

Does the maneuver granted by the Warlord allow you to ignore other costs that are part of that maneuver? No. The Warlord can't grant a tactic whose costs can't be paid or restrictions aren't met. For example, the Royal Guard's tactic using the Royal coin, the Pitch Thrower or Vanguard tactic if not bolstered, or a siege tactic on an unholstered unit, etc.

What happens if I use the Warlord's tactic on my Footman, and I have two separate Footman units on the board?

If the Footman tactic is used, the second Footman also gets to maneuver, but only the chosen Footman unit is **shocked**.

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WAR CHEST™

SHOCK TACTICS EXPANSION

An expansion for War Chest by Trevor Benjamin and David Thompson for 2 or 4 players aged 14 and up.

COMPONENTS

This expansion contains:

20 Unit Coins

7 Unit Cards



Rearguard



Pitch Thrower



Raider



War Drummer



SETUP

Shock Tactics brings 4 new units and 3 alternative units to War Chest.

Add all the additional Unit Cards when randomizing your starting units or drafting.

The alternate units are designed to be an option to use with the existing unit coins provided for the Lancer, Marshall, and Footman coins. They are the Heavy Cavalry, Warlord and Vanguard, respectively.

To play with these units simply add them to the existing cards that you use for your draft or random set up. If you ever draw/deal both the alternate unit card and the original unit card for the same unit coin, place them together and draw an additional card to the pool. If you are dealing out a random set up the second card is always immediately dealt to the player that received the first one, then proceed dealing out cards normally until both players have 4 different unit cards.

The player that is dealt or drafts these cards chooses whether they wish to use the original or alternate version, and the unused card is discarded back to the box.

HOW TO PLAY WITH THE NEW CONTENT

The new units in **Shock Tactics** bring a new keyword to the game: **Shock**.

When a unit's tactic calls for you to **shock** a chosen unit, place all coins from the chosen **shocked** unit into their owner's discard.

This is not an attack and so does not trigger effects or restrictions like, for example, Pikeman's attribute, as well as any other interactions that refer to attacking or being attacked.

NOTE: Enemy units on fortifications cannot be **shocked**. This is true even if the fortification is not controlled by the player with the unit on that fortification. A Warlord can still use its tactic on friendly units on fortifications. Fortifications themselves cannot be shocked either.



FREQUENTLY ASKED QUESTIONS

Can my Heavy Cavalry move into a fortification with an enemy unit in it?

No. Units in fortifications cannot be shocked and the Heavy Cavalry can only end its move on the space where the unit currently sits if it can then shock it (and it **must** do so). If it cannot shock such a unit, it cannot legally move to that space. In all other respects the heavy cavalry must follow normal movement restrictions regarding fortifications laid out in **War Chest: Siege**.

Can the Heavy Cavalry move two spaces in a straight line even if there is no unit to shock in the final space? Yes.

Can the Heavy Cavalry move just one space and then Shock an enemy unit? No. It must move exactly two spaces, in a straight line, and its move must end where there is an enemy unit.

What happens when one of my units is attacked using the Siege Tactic of the Siege Tower and I control a Rearguard unit? And what is the timing of the Rearguards attribute? The Rearguard's attribute move happens after any effects triggered by the opponent's attack. It happens immediately after that. So the first Siege Tower attack happens, and the Rearguard moves, then the second Siege tower attack happens. Note that if the first move brings the Rearguard to a position where the Siege Tower could legally attack it with its second attack, it may do so. For the same reason the Rearguard could potentially move multiple times during a Berserker multi-attack.

What happens when the War Drummer has placed multiple coins on top of a bag in a single round? Place them in a stack. Draw the most recent one first. In effect the last coin placed is always the first coin drawn, then the preceding one, and so on.

Can I use the War Drummer to target an opponent, or my ally in a 4 player game? Yes.