

TACTICAL TECH

by Jacob R Wible

Rule Book



90 - 120



2 - 4



12 +

Index

Game Overview.....	1
Component List.....	1
Component Overview.....	2
Board Tile Anatomy.....	2
Special Card Anatomy.....	3
Research Card Anatomy.....	3
Faction Anatomy.....	3
Setting Up A Match.....	4
Board Layouts.....	4
Starting The Match.....	5
Playing The Match.....	5 - 7
Ending The Match.....	7
Tutorial.....	7

Humankind has advanced dramatically since the industrial revolution of commercialized outer space. With so many living off Earth, a new calendar was created: the Cosmic Almanac System, or "CAS". The current year is 64 CAS.

Factions either find abandoned mining facilities or build new facilities on asteroids. They build automated miners to collect the minerals and sell the yield to their investors back on Earth in order to buy the latest technologies for defending their assets. They purchase technologies such as tactical body suits and weapons, mech robots, nano-shield technology, autonomous sentry turrets, and even teleportation devices.



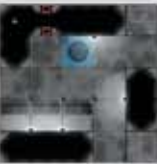












Legally, there are no governments controlling outer space, only special interest groups called Factions. These Factions are funded by governments and big tech corporations. They may get along with each other, if it's mutually beneficial, but they have only one purpose: mine the minerals, by any means necessary...

Game Overview

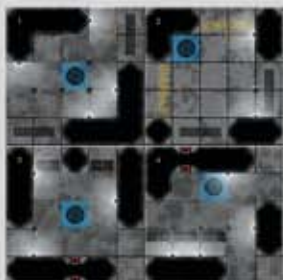
Greetings Commander, and welcome to Tactical Tech. Where players battle each other to control the asteroid mining operations scattered across the solar system. In Tactical Tech, each player controls one of the four Factions (Blue Atlantis, Red Dynasty, Green Henge, or White Tepe). Team up with another player, or go solo in a mission to defeat all opponents.

Starting at your Command, train Units and send them out to occupy new board tiles. Buy Miners to earn more Mineral Cards. Spend Mineral Cards to build up your Faction. Strategize how to destroy you opponent's Command. Once all opponent Commands have been destroyed, you win the match.

Component List

	x 4 Turn Boards		x 4 Commands
	x 20 Board Tiles		x 12 Miners
	x 10 Passage Tiles		x 12 Barricades
	x 16 Research Cards		x 12 Turrets
	x 74 Mineral Cards		x 12 Portals
			x 16 Fighters
			x 16 Shooters
			x 16 Mechs
			x 32 Shields
			x 12 Advanced Miner

Component Overview



Board Tiles

Each tile can be positioned however you like for the match, as long as one edge is connected. Tiles are controlled by Factions.



Faction Pieces

These pieces are used on the board tiles while playing. Each piece has its own function. There are four color sets.



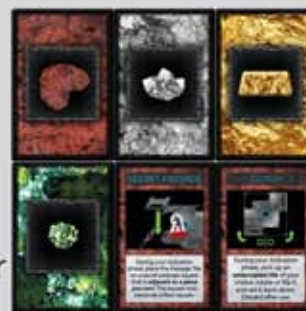
Player Menu

These are for reference when taking your turn, showing you what you can do during each phase.



Research Cards

These cards are permanent upgrades when purchased.



Mineral Cards

These cards are earned by either earning or selling. The type of card is received randomly. Use them to purchase. There are also **Special Cards** in the deck with unique functions.



Passage Tiles

These small tiles are placed on the board after the Special Card, Secret Passage, is played.

Board Tile Anatomy



- ① **Floor Squares:** Move, attack, and build. You cannot build Commands or Miners.
- ② **Mineral Square:** Move, attack, and build. You can build Commands and Miners here.
- ③ **Wall Squares:** Blocks movement, line of sight, and the ability to build.
- ④ **Secret Passage Square:** Behaves like a Wall Square. If a Passage Tile is placed on top, it becomes a Floor Square.



Passage Tile: Can only be placed on Secret Passage Squares, and it becomes a permanent Floor Square.

Special Card Anatomy



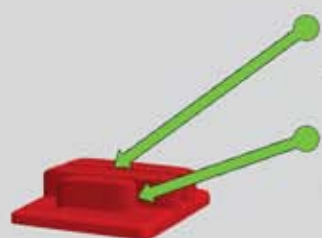
- ① Card Name
- ② Visual Aid
- ③ Primary Function:
During your Activation phase, place the Passage Tile on a secret passage square that is adjacent to a piece you own. The square now becomes a floor square.
- ④ Alternate Function: Iron card. Spend during the Purchase phase.

Research Card Anatomy



- ① Card Name
- ② Visual Aid
- ③ Card Function
+1 Unit Activation.
+1 attack range square for Mech.
- ④ Mineral Cost
Keep faced up. Do not discard. Limit 1 per person.

Faction Anatomy



Character Slot: Permanently install the Units and Structures.

Upgrade Slot: Attach and remove Upgrades during a match.



Command: *Structure.* Must place on a blue mineral square. Earns 1 Mineral Card. Grants Activation for 1 Unit. Attack Range 5 squares. It can attack once during your turn, and does not count as an Activation. Can be upgraded with a **Shield**. If destroyed, the owner is defeated.



Fighter: *Unit.* Moves 5 squares. Attack Range 1 square. Purchase the **Research Silver** card to allow the Fighter to partially use movement squares, then attack and/or play a special card, then continue using the remaining movement squares.



Shooter: *Unit.* Moves 4 squares. Attack Range 1 square. Purchase the **Research Gold** card to increase movement.



Mech: *Unit.* Moves 3 squares. Attack Range 4 squares. Can be upgraded with a **Shield**. Purchase the **Research Uranium** card to increase the attack range.



Shield: *Upgrade.* Attach to a **Barricade**, **Mech**, or **Command**. If attacked, remove the Shield from the piece. No Mineral cards given for selling upgrades.



Miner: *Structure.* Must place on a blue mineral square. Earns 1 Mineral card. Can be upgraded with the **Advanced Miner**.



Advanced Miner: *Upgrade.* Attach to a **Miner**. Earns 1 Mineral card. If attacked, remove the Advanced Miner from the Miner. No Mineral cards given for selling Upgrades.



Barricade: *Structure.* Can be upgraded with a **Shield**. Useful for blocking paths.

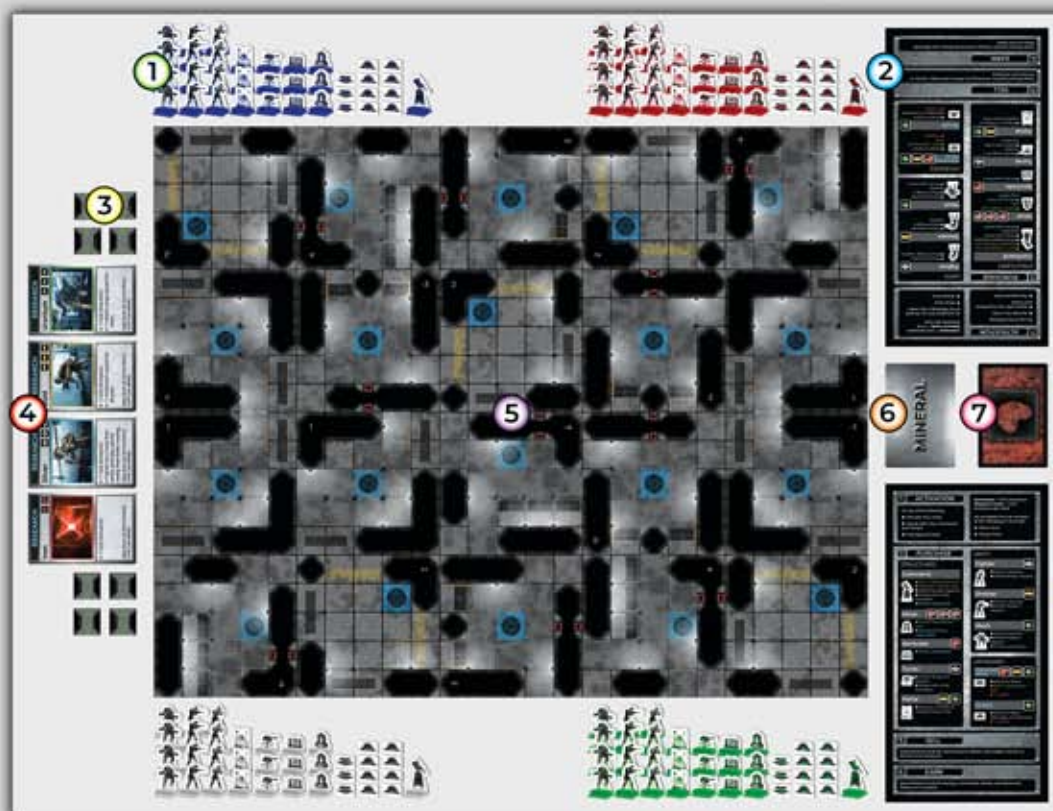


Turret: *Structure.* Attack Range 5 squares. It can attack once during your turn, and does not count as an Activation. Useful for attacking Structures and blocking paths.



Portal: *Structure.* Requires 2 **Portals** to allow instant Unit movement between the Portals. The square that a Portal is placed on does not count as a movement square when using the Portals. In a team match, teammates can use each other's Portals for traveling to both yours and theirs Portals. Opponents cannot use your Portals.

Setting Up A Match

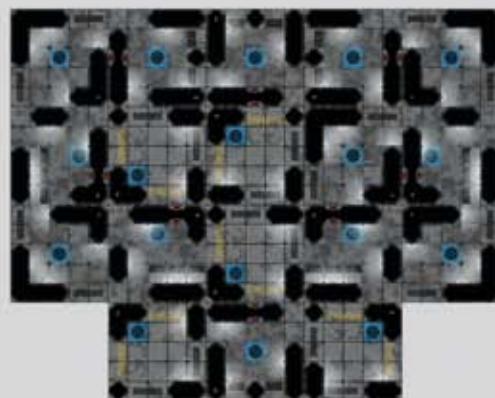


- ① Faction Sets
- ② Turn Boards
- ③ Passage Tiles
- ④ Research Cards
- ⑤ Board Tile Layout
- ⑥ Mineral Deck
- ⑦ Mineral Discard Pile

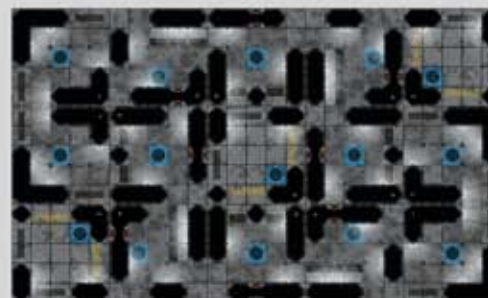
1. **Pick your Faction.** Pick a color, and place the pieces in front of you.
2. **Shuffle the Mineral Deck.** Then place the deck faced down and off to the side.
3. **Organize the Research Cards.** Stack each type separated out, faced up, off to the side.
4. **Passage Tiles.** Set these off to the side.
5. **Lay the Board Tiles.** See below.

Board Layouts

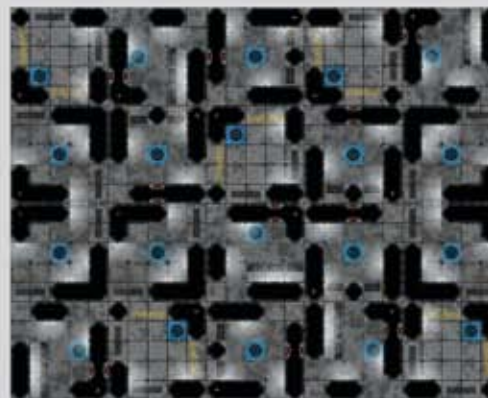
The 20 board tiles include five copies of the four types of board tiles. Organize the types into stacks to make the layouts easier to assemble. For beginners, use the layouts shown here. For advanced players, create a symmetrical or random layout.



Vesta Refining Facility
 Players: 3
 Skill: Beginner
 Length: 60-120 Minutes



Hygiea Mining Camp
 Players: 2
 Skill: Beginner
 Length: 45-90 Minutes



Ceres Central Station
 Players: 4
 Skill: Beginner
 Length: 60-120 Minutes

Starting The Match

1. Each player **draws 2 Mineral Cards**.

2. Decide who **goes first**.

3. Each player places the Command on any **blue mineral square** on any tile. This is your **Command Tile**.

Free-for-all match: the player to the left goes next. **Team match:** a player on the opposite team goes next.



4. After all players have placed their Command, in turn order, each player **places a Miner** on any blue mineral square on any tile that doesn't already have pieces on it, also known as an **Unoccupied Tile**.



5. After all players have placed their first Miner, each player **places a Fighter** on a floor square of their Command Tile.



6. **OPTIONAL:** For a faster match, each player **places a Portal** on a floor square of their Command Tile.

Playing The Match

On your turn, go through the four phases in the following order:

1. Activation:

Activate your Units, attack with your Turrets or Command, and play any Special Cards.

2. Purchase:

Spend your Mineral Cards on Units, Structures, Upgrades, and Research Cards.

3. Sell:

Remove pieces from the board in exchange for Mineral Cards from the Mineral Deck.

4. Earn:

Receive new Mineral Cards from the Mineral Deck.

Your turn has now ended.

1. Activation Phase

During this phase, you can do any of the following :

◆ Activate Your Units:

Your Command grants you activation of one Unit on the board. When a Unit is activated, it can either move once, attack once, or do both, in any order.



■ Move

A Unit can move diagonally and straight on floor and mineral squares, up to the max movement squares. All pieces block movement and sight on its square.

■ Attack

A Unit can only attack opponents, in a straight line, in one of the 8 directions from its position, across



floor and mineral squares, up to its maximum attack range squares. The selected direction must target the first opponent's piece, not one behind it. Remove the targeted piece from the board and give it back to the player. If the piece has an Upgrade attached to it, remove the Upgrade instead of the piece.

2. Purchase Phase

During this phase, you can purchase any of the following:

◆ Units: Fighter, Shooter, Mech

You must place Units on a floor square on your **Command Tile**. Two faction pieces cannot share the same square.

◆ Structures: Command, Miner, Barricade, Turret, Portal

You must place Structures on a floor square on a tile that already has at least one of **your** faction pieces on it. This is called an **Occupied Tile**. You cannot place Structures on a tile that has an opponent's piece on it. That is called **Contested Tile**.

◆ Upgrades: Shield, Advanced Miner

Attach a single upgrade to specific faction pieces, even while it's on a Contested Tile. No more than one upgrade per piece.

To Activate more Units, you need to purchase Research Cards. You can only Activate your own Units. You cannot Activate the same Unit twice.

◆ Attack with Your Command and Turrets:

Your Command and Turrets can attack once per turn. Activations are not used for this feature.

◆ Play Special Cards:

In the Mineral Deck, there are Special Cards that can be played, but you can only use the written function of the card during this phase.

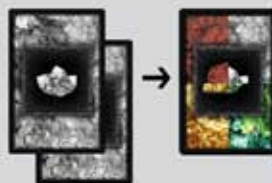
◆ Research Cards: R-Iron, R-Silver, R-Gold, R-Uranium

You can only purchase one of each type, a total of four types. Keep these faced up on the table in front of you.

The costs of Units, Structures, and Upgrades are located on your **Player Menu**. The costs of the Research Cards are located on the cards.



The **Special Cards** from the Mineral Deck can alternatively be used as an **Iron Mineral Card** during this phase.



Two of the same Mineral Card types can be use in place of any of one of the four Mineral types. This is called **Converting**. Cards must be converted while purchasing, and cannot stay in your hand. You cannot convert Special Cards.

3. Sell Phase

You can only sell the following Structures: **Barricade, Turret, Portal**, and **Miner**. When selling a Structure, remove it from the board and put it back in your set. Then **draw 1 Mineral Card from the Mineral Deck**.

If you sell a Barricade with a Shield attached to it, you do not receive a Mineral Card for the Shield. If you sell a Miner with an Advanced Miner attached to it, you do not receive a Mineral Card for the Advanced Miner. You cannot sell Units, Research Cards, or other players' pieces.

4. Earn Phase

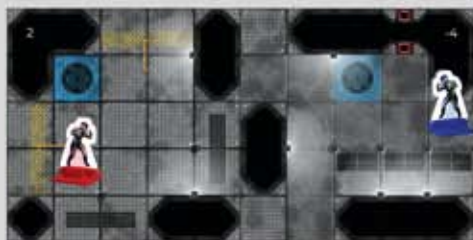
Your **Command**, each **Miner**, and each **Advanced Miner** on the board earn **1 Mineral Card each**. Draw from the Mineral Deck. Do not share with your opponents what you drew. There is no hand-limit for the number of cards you can have. Shuffle the discard pile if it runs out.

Ending The Match

The match ends and you are victorious when only you (or your team) still has your Command(s) on the board.

You are defeated when your Command is destroyed by an attack, or if you volunteer to surrender. Remove all of your Faction Pieces from the board, discard your Mineral Cards, and reset your Research Cards to the card type stacks.

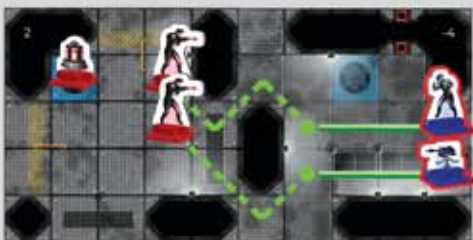
Tutorial



Early in the match, you will find yourself in a few standoffs between you and your opponents. This is normal as you are establishing territory.



Use the little time you have before combat to build more Miners and train more Units.



As you earn more Mineral Cards, purchase Research cards so you can Activate more Units during your turn.



Build Barricades and Turrets to block paths. This will help protect your high-value assets, such as your Miners.



Build a Portal near Command, and a Portal a couple tiles over. If it's a team match, build a Portal near the middle of the board so it benefits your team.



Pay attention to where players are positioning their pieces. They may be preparing to use a Passage Tile on a secret passage square.

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- ◆ and much more!

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