

# COMBAT CHART

	0	2	1	1*	1	* must play with Navy
	2	2	1	X	2	
	2	1	1	3	1	
	2^	1^	1^	1*	1^	* with Navy ^ +2 vs air
	0*	0#	0	1	0*	# +1 with
	1*	1*	1*	2	1*	* must play with Navy
	0	1	1	X	1	Ignore Redeploy
	<b>-1 vs. enemy unit -2 vs. enemy air</b>					
	<b>Remove one enemy piece before Combat Roll</b>					
	2	2	2	2	2	Must play 1st No Redeploy
	2	2	1	1	3	-2 vs. enemy Air
	3	2	1	X	2	
	1	1	1	2	2	Navy & Air unit +1 to Navy/Sub
	1	2	2	X	2	Ignore Weather



**LEAD THEM TO VICTORY!**

## POCKET GENERAL WORLD WAR II

By Brandon Raasch

**2 PLAYERS**  
**30 MINUTES**  
**AGES 12+**

### Table of Contents

Objective .....	p. 2
Set Up .....	p. 2
Game Pieces .....	p. 2-3
Turn Order .....	p. 4
Initiative .....	p. 4
Locations .....	p. 4-5
Move Locations .....	p. 6
Recruit Units .....	p. 6
Place Threat and Combat Units .....	p. 7
Military Units .....	p. 7-8
Special Units .....	p. 9
Resolve Combat .....	p. 10
World Map: Early War & Late War .....	p. 11-13
Victory .....	p. 13
Campaign Rules .....	p. 14
Pocket General Information .....	p. 15
Combat Chart .....	Back

## Objective

Deploy forces to attack strategic locations. The winner captures their enemy's Capitol for Total Victory, or is the first to conquer the World and force Capitulation.

## Set Up

Separate the Axis versus Ally Combat Units, Theater, Location, and Capitol Markers. Use the Recruit Card to ensure all Combat Units are placed with their correct color face up.

Place the Early War Theater Marker (A) on the world map. Put the Late War Theater Marker (B) and Capitol aside in their assigned spaces. Place all Combat Units in the Recruit box.

Starting with the first three combat hexes, randomly place all Location Markers face up on the World Map to create the Location Pool.

Roll the Operations Die: the high roller goes first on Turn One.

## Game Pieces

The **game board** is divided in three sections. Use the Combat Hex center to place units and resolve combat. The World Map holds the Location Pool, player Theater Markers and captured Locations. Use the recruitment section to manage available units. The **Recruit Card** is used by each player to track their unit combat values.

Despite strategy and superior odds, war doesn't always go as planned. Pocket General uses the unique

Rules for these bonus units can be found on the Pocket General website.

Want to play Pocket General on the go? Learn how to play without the game board, then access the rules and combat charts anytime from a mobile device at [www.bardgames.org/pocketgeneral](http://www.bardgames.org/pocketgeneral)

Follow Pocket General on Facebook for information about future releases, events, errata and history [www.facebook.com/bardgamesPG](http://www.facebook.com/bardgamesPG)

## Pocket General- Feudal Lords

The next installment of Pocket General is inspired by the feudal era of France and England, approx. 1600 AD. Players are medieval lords battling for land to establish dominion and win the King's favor. Deploy your knights, squires and soldiers into battle. Cleverly use your priests and peasants. Host a tournament to raise funds or distract enemy nobles. The next game in the Pocket General series will offer new rules, more strategy and introduce a twist on the unique Operations Dice.

### Credits

Publisher: Jeff Tibbetts, Pacific Rim Publishing

Designer: Brandon Raasch, BARD Games

Art and Graphics: Jeff Tibbetts, Brandon Raasch, Tim Clark

Production Team: Erik Kearney

Playtesters: Kellen Snook, Jon & Ken Rothhammer, Bryan Merlonghi, Max, Deb and Jack, and all the great Unpubs; Jeremy Commandeur, GameKastle San Jose, Pacificon's League of Gamemakers and DunDracon.



### Contacts

Pacific Rim Publishing

BARD Games

Copyright 2017

Trademark 2017

All rights reserved



control of their country. Capitulation also occurs if the Late War is triggered and the other player has no Locations on Theater Marker A.

### Campaign Game

Players may want to simulate World War II with a three game series. Play three games and track Victory Points (VPs) in this order:

	<u>Axis Player</u>	<u>Allies Player</u>
<b>Game #1</b>	<b>Germany</b>	<b>Russia</b>
Total Victory	3 VPs for the winner	
Capitulation	2 VPs for the winner 1 VP for the losing player	
<b>Game #2</b>	<b>Japan</b>	<b>United States</b>
Total Victory	4 VPs for the winner	
Capitulation	2 VPs for the winner 1 VP for the losing player	
<b>Game #3</b>	<b>Axis chooses</b> Japan or Germany <b>Allies choose</b> the U.S. or Russia Highest VPs chooses first	
Total Victory	5 VPs for the winner	
Capitulation	4 VPs for the winner	

The Player with the most Victory Points after three games conquers the World. If the three game score is tied, the war is a stalemate. The Axis and Allies co-exist in perpetual Cold War.

### Bonus Units

Add The Royal Air Force and Italian Propoganda units to introduce other global powers to your campaign.

**Operations Dice** to reflect both confidence in your plans as well as the SNAFUs in war that lose battles.

Pocket General WWII uses several types of markers:

**Locations** are hexagonal



**Capitols** are unique Locations



Point the **Initiative Marker** at the first player each turn



There are two types of Combat Units

**Military Units** are square



**Special Units** are round



There are two Theater Markers

**Theater Marker A** simulates the Early War years



**Theater Marker B** simulates the Late War



## Turn Order

1. **Move Location Markers** forward to fill the 3 Combat Hexes
2. **Recruit Units**
  - a. Move the 6 **Core Units** to the Recruit box
  - b. Players may Recruit an additional unit
3. Place the **Threat Markers**
4. Players take turns **placing all Recruited Units**
5. **Resolve Combat** starting with the first Location
6. **Place captured Locations** on an available Theater Marker or back in the Location Pool
7. **Check for Victory or Capitulation**
  - a. The first player to capture the enemy Capitol wins a Total Victory, or
  - b. The player who captures 9 Locations forces Capitulation and wins
8. If there is no winner, rotate the **Initiative Marker** to alternate players, **repeat** the steps above.

**Fast Play Option:** Play without Step 2, Recruit Units. Follow these two rules instead, then skip to Step 3, Place the Threat Markers.

- All 11 units are recruited and must be played every turn.
- Place up to 4 units on any of the three combat Locations.

## Initiative

Players alternate going first each turn. Rotate the Initiative marker to point at player going first each turn.

## Locations

To win the war, players battle for vast locations. The 16 Locations represent the terrain the global powers fought to control. Locations are color coded. These colors match the Theater Marker edges players must control to win.

## The Capitol

When a player places a Red Location (City or Mountain) on Theater B, and all 4 edges of Theater Marker A are filled, they have unlocked the enemy's Capitol.

When unlocked, immediately place the enemy Capitol at the front of the Location Pool. The Capitol is a City for all Combat purposes. If the Capitol is won by the owning player, it is defended. Place it at the end of the Location Pool, risking another battle. If a player wins their enemy's Capitol, the game ends in Total Victory for the conquering player.

## Capitulation Hexes

These 2 hexes cannot be used until all 7 Locations surrounding both Theater Markers have been filled. Once this occurs, any other captured Locations are placed in the Capitulation Hexes. If both Capitulation Hexes are filled, you win the game.

Locations in the Capitulation Hexes cannot be used for Recruiting units.

## Victory Conditions

There are two ways to win; Total Victory or Capitulation.

**Total Victory** is achieved when a player captures their enemy's Capitol. Total Victory signals the capture of the enemy's military leadership. This is the ultimate goal of the game, and the most difficult way to win.

**Capitulation** occurs when a player conquers 9 Locations. This player has conquered enough of the globe to force the enemy to halt the war, but they maintain

The first player to place Locations on all four edges of Theater Marker A triggers the Late War. To start the Late War, immediately complete these steps:

The triggering player adds their **Late War Theater Marker B** to their World Map. Choose a colored edge of the Theater Marker to place next to one of your conquered Locations on Theater Marker A. This strategic decision allows you to choose a Location that is no longer needed to win.

*The Player decides Forests will be difficult to win. The Player places Theater Marker B with the green edge next to one of their captured Forest Location Markers. Player A no longer needs a Forest Location during the Late War.*



- The other player must now place their Theater Marker B on the edge of one of their Locations on Theater Marker A. This player has fewer choices, a penalty for being forced into the Late War.
- In the rare case that the other player has no Locations on Theater Marker A to place their Late War marker, the game ends. This player has lost due to Capitulation.
- Combat and Turn order continues once both players have placed their Late War Markers.

### The Late War

In the Late War players must overcome cities and mountains to reach the enemy Capitol. Once the Late War begins, players may place Locations on Theater Marker A or B.

Location	Description	Best Units
Open	 Fields & Rural Lorraine, Manchuria	<u>Tank, Air</u>
Forest	 Woods & Jungles Ardennes, Phillipines	<u>Infantry</u>
Ocean	 Sea battles Med, Atlantic, Pacific	<u>Navy &amp; Air</u>
Open & Ocean	 Beaches & Islands Normandy, Iwo Jima (Use each units better combat value)	<u>Navy &amp; Tank</u>
Mountain	 Ranges & Cliffs Alps, Caucasus, Korea	<u>Special Units</u>
Cities	 Urban Populations Saint Lô, Stalingrad	
Capitol	 Enemy headquarters Berlin, Paris, Tokyo, Moscow	

## Move Locations

Move Locations to fill all 3 Combat Hexes. Locations come from the Location Pool in the order created during Set Up, with the following exceptions;

- A Location in the Pool can be moved to the front of the order by a player who cannot place a recently captured Location
- When a Capitol Location is unlocked, always place it at the front of the Location Pool.
- When a Location Marker remains in a Combat Hex as a result of a tied battle, shift it to the first Combat Hex before placing new Locations

## Recruit Units

Recruit the 6 Core Units of the ongoing war: Infantry, Tanks, Air, Navy, Militia and the Threat Marker. To recruit them, move them from the Depleted box on the game board to your Recruit box.

The first player may now choose to recruit **one additional unit** by exploiting a captured Location. The Recruit Card shows the cost to recruit a unit for the upcoming battle. To recruit the unit, you must have the matching Location available on your Theater Marker. Flip over the Location for the desired unit, then move the unit to the Recruit box. A Location hex can be exploited to recruit units once per game.

The second player may then recruit a unit. Players may only recruit one additional unit each turn. Players do not have to recruit the extra unit.

- If both players roll an **equal Combat Roll** and have an **equal number of MILITARY units**, the combat is undecided. The Location remains in combat for the next turn.

5. After resolving the Combat Roll, move all units from that combat to the Depleted Units Box.

6. Repeat these Combat steps for all three Combat Hexes.

After Combat has been resolved, Players check their World Map to determine if they have won or if the game continues.

## WORLD MAP

When directing global warfare, generals vie for vast areas of land and sea on their World Map. Theater Markers represent the strategic locations Players must control to win the war. Theater Markers are used to track Locations won in battle.

## The Early War

Oceans, forests and open plains must be controlled before invading the enemy homeland. This is done by matching Locations to the colored edges of Theater Marker A. The white edge matches any Location.

Locations won in combat must be placed on an available, matching color Theater Marker edge. If a Location is won, but there is not a matching edge available, the winner must place it at the end of the Location Pool. The winner may then choose a Location Marker in the Pool and move it to the front of the Pool.

## Resolve Combat

After all units are placed, start from the first Combat Hex and resolve combat in this order:

1. The first player uses their Spy (if present) to remove an enemy unit. Move both units to their Depleted Box.
2. The other player uses their Spy, if present, the same way.
3. Both players calculate the Combat Values of their remaining units. Include negatives for Weather, Anti-Aircraft values and all other combat affects.
4. Both players roll their Operations Die, and add or subtract it to their Combat Value. This generates a Combat Roll;
  - If one player's **Combat Roll is greater** than the other, and that player **has a MILITARY unit** present, the higher roll wins. The winner must place the Location on their Theater Marker.
  - If a player's **Combat Roll is greater**, but they have **no MILITARY unit** present, or no Theater Marker edge available to place the Location, the player cannot take the Location. Instead, place it at the end of the Location Pool. The player may then choose a different Location Marker in the Pool and move it to the front of the Pool.
  - If both players **Combat Rolls are the same value**, count the number of MILITARY units in the location. If one player has **more MILITARY units**, that player wins the Location.

## Place Threat Markers

Players announce the focus of their global campaign by placing their Threat Marker. Threat Markers are a Special unit. They cannot be redeployed by the Militia unit.



## Place Combat Units

Starting with the First Player, take turns committing recruited units by placing them one at a time in line with one of the three Combat Hexes.

- Each Player must place all their recruited units
- Players cannot initially place more than 3 units at any one location. The 4th combat square can only be used after all three Combat Hex have at least 3 units.
- Alternate placing one unit at a time. If a Player runs out of units, the other Player places all their remaining units.

## Combat Units

Each unit represents the global focus of the high command.

### MILITARY UNITS square markers

To win a Location, there must be at least one Military Unit present. The player with the most Military Units wins a tie in that Combat Location.

**Infantry** a concentration of non-mechanized army groups.



**Tanks** a push with armored and heavily mechanized forces. Tanks cannot be assigned to Ocean Locations.



**Air** is a concentration of major air power. Air is susceptible to anti-aircraft fire and poor weather.



**Navy** Battleships and transports. The Navy can be played on any Location. When placed on a non-Ocean Location, the Navy has no combat value, but allows the Sub to join that Location. The Navy with the Artillery unit is naval bombardment.



In Ocean locations Infantry and Artillery units can be paired with the Navy. To do so the Navy must be placed first.

**Subs** conduct espionage and defend supply lines as well as fighting Ocean battles. The Sub must be with the Navy unit to attack a Non-Ocean Location.



**Artillery** long range attacks and mobile bombardment. When placed in a combat where the enemy player has an Air unit, Artillery becomes Anti-Aircraft support. Artillery paired with the Navy, increases the value of the Navy unit representing coastal bombardment.



**Unique Military Units** Each country has a unique Military Unit representing their greatest global force:

• **United States** Bombers specializing in leveling cities. They are reduced by enemy Air and Weather.



• **Germany** Panzer tank armies that work well with most other units.



• **Japan** is initially the strongest navy in the war. The Imperial Fleet is a Navy unit and a force multiplier of Ocean units, but it is hindered like an Air unit.



• **Russia** The Red Army is a massive force accustomed to harsh weather and terrain.



### SPECIAL UNITS round markers

**Militia** reserve forces and armed partisans. Militia can relieve units, fight in defence and thrive in local terrain.



Militia allows a player to Redeploy a unit. When the Militia is placed, the player may take back one unit from the same Combat (except the Threat Marker) and return it to their Recruited units. The re-deployed unit must be placed back into any Combat during the unit placement step.

**Spy** espionage, sabotage and other tactics. The Spy eliminates an enemy unit in that Combat.



**Weather** reflects timing battles to ensure the enemy is suffers foul weather. Subtract weather Combat Values from each enemy Combat Unit. Weather units in the same combat each apply all penalties.

