

Stacktactica

An abstract wargame for two players

There are two sides in **Stacktactica**: black and white. The player with the next birthday goes 1st.

Just the **Basic Set**: Do not use the **Advanced Special Ability Rules** for a simpler game.

Setup

Place a screen in the middle of the map. Hiding behind the screen, take your counters and place them circle side up into stacks of two. Both players place their stacks on their side of the mapboard. Once both players have finished setup, reveal the map by moving the screen aside.

Movement

Each player takes turns moving one of their stacks. Each stack can move up to two hexes. Two stacks cannot occupy the same hex. You can move through your own stacks, but not the stacks of your opponent.

Combat

Move next to one of your opponents stack to fight it. Reveal both counters in each stack. The stack with the highest total is the winner. If tied, both stacks lose. The loser flips one counter in their stack to the square side and moves the losing stack away so that it is not adjacent to an enemy stack. If you cannot move to a safe location, then your stack is removed. If both counters in a stack show a square, remove that stack.

Victory!

The player with the last stack on the map is the winner.

Advanced Special Ability Rules

Some counters have a special ability symbol on their square side. When creating stacks, only the bottom counter in the stack can have a special ability symbol. These abilities can only be used by the counter on the bottom of the stack when the square side is up. When the special ability is used the counter is moved to the top of the stack.



Phoenix

When this stack loses a combat, you may replace the Phoenix counter with any of your removed counters without a special ability. The new counter starts circle side up.



Searchlight

After you move this stack, your opponent must reveal all of his stacks within two hexes.



Lightning

This stack can move four hexes.



Nova

After you move this stack, you may remove it to remove all enemy stacks within two hexes.



Dawn

The lowest total is the winner of this combat.