RexiTab Rulebook

RexiTab means “King’s Game,” from the Latin rex for king and tabula for board.

Contents

1. Short rules / 1

2. Units / 2

3. Terrain / 8

4. Glossary / 9

1. Short rules

1. Units that do something besides moving must be revealed.

2. Bought units must be placed next to another friendly unit. Placement may be used as a normal attack by the bought unit. A purchase always takes a turn; all available units of one type may be purchased and placed in one turn for ¢3 credits.

3. Pieces may not move back and forth more than three times. A player loses if they cannot move or purchase a unit during their turn.

4. To prevent a rare deadlock caused by blocking terrain, a unit may commit five turns to remove one adjacent Wilderness tile from the game.

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



Flag

Rank 0 · Cost 0 · Quantity 1

Attack: None

Movement: None

Speciality — not affected by Forest: Cannot be purchased. Its player loses or is eliminated if it is lost. It is immune to riots, terrorism, and vendettas from City populations.



Spy

Rank 1 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality — not affected by Forest: Always wins against the enemy’s currently highest-ranked unit or units.



Runner

Rank 2 · Cost 1 · Quantity 4

Attack: One normal attack per turn

Movement: Any number of hexes in a straight line once per turn

Speciality: None.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



Scout

Rank 2 · Cost 1 · Quantity 4

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality: May reveal the identity of an enemy unit within circle range.



Sapper

Rank 3 · Cost 1 · Quantity 3

Attack: One normal attack per turn; may attack Bombs normally

Movement: One normal move per turn; may swap with any friendly Bomb

Speciality: Prevents enemy Bombs within circle range from self-detonating.



Bomb

Rank 1 · Cost 1 · Quantity 4

Attack: Defeats all attacking units except Sappers

Movement: None

Speciality: May self-destruct, killing itself and every adjacent unit, friend or foe. Cannot attack normally.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



Flyer

Rank 4 · Cost 1 · Quantity 3

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality: May traverse any terrain and receives +2 rank after occupying or passing Wilderness during its player’s turn. The bonus persists if it then moves onto Grassland and attacks in that same turn. A defending Flyer occupying Wilderness also receives +2. Attacking a target in Forest cancels the Flyer bonus.



Raider

Rank 1 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: One normal move per turn

Speciality: Gives its owner one credit for each enemy death within circle range.



Guardian

Rank 3 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality: Prevents adjacent units from beginning their turn or placing purchased units. A blocked attempt reveals the blocked unit and ends the enemy's turn. Nullifies the effects of enemy guardians on friendly units in circle range.

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



Priest

Rank 5 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: One normal move per turn

Speciality: May attempt to turn an enemy unit to the Priest’s side. The enemy must be lower-ranked or the Priest is lost.



Chariot

Rank 6 · Cost 1 · Quantity 3

Attack: Three normal attacks per turn

Movement: One normal move per turn

Speciality: None.



Twins

Rank 7 · Cost 2 · Quantity 2

Attack: One normal attack per Twin per turn

Movement: One normal move per Twin per turn

Speciality — not affected by Forest: Both Twins may be used each turn. If one Twin is lost, the other is lost as well.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



General

Rank 8 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: One normal move per turn

Speciality: None.



Archer

Rank 2 · Cost 1 · Quantity 3

Attack: One normal attack per turn

Movement: One normal move per turn

Speciality: May safely strike with its effective rank +3 any unit within circle range without moving, provided neither Archer nor target moved in the last unit turn of that player.



Portal

Rank 1 · Cost 2 · Quantity 2

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality: May transport any adjacent friendly unit to an unoccupied hex adjacent to any other friendly Portal.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

2. Units



Wizard

Rank 1 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: One normal move per turn

Speciality: Grants +2 rank to all friendly units within circle range. Multiple friendly Wizards can stack their bonus.



Engineer

Rank 1 · Cost 3 · Quantity 1

Attack: One normal attack per turn

Movement: Two normal moves per turn

Speciality — not affected by Forest: May move a top terrain tile beneath or adjacent to it one hex. No units are moved with terrain. Engineer may cross all terrain.



Wheat

Rank 0 · Cost 0 · Quantity 4

Attack: None

Movement: None

Speciality — not affected by Forest: Cannot be purchased. Placed by the enemy as a normal unit. Defeat grants the attacker 1 credit. The wheat piece must immediately be placed again by the enemy next to one his units.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

3. Terrain



Wilderness

May not normally be traversed or occupied. Any unit occupying Wilderness that cannot traverse Wilderness is destroyed.



Forest

Normally, no speciality may be used by a unit in a Forest or on a unit in a Forest. A unit in a Forest may make only one move or attack. Once per Forest tile, a player may spend a turn to secretly swap any two adjacent units on or next to that Forest.



Road

A unit ending a turn on a Road may take one additional turn with that same unit, and only one. The additional turn may be skipped.



City

Any destructive strike in a City, successful or not, or any death caused in a City causes civilians to destroy one other unit belonging to the responsible player, chosen by an opposing player.



Grassland

Normal terrain with no rule modifications.

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED

4. Glossary

Adjacent or one normal move

One of the six hexes sharing an edge with the starting hex.

Circle range

Up to three hexes in non-straight directions, but only two hexes along a straight ray.

Straight line

Hexes reached without changing one of the six movement directions; occupied and impassable hexes block the line.

Normal attack

An attempt to enter or place onto an enemy hex. The surviving unit remains on the attacked hex.

Secret swap

The owner privately switches two eligible units without confirming to opponents whether the switch occurred.

At any time

During one of your own turns, before or after movement, where the relevant rule permits it.

REXITAB

COPYRIGHT © 2026 Martin Clemens Bloch. ALL RIGHTS RESERVED