IRONCLAD TACTICS

BATTLE BOOK

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What is Ironclad Tactics?

Ironclad Tactics: Battle Book is a paper adaptation of the video game *Ironclad Tactics* by Zachtronics. The game is similar to Tic-tac-toe or Battleship, as it is a two-player paper and pencil game that involves taking turns making marks on a grid to simulate an epic battle between Civil War era robots! You will need a pen or pencil.

Objective

Your goal is to score points by deploying ironclads (steam-powered robots) to the battle grid and reaching the enemy's side. Ironclads are represented by circles (◯) for the North and squares (□) for the South. Weapon ranges are represented with X's.

Each battle consists of three rounds, and each round has three phases: deploy, attack, and score. During the deploy phase, players take turns deploying units to the battle grid and equipping weapons. During the attack phase, units hit by weapons are dealt damage and destroyed. During the score phase, remaining units are checked to see if they scored points. At the end of the third round, the player with the most points wins.

The Deploy Phase

Actions

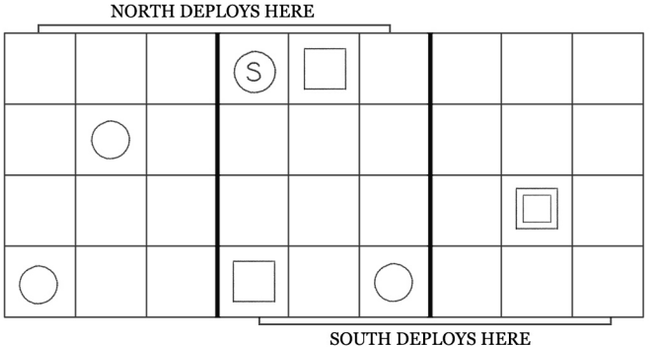
Each player has a list of actions that they can play. During their turn, they must pick an action from their list and draw the corresponding symbols on the battle grid.

At the beginning of a battle, each player picks a side (North or South) and selects 5 actions from their action list. The remaining 3 actions should be crossed out to show that they are not usable.

Players begin each round with 9 action points (AP), which are spent to play actions. Each action has a cost, which must be deducted from a player's AP counter when played. If a player does not have enough AP to afford an action, they cannot play it.

Deploying Units

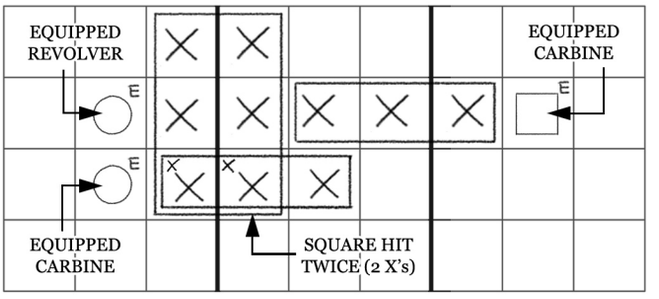
Units are deployed by drawing the corresponding symbol in a square on the battle grid. Players may only deploy units to their side of and in the center of the battle grid, not to their opponent's side. A square can contain no more than one unit.



Equipping Weapons

To equip a weapon to a unit, draw an E in the top-right of the unit's square. Then draw all X's, as shown in the action diagram, relative to the unit. Units may not equip more than one weapon, and weapons cannot be removed or replaced.

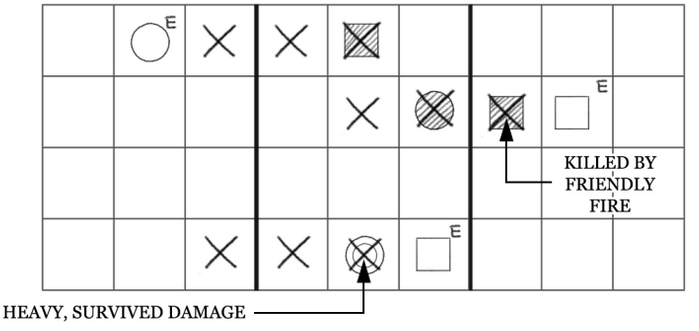
Squares may contain more than one X where weapon ranges overlap. Additional X's after the first should be drawn in the top-left corner of the square.



The Attack Phase

During the attack phase, all weapons fire simultaneously and all units take damage simultaneously. Players evaluate whether each deployed unit has been destroyed or not. All units taking damage (with at least one X in their square) will be destroyed. An exception to this rule is the Heavy Chassis, which negates one point of damage (one X) and requires two points (two X's) to be destroyed.

If a unit is destroyed, scratch it out. The unit is no longer active and cannot score or block during the score phase. Weapons equipped to a destroyed unit still do damage to units in range.

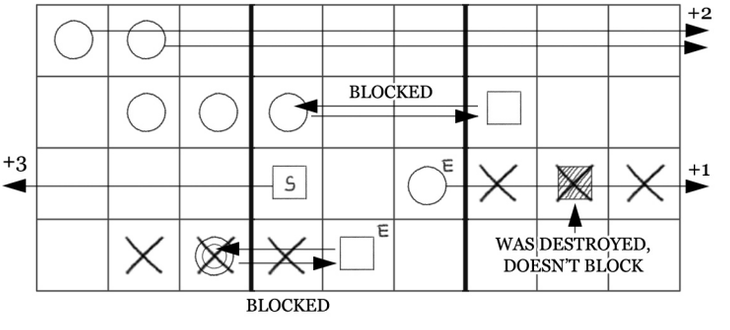


The Score Phase

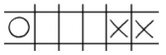
During the score phase, players determine which remaining units score points and total their scores for the round.

A unit scores if you can draw a horizontal line from the unit to the opponent's edge of the battle grid without being blocked by an enemy unit. A single undamaged enemy unit can block any number of units in the same row. Friendly units do not block each other.

Each successful unit scores 1 point. If the unit is a Saboteur Chassis, you gain 3 points instead of 1.

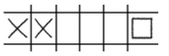


THE NORTH

LIGHT CHASSIS **1AP**	CARBINE MUSKET **1AP**	LIGHT CANNON **1AP** 	HEAVY CHASSIS **2AP** NEGATES ONE DAMAGE
REVOLVER **1AP**	CAVALRY SABER **1AP**	RIFLED MUSKET **2AP**	SABOTEUR CHASSIS **2AP** SCORES TWO EXTRA VP

SELECT 5 ACTIONS TO KEEP, THEN STRIKE 3 OUT

THE SOUTH

LIGHT CHASSIS **1AP**	CARBINE MUSKET **1AP**	LIGHT CANNON **1AP** 	HEAVY CHASSIS **2AP** NEGATES ONE DAMAGE
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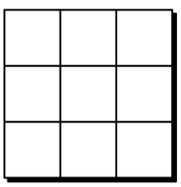
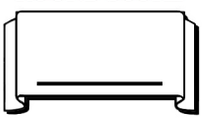
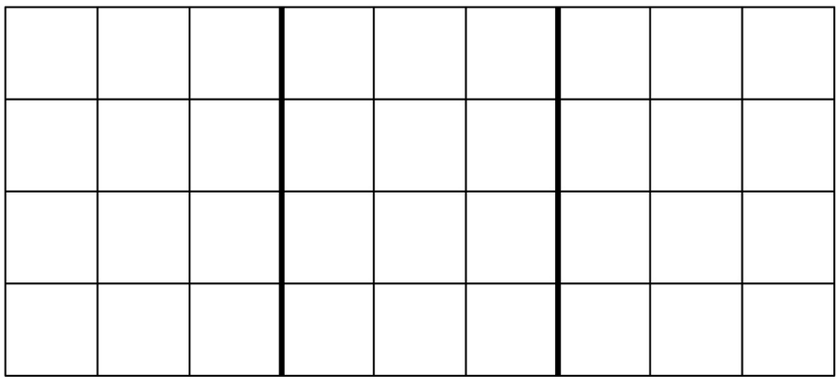
ROUND ONE

ACTION POINTS



ROUND SCORE





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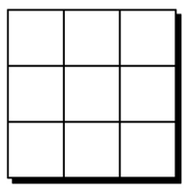

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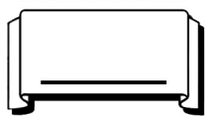
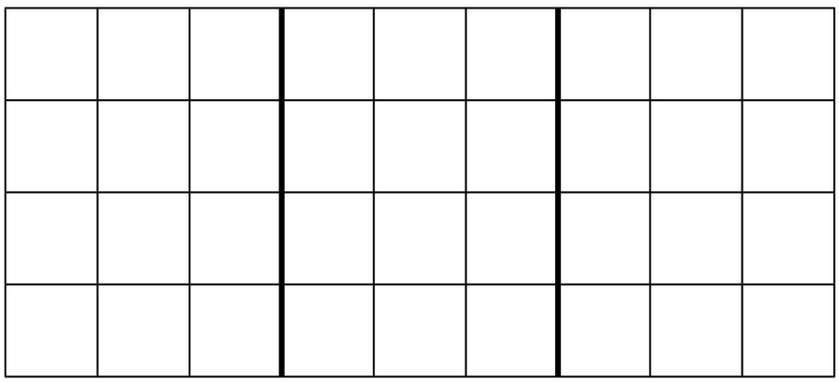


ROUND TWO

ACTION POINTS

ROUND SCORE



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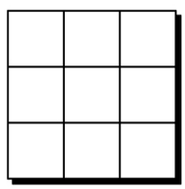

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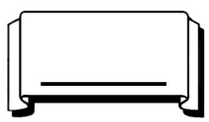

ROUND THREE

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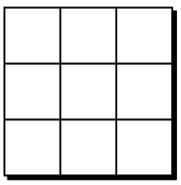

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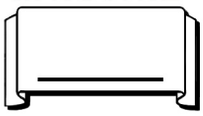

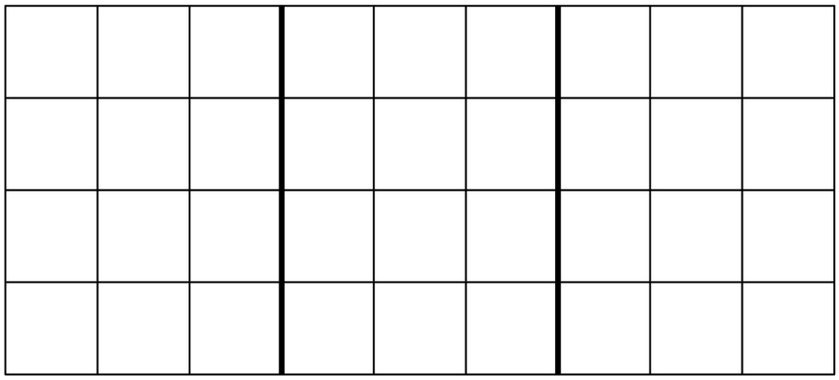

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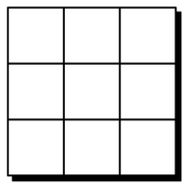
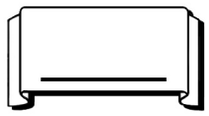
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