

Pocket Battle Games from TPS

Consolidated Addenda as of August 1, 2019

In General: All Games

Cards – Treat aces as a “1” for any purpose when drawn.

Activation - Clarification: At start, or when a joker is drawn and the deck is shuffled, it really makes no difference who draws the first card. Either side makes the next move based on the color of the card that is drawn.

Unless a specific game’s rules state otherwise, a unit may only Activate once per a specific Card Draw (CD). The same unit may Activate more than once in a turn however, using different CDs over the course of the turn.

#1 Rattenkrieg

No addenda to date.

#2 Nothing So Well Lost

No addenda to date.

#3 Fateful Days

In the first printing of the game, under Play, the 6th line, the bold text should read that a unit can only activate once per CD (not turn). This was corrected with the second printing

#4 Operation Pedestal

No addenda to date.

#5 A Hard Pounding Fight

The modifier for Infantry firing at non-adjacent units should be -2 (not +) and the Ross Artillery firing at an adjacent French unit +1 (not -1).

The French artillery marker enters play with the second wave (turn 2, not turn 3).