from one of the six Zones of his side of the Battlefield to another adjacent Zone.

A Unit can thus move from the Rear of a Sector to the Rear of an adjacent Sector, or to the Front of the same Sector.

A Unit in the Front of a Sector can move to the Front of an adjacent Sector, or to the Rear of the same Sector.

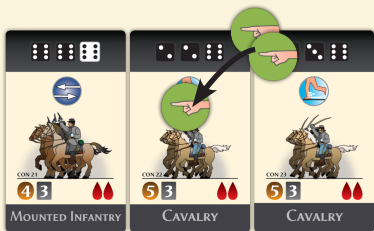
Note: Engagement Zones cannot be entered or left with a Unit Redeployment.

The Unit that performed the Redeployment cannot be assigned further Orders this turn.

MANDATORY ACTIONS

The Active player must then spend one or more Order Tokens to perform one Action with one of his other Units (not the Unit that was Redeployed in the current turn). To issue orders to a Unit, the player must place on the Unit a number of Order Tokens equal to the number of Order Tokens currently on the Unit plus one.

Example: if no Order Tokens are present on a Unit, it costs just 1 Order Token to issue orders to that Unit. Issuing it orders again in the same Battle Round would cost $(1+1)=2$ further Order Tokens. Issuing orders a third time to the same Unit (now there will be 3 Order Tokens on that Unit) would cost $(3+1)=4$ further Order Tokens (and now there will be 7 Order Tokens on that Unit).





A Unit can use Order Tokens to perform one of the following Actions (some Troops cannot perform one or more Actions):

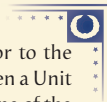
1. *Tactical Move*
2. *Charge*
3. *Carry on an Engagement*
4. *Leave an Engagement*
5. *Shoot*
6. *Use a Special Trait*
7. *Pass*

1. TACTICAL MOVE

A Tactical Move works exactly as the Unit Redeployment described above. It is performed in order to move a Unit from a Zone to an adjacent Zone. Remember: Engagement Zones cannot be entered or left with a Tactical Move.

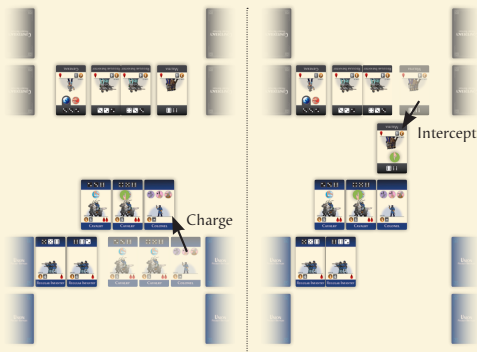
2. CHARGE

If a Unit in the Front of a Sector has Engagement Dice (black) showing on any of his Troops, this means the Unit can Charge. A Charge is performed in order to engage an enemy Unit in the Front of the same Sector. When a Unit Charges, it is



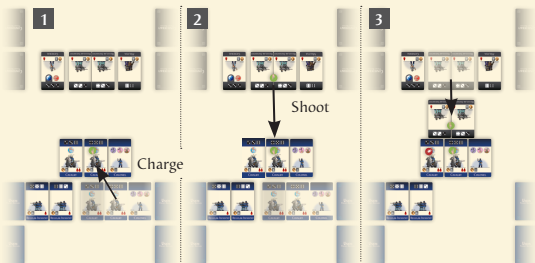
simply moved from the Front of a Sector to the Engagement Zone of the same Sector. When a Unit Charges, the opposing player can choose one of the following reactions:

a. Intercept the charging Unit, issuing orders to one of his Units with Engagement Dice showing in the Front of the same Sector to move it into the Engagement Zone and come into contact with the enemy Unit. An Engagement between these two Units follows (see “Engagement”, below).



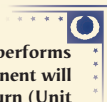


b. Shoot at the charging Unit, issuing orders to one of his Units with Shooting dice (white) in the Front of the same Sector to target the charging Unit. Shooting is resolved following the normal rules (see “Shooting”, page 19). If, after the shooting, the charging Unit has surviving Troops, the Active Player can choose any enemy Unit in the Front or in the Engagement Zone of that Sector to move into contact with. An Engagement between the two Units follows.



c. Do nothing, thus not issuing any orders to his Units. Player 1 can then choose to come into contact with any enemy Unit in the Front or in the Engagement Zone of that Sector. An Engagement between the two Units follows (see “Engagement”, page 15).

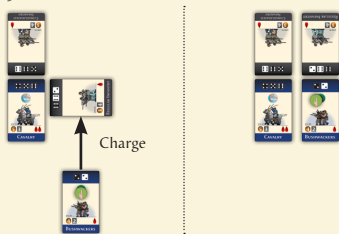
Note: if the opponent decides either to Intercept or to Shoot at the charging Unit, this is not considered the



Action of his Turn. After the Active Player performs the Action of his turn (the Charge), the opponent will become the Active Player and will take his turn (Unit Redeployment and Action).

CHARGING UNITS INVOLVED IN AN ENGAGEMENT:

A Unit can Charge and move into contact with a Unit already involved in an Engagement, thus outnumbering it. You can place the other Charging Units on the side of the attacked Unit, but this placement has no specific meaning. Keep all the Engaged Units distinct from each other, then resolve the Engagement following the normal rules. Only one Unit strikes each time, and hits are always inflicted on a single Unit. In the same way, the Strike Back (see below) is performed by a single Unit, the one that was actually attacked. If a Unit Charges and moves into contact with a Unit that was outnumbering a friendly Unit, two Engagements are created, each one involving only one Unit for each player. *(See illustration)*



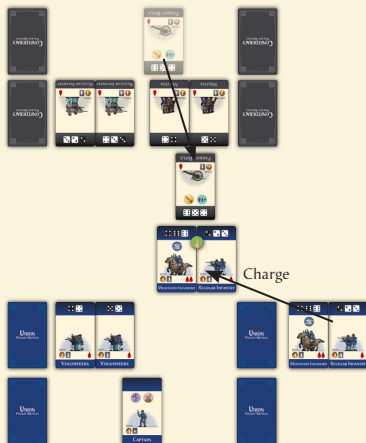


If there are no enemy Units in the Front or in the Engagement Zone of the Sector, a Unit can Charge any Unit in the Rear of that Sector. The opponent in this case is not allowed to Intercept or Shoot at the Charging Unit with any of his Units.



CHARGING AT A UNIT IN AN ADJACENT SECTOR:

If there are no enemy Units present in any Zone of that Sector, a Unit can Charge **any** Unit in the Engagement Zone, Front or Rear of an adjacent Sector. The opponent is not allowed to Intercept or Shoot at the Charging Unit. When the resulting Engagement is over, the surviving Unit is moved into the Front Zone of the Sector where the Engagement took place (see “Engagement”).



ENGAGEMENTS

The result of a Charge – unless a Shooting has completely destroyed the Charging Unit – is the creation of Engagement between two Units that are now in contact with each other. An Engagement is resolved as follows:

1. *The Active Player rolls 1 die for his Unit, plus 1 additional die if his Unit Charged in this turn.*
2. *He compares the rolled dice with the Engagement Dice shown on the Troops of his Unit (the black dice printed on the tile). For each 'match' between an Engagement Die and a result of a die, a hit is scored.*

Example: a Unit that shows Engagement Dice of 3,3,4,4,5 rolls a die and obtains a 4. This results in 2 hits (1 die x 2 Engagement Dice);

Example: the same Unit as above (Engagement Dice 3,3,4,4,5) rolls two dice (due to a Charge) and obtains a 5 and a 4. This results in 1+2=3 hits.

3. *The opponent immediately assigns Wounds to his Unit: one Wound per hit (See "Wounds and Casualties").*
4. *Now the opponent can **Strike Back** with the surviving Troops of his Unit, if there are any. Striking Back works exactly as the procedure for Engagement (a die is rolled and compared with the Engagement Dice, Wounds are inflicted, casualties removed, etc.), with the exception that there is no need to issue orders to that Unit, so*

no Order Tokens must be spent.

- 5. If, at the end of the Engagement, both Units still have surviving Troops, they remain in contact in the Engagement Zone. If one of the two Units has been completely destroyed, the other Unit is moved back into its Front Zone of the Sector where the Engagement has been carried out.*

WOUNDS and CASUALTIES

For each hit received, the player can eliminate one of his Troops, or place a Wound Token on a Troop with more than 1 Wound Point. If he decides to eliminate a Troop, this absorbs a number of hits up to its remaining Wound Points, but he does not place any Wound Tokens on it. The Troop will be removed and all previously placed Wound (and Order) Tokens that were on it are set aside and cannot be used again until the beginning of the next Battle Round.

Troops with no Wound points printed on their counter cannot remain on the battlefield by themselves, and thus are destroyed as soon as the last Troop with one or more Wound Points in their Unit is destroyed.

Example: A Unit with 2 Cavalry (2 Wound Points each) and 1 Militia (1 Wound Point) is inflicted 1 hit. The player can choose to eliminate the Militia, to eliminate a Cavalry (thus 'wasting' 1 Wound Point of the troop but 'saving' 1 Wound Token to use in further orders this turn), or to place 1 Wound Token on a Cavalry.

Example: The same Unit has a Cavalry with 1 Wound Token on it. Later in the battle it receives another hit. The player can eliminate the wounded Cavalry (not using any new Wound Token), wound the other Cavalry (using one Wound Token), or eliminate the Militia.



Example: The Confederacy player rolls one die for his Unit and obtains a 4, resulting in 2 hits. The Union player may eliminate the Cavalry, absorbing both hits and thus saving his tokens. However, he decides he wants to keep the Cavalry alive so he eliminates the Regular Infantry and places a Wound Token on the Cavalry (see illustration).

If possible, Wound Tokens must be taken from the tokens that haven't been used during the current Battle Round. If all the tokens have been used as Order or Wound Tokens, the player can choose tokens used as Orders on any of his Units. If there are no Order Tokens available, (all the tokens have been used as Wounds) no Wound Tokens can be placed, and Troops must be removed instead.

Removed Troops are given to the other player, so that he can keep count of the value of the eliminated Troops.



3. CARRY ON AN ENGAGEMENT

If two or more opposing Units are already in contact in the Engagement Zone at the beginning of a player's Turn, he can issue orders to one of his involved Units to carry on the Engagement. This works exactly as an Engagement following a Charge (except that the Unit doesn't roll the additional die due to the Charge), with the Unit that has been issued orders striking first, and the surviving enemy Unit Striking Back without spending Order Tokens after assigning Wounds and removing any casualties.

4. LEAVE AN ENGAGEMENT

If two or more opposing Units are already in contact in the Engagement Zone at the beginning of his Turn, the player can also issue orders to one of his involved Units to leave the Engagement Zone and move back to the Front Zone of the same Sector. If he decides to do so, the opponent has a chance of striking the disengaging Unit, with all of his Units involved in the Engagement without spending any Order Tokens. After any Wounds have been inflicted, and casualties removed, the disengaging Unit can move back to its Front Zone of the Sector, and so does the opponent's Unit(s) that was in contact with it.



5. SHOOT

If a Unit on the Front of a Sector has Shooting Dice (white) shown on any of his Troops, this means it can Shoot (i.e. has a ranged attack):

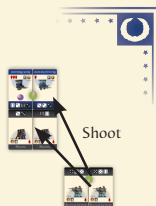
1. *The Active player targets any enemy Unit deployed in the Front or in the Engagement Zone (see below) of the same Sector of the shooting Unit.*

2. *He rolls 1 die and compares the result with the Shooting Dice shown on the Troops of his Unit. For each match between the Shooting Dice and the results of the rolled dice, a hit is scored (see "Engagements" paragraph for clarifications).*

3. *The opponent immediately assigns Wounds to his Unit, one Wound per hit, and removes any casualties (see "Wounds and Casualties" paragraph for clarifications).*

SHOOTING ON AN ENGAGEMENT:

A Unit can Shoot on an enemy Unit involved in an Engagement. In this case, the hits are divided (rounded up) on all the Units involved in the Engagement, including his own Units.



SHOOTING AT ENEMY UNITS AT THE REAR OF A SECTOR:

A Unit can shoot at an Enemy unit at the Rear of a given Sector only if there are no units in the Front or in the Engagement Zone of the Sector.



SHOOTING AT ENEMY UNITS IN A DIFFERENT SECTOR:

A Unit can shoot at an enemy unit in an adjacent Sector only if there are no Enemy Units at the Rear, the Front, or in the Engagement Zone of its Shooting Unit Sector. If there are no Enemy Units at the Front or in the Engagement Zone of the chosen Sector, the Unit can Shoot at a Unit at the Rear of the Sector as per the previous ruling.





6. USE A SPECIAL TRAIT

Traits are specific abilities of some Troops that allow them to influence the normal rules of the game. Some of them – listed as Special Traits – require an order to be issued. This specific Action cannot be used in the very first turn of the battle taken by Player 1.

Special trait



7. PASS

If a player doesn't want to perform any Action during his turn, he can decide to Pass. The player must set aside an Order token on the table and it is considered used, as if it had been spent on a Unit. Then the turn passes to the other player.

END OF THE BATTLE AND WINNER

The battle ends when one of the players concedes, or at the end of a Battle Round in which one of the players has destroyed half or more of the enemy army (counting up the Deployment Points of the eliminated Troops). That Player is considered the Winner. If both players have destroyed half or more of the enemy army, the Winner is whoever has destroyed the higher total of Troops (always counting up their Deployment Points). In case of a tie, Player 2 is the Winner.

50 POINTS ARMY EXAMPLE

CONFEDERACY	
MILITIA 4-4	(CON10)
MILITIA 5-5	(CON11)
MILITIA 6-6	(CON12) 6DP
CAVALRY 4-4-6	(CON24)
CONS. INFANTRY 5-6-6	(CON14) 8DP
CAVALRY 2-2-6	(CON22)
CONS. INFANTRY 3-4-4	(CON13) 8DP
CAPTAIN	(CON04)
CAVALRY 5-5-6	(CON25)
MOUN. INFANTRY 4-4-4	(CON19) 13DP
ORD. RIFLE 4-5-6-6	(CON17) 5DP
LIEUTENANT	(CON06)
PARROT RIFLE 4-5-6	(CON09) 10DP

UNION	
GATLING GUN 5-6	(UNI11) 5DP
NAPOLEON GUN 4-5-6	(UNI10) 6DP
CHAPLAIN	(UNI03) 4DP
IRON BRIGADE 2-6-2-6	(UNI25)
MOUN. INFANTRY 4-6-6	(UNI16) 10DP
CAVALRY 2-3-6	(UNI12)
MOUN. INFANTRY 4-5-4	(UNI14) 9DP
CAVALRY 4-5-6	(UNI13)
MOUN. INFANTRY 5-6-5	(UNI15) 9DP
VOLOUNTEERS 4-4	(UNI22)
VOLOUNTEERS 5-5	(UNI23)
REG. INFANTRY 6-6-2	(UNI30) 7DP

80 POINTS ARMY EXAMPLE

CONFEDERACY	
GENERAL 2-3-3	(CON01) 6DP
ORD. RIFLE 4-5-6-6	(CON17) 5DP
LIEUTENANT	(CON06)
REG. INFANTRY 3-3-4	(CON27)
REG. INFANTRY 4-4-5	(CON28)
REG. INFANTRY 5-5-6	(CON29)
REG. INFANTRY 6-6-2	(CON30) 16DP
SHARPSHOOTERS 5-6	(CON07) 4DP
PARROT RIFLE 4-5-6	(CON9) 6DP
DRUMMER	(CON05)
CAVALRY 2-2-6	(CON22)
CONS. INFANTRY 3-4-4	(CON13)
MOUN. INFANTRY 6-6-6	(CON21) 16DP
CAPTAIN	(CON4)
PARTISAN RANGERS 6-6	(CON16)
CAVALRY 5-5-6	(CON25) 13DP
MAJOR 6-6	(CON3)
MILITIA 4-4	(CON10)
CAVALRY 3-3-6	(CON23)
REG. INFANTRY 2-2-3	(CON26) 14DP

UNION	
HOWITZER 5-6	(UNI09) 6DP
AMBULANCE CORP	(UNI05) 4DP
GENERAL	(UNI02) 5DP
NAPOLEON GUNS 4-5-6	(UNI10) 6DP
SIGNAL CORP	(UNI06) 5DP
CAPTAIN	(UNI04)
MARKSMEN 4-5-6	(UNI08) 9DP
GATLING GUN 5-6	(UNI11) 5DP
COLONEL	(UNI01)
IRON BRIGADE 2-6-2-6	(UNI25)
CAVALRY 2-3-6	(UNI12) 16DP
BUSHWACKERS 2-2	(UNI19)
CAVALRY 4-5-6	(UNI13) 9DP
ZOUAVES 6-5-6	(UNI18)
REG. INFANTRY 2-2-3	(UNI26)
REG. INFANTRY 4-4-5	(UNI28) 10DP
VOLOUNTEERS 4-4	(UNI22)
REG. INFANTRY 5-5-6	(UNI29) 5DP

Credits

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