Game Design：Satochika DAIMON

軍師軍略

Strategist Strategy

Ages 14+

2 Players

45 min.

The Story

"Even I couldn't have predicted such a fateful encounter…"

Two renowned strategists, both former students to the same master. Suddenly on opposing sides, each must put everything they have learned into practice to protect their countries.

A strategist, however, never sets foot on the battlefield.

Instead, they rely on information from fleet-footed messengers to form plans and send instructions to the shogun in the field. Now it's your turn to take on the challenge—utilize delay in commands reaching the field to outmaneuver your opponent!

You'll start by creating your battle formation using the 3 types of military unit tokens, and then the game begins. How will you use your formation to your advantage and win the battle?

The key to victory lies in your use of Chained Commands. These allow you to use a single command for multiple units in a group, increasing its range and effect. Pay great heed to the coordination of your forces, and avoid dividing your formations.

Components

A4 Game Board x1

Rulebook x1

A4 Summary Sheet x1

Military Logistics Points Markers x2 (1 per color)

Fences x8 (4 per color)

Command Cards x14 (7 per color)

Move Cards x3 per color

Shoot/Reorient Cards x2 per color

Reinforce Cards x1 per color

Set Fence Cards x1 per color

Infantry Units x10

Infantry Shields x10

Archer Units x8

Cavalry Units x6

Shogun Markers x24

Tokens x58

Advanced Rules Components

Advanced Rulebook x1

Advanced Command Cards x14 (7 per color)

Basic Command Link Sheets x7

Rikutoh Command Link Sheets x6

In this game you'll be sending commands to the battlefield as a *gunshi*—a military strategist.

The position of gunshi (軍師, military strategist, tactician) has existed in China and Japan since ancient times. The gunshi is the mind behind the strategy and tactics of war. However, no position similar to this existed in the Western world until the advent of the modern *general staff.*

As far as the game designer Satochika Daimon's research shows, although there is a Wikipedia article titled *Military Strategy*, there are no entries along the lines of Military Strategist or Gunshi.

A gunshi famous for his role in history is Zhuge Liang (諸葛亮孔明). He served as military strategist during the Three Kingdoms period (see the film *Red Cliff* for modern adaptation). Another well-known gunshi is Zhang Liang (張良), who served as Liu Bang's (劉邦) right-hand man during the rebellion against the Qin dynasty. Many gunshi also appeared in the 16th century Sengoku period in Japan; notably Hanbei Takenaka and Kansuke Yamamoto.

Despite having more authority than a king or shogun in war, a gunshi did not stand on the front lines. Their fighting was done by sending orders by letter from afar, sometimes even from their homeland.

In wars without heavy or modern weaponry, the moral of soldiers to be the weapons was handled with great importance. A high-ranking person fighting on the front lines alongside the soldiers gave them the courage they needed, kept morale high, and had a large impact on the outcome of the battle—Alexander the Great, the most successful military commander in history, is said to have fought alongside his generals on the front lines.

Therefore, the gunshi were a special presence, as they were a lower rank than kings and shoguns, forgoing the front lines to give only orders— A gunshi never sets foot on the battlefield.

In this game, you'll play the gunshi sending orders to the field from their home country, allowing you to experience the fun of reading your opponent in battle, and the knack for command you'll need to determine your advantages at the battle formation stage.

Experience a world where you can control the entire battlefield in the palm of your hand!

A gunshi is a person who serves in the military to assist the sovereign or general in directing the strategy of the army. Such a role was found in East Asia many centuries ago in the military, but it did not exist as a system in Europe until the establishment of the general staff system in the modern military. A gunshi is also called a strategist or a tactician.

Unlike general staff in the military system of Western Europe, gunshi had an equal or even slightly higher position in relation to military commanders, and were guests of honor (key figures) and advisors. On occasion they were treated as the advisor to the sovereign, and sometimes were even accorde a status higher than the sovereign.

-- Translated from: Wikipedia, the free encyclopedia

Game Overview

This two player strategy game takes the basics of chess and shogi, and mixes them with hand management and bluffing mechanics that make identifying and taking down your opponent's *Shogun* piece much more than pure strategy. There are several things that make *Gunshi: The Art of Strategy* unique:

- You'll start by choosing where to place your tokens—you can set up your formation however you like. Players take turns to choose and place a Unit, so **you can counter your opponent's formation even as you make your own**.

- There are **only 3 types of Unit** token so the maneuvers are easy to pick up.

- When your initial formations are decided, both players secretly choose which of their Unit tokens will be their *Shogun*—the piece that, **like the king in chess,** will bring you victory if you can capture it. However, **you don't know which of your opponent's pieces is their Shogun**, so you have to ignore their bluffs and intuit which piece it is.

- On your turn you will choose Command cards to control your Units. However, your **Commands take time for the messengers to run to the battlefield,** so although you can lay up to 4 cards down in preparation, only 1 Command will be carried out per turn. Your opponent's next command might put a hole in your strategy and cause you to use your next Command differently than originally planned.

- There's enough flexibility in how you use the Command cards that all is not lost if your opponent's move was unexpected. A **Chained Command allows you to move 2 or more Units** at once, if they are the same type of Unit, and lie horizontally or vertically adjacent to one another.

    - For example, you could move 3 Infantry Units that are in a horizontal line forward 1 space, or have multiple Archer Units shoot at once. **The key to winning is setting up a flexible and chainable formation** that can demolish your opponent's lines.

Designed to mitigate the unsatisfying elements experienced in other strategy-simulation games, this deep strategy game for two players will give you a real taste for the role of a gunshi.

Winning the Game

When a player achieves one of the following, the game ends immediately and they win!

1. A player **removes their opponent's Shogun Unit** from the board.

    - After you've made your formation (see the next page), you'll choose one of your Unit tokens to act as your Shogun. If this piece gets taken off the board you lose the game, so you must protect it. However, your opponent won't know which piece you selected, so you must find the balance between protecting it and keeping your opponent guessing.

2. A player moves a **third Unit onto their opponent's Invader Spot**.

    - If you move one of your Units all the way to your opponent's Home Territory spaces marked with a + (their back line), you may choose to move that piece into their Invader Spot. Move 3 or more Units into your opponent's Invader Spot and you win.

Surrendering
You may surrender at any point during the game. Declare your surrender to end the game immediately.

Setup

Command Row
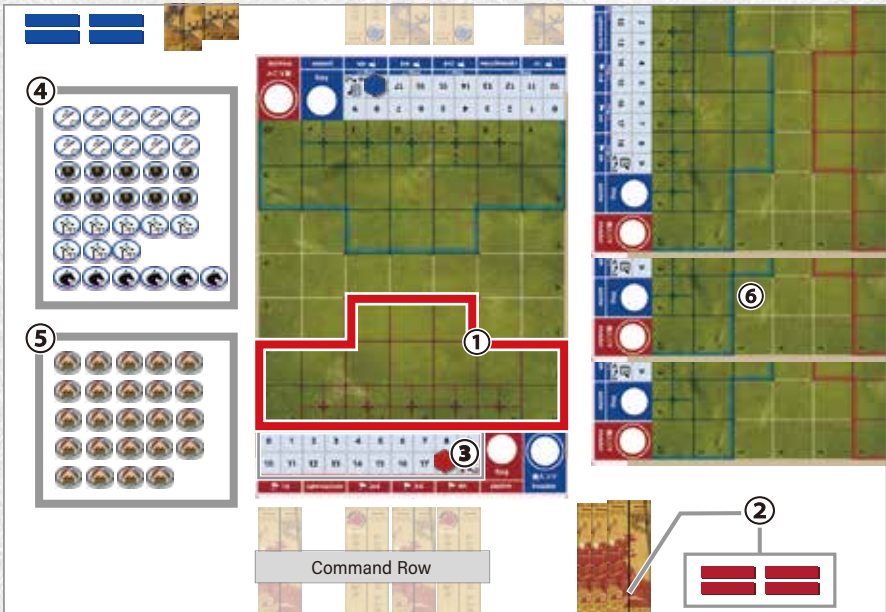
① Red always goes first. After deciding which color you will play (using any method you prefer), lay the board out so you are opposite each other with the **correct color Home Territory** closest to you.

② Take the **4 Fences and 7 shuffled Command cards** that match your color and put them to the side of your Home Territory.

③ Take the **Military Logistics Points marker** in your color and place it on **space 18** on the Military Logistics Points Track.

④ Place all **34 Unit tokens** next to the game board within easy reach of both players. This is called the Reserve.

⑤ Lay all **24 Shogun markers** next to the board within easy reach of both players.

⑥ Lay the **A4 summary sheet** and the summaries on the back of this rulebook and the advanced rulebook in view of both players.

The setup continues in two more stages. Procede to *Create Your Battle Formation* and *Choosing Your Shogun and Card Order* over the next two pages.

Create Your Battle Formation

Both players must choose which Unit tokens to place in their Home Territory to start the battle with. You'll **take turns to spend Military Logistics Points to send 1 Unit at a time to the battlefield.** See page 6 for the characteristics of each Unit.

Choosing Your Shogun & Card Order

After finalizing your battle formations, both players secretly choose which of their Units will be their Shogun Unit, and then set the order that their Command Cards will come into their hand.

First, **choose the Unit on your board that you wish to designate as the Shogun**. Then, to finalize your decision, place a Shogun marker in your Shogun Marker Spot:

The 24 Shogun markers have the same alphabet letters marked on them as the Unit tokens, so find and take all of the Shogun markers with the same letters as the Units that you placed in your Home Territory. Arrange your Shogun markers face down in front of you, and put the one with the letter that matches the Unit you chose as your Shogun face down in your Shogun Marker Spot. Move the remaining markers aside.

- The player that removes their opponent's Shogun from the board is the winner.
- If your own Shogun is taken by your opponent, declare your loss and reveal your Shogun Marker to end the game.

Playing the Game

Now that your formations are complete, **it's time to take control of your Units** by laying Commands out and aiming to defeat the opposing Shogun or get a third Unit to invade.

On your turn, you will maneuver your Units by using the Command card you'd laid out in preparation, then lay your next Command card(s). There is a turn summary on the back of the advanced rulebook—Keep it close at hand to refer to during the game.

On your turn, you'll carry out the following steps in order:

1. **Units Follow Orders:** Your Units take the action on the first Command card(s).
2. **Send New Commands:** Add new Command cards to the end of the Command Row.
3. **Lightning Command** (optional)**:** Spend 6 Military Logistics Points to expedite the second Command in the row and act twice next turn.
4. **Re-Supply:** Draw back up to 3 cards in hand and replenish Military Logistics Points.
5. Opponent's Turn.

Starting with the red player, take turns to choose **1 Unit or Fence** from the Reserve to place anywhere within your Home Territory.

Place your selected piece, reduce your Military Logistics Points by its cost (see below), and then the blue player chooses a piece.

Choose a piece to place

Repeat this process until both players have spent all their points and have created their starting formations.
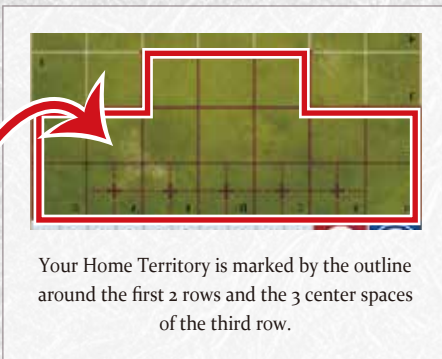
Your Home Territory is marked by the outline around the first 2 rows and the 3 center spaces of the third row.

You may choose from all 3 kinds of Unit as long as your Military Logistics Points allow, and you may place Fences *anywhere* within your Home Territory during this part of setup. Your Military Logistics Points Marker starts on **space 18** of the Military Logistics Points Track.

Each type of Unit and the Fences have a cost to place on the board. When you place one, reduce your Military Logistics Points by the following amount each time:

> **Fences:** 1 Logistics Point
> **Infantry Units:** 2 Logistics Points
> **Archer Units:** 3 Logistics Points
> **Cavalry Units:** 4 Logistics Points

Example: You have 18 Military Logistics Points and you spend 2 to place an Infantry Unit on the board. You now have 16 Military Logistics Points left.

Once both players have used up all their Military Logistics Points, or if neither player has enough points left to use on the remaining Units/Fences, this step is complete. **Both players must use as many of their available Military Logistics Points as they possibly can.**

## Things to Remember for Your Battle Formation

- Fences may be placed anywhere within your Home Territory during this step. However, during battle Fences must be placed next to an Infantry Unit, so take advantage of this initial freedom.
- Units may be placed in any orientation. They can face to the side or back if you wish, but you cannot change their orientation or placement once you've put them in their spot.
- Chained Commands allow Units of the same type to all act on a single Command card, so your formation will benefit if you can keep the same kinds of Unit together.
- Infantry Units have a shield (see page XX), Archers can shoot for a ranged attack, and Cavalry can move forward as many spaces as are open in front of it, and even jump 1 of your own pieces.

1. Units Follow Orders

Your Units take the action on the first Command card(s).

a) Carry out the actions on the leftmost Command card in the Command Row (see below for the details of each action in *Command Card Overview*). Once you have moved your Units accordingly, return the card to the bottom of your deck, face down.

b) If you have a Lightning Command active (see page 10), resolve this card as well after resolving the first Command card. Then return the card to the bottom of your deck, face down.

c) Now slide the remaining Command cards in the row to the left, so the card in second position is now the next card to be carried out. (The card in the second position moves to first, the card in third position moves to second, and so on.)

Skip this process on your first turn as you do not yet have any Command cards in position. Move to step 2, Send New Commands (page 10), to send your first Command cards to the field.

Resolve this card, then return it to the bottom of your deck.

Slide your Command cards to the left
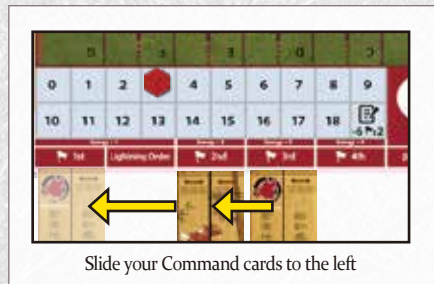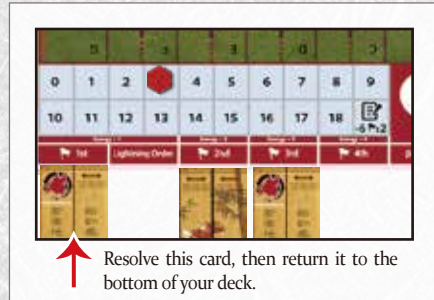
You **must** resolve the effects of your card(s) in the first position if you are able to. For example, if a Move card is next, you must move at least 1 Unit.

However, if you have a Fence card next, but no Fences remaining or no Military Logistics Points, you cannot resolve it so nothing happens.

Command Card Overview

This game takes inspiration shogi and chess, but instead of being able to move pieces freely, you must use the Command cards, set several turns in advance.

Your role as a military strategist is to send commands to the field from afar, and watch the battle unfold as the shogun carries out your orders. It takes time for your commands to reach them, so the Command cards you set won't be used right away.

You will need to strategize for that by utilizing the Command cards in harmony with your predictions of what will happen on the field; maneuvering your Units flexibly, as determined by the card order.

There are 4 types of Command card:

Move, Reorient/Shoot, Reinforce, and **Build Fence.**

Each type of Unit has its own maneuvers per Command card. The following section and the A4 summary sheet explains each one.

The direction each Unit is facing determines the area in which it can perform actions. The ▲ on the Unit token points its current forward direction.

Move and Attack Cards

Choose a Unit on the board to move.

You may move the Unit(s) according to the movement range of each type, detailed below.

When you move a piece, it must finish its move facing the direction of travel. This rule affects the Reorient card so remember to always leave a Unit facing the correct ▲ direction.

If you move your Unit onto an enemy Unit's space (making an attack) you can remove the enemy Unit from the board.


You may also move your Units into your opponent's Invasion Zone (the spaces with the + symbols) and optionally move that Unit onto the Invader Spot.

If you choose to Invade, remove your Unit from the board and place it on the enemy Invader Spot. Placing 3 or more of your Units here results in your victory.
However, your Shogun cannot be moved to the Invader Spot (although it may move in and out of the Invasion Zone).
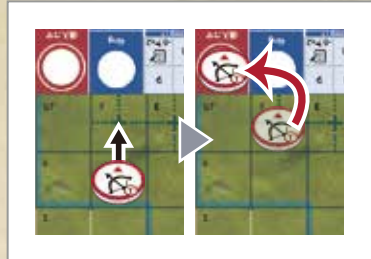
Infantry Movement
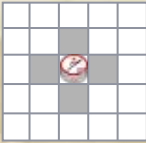
Infantry Units may move **1 space forward, backward, left, or right,** regardless of the direction they face.

Infantry Units also have a Shield—place an Infantry Shield underneath to make a two-high stack.

When an Infantry with a Shield takes an attack from a Move or Shoot action, only the Shield is removed, but the Infantry remains on the board.

The attacking Unit does not move onto the Infantry Unit's space on this maneuver.

However, a **Cavalry** can remove both the Shield and the Infantry Unit in one attack.

If an Infantry with a Shield equipped moves into the Invader Spot, the Shield also counts as a Unit. This means **an invading Infantry with a Shield counts as 2 Units on the Invader Spot**.
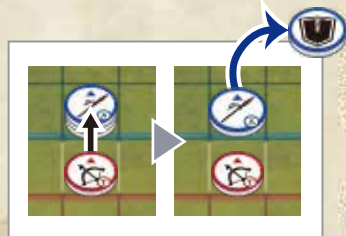
Archer Movement

Archer Units may move **1 space forward, backward, left, or right,** regardless of the direction they face.

Cavalry Movement

Cavalry Units may move **forward as many spaces as are open in front of it,** and may **jump 1 of your own Infantry or Archer Units.** However, an opponent's Unit or Fence will halt the Cavalry.

They can also move **1 space to the left or right, but not backwards,** so keep an eye on the ▲ direction.

A Cavalry Unit is strong enough that it can defeat an Infantry Unit with a Shield equipped in one movement. If your Cavalry moves onto an opponent's Infantry, remove **both the Shield and the Infantry Unit** at the same time.

Cavalry Units **cannot jump opponent Units or Fences**. Nor can they jump 2 or more of your own Units, or another Cavalry Unit.
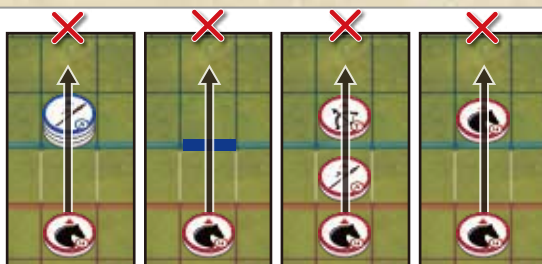
Reorient or Shoot Cards

You may **change the direction** of your Unit(s) or have your Archer Unit(s) shoot for a ranged attack. Choose one of the following actions for your Unit(s) to carry out:

Reorient

Change the direction that a Unit is facing. You may choose to rotate them by 90, 180, or 270 degrees. All 3 types of Unit can be reoriented, and this can **change their range** of attack and movement.

Shoot

Perform a ranged attack with your Archer Unit(s). It can hit the **2 spaces directly in front of itself, the 2 left and right spaces diagonally in front, and the spaces either side of itself.** The Archer's range depends on the direction it faces.

If an enemy Unit is within range of the Unit(s) that are shooting, you remove the enemy Unit from the board. If the target of a single ranged attack is an Infantry with a Shield, **only the Shield** is removed.
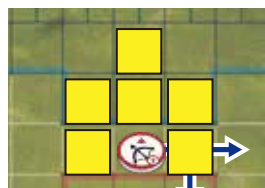
Yellow areas show which spaces the Archer can shoot in this orientation.

Build Fence Cards

Pay 1 Military Logistics Point to place a Fence on the board. The **Fences must be placed by an Infantry Unit,** even within your Home Territory.

To build a Fence, you must have at least 1 available that isn't already on the board, and at least 1 Military Logistics Point. If you do not have available Fences or Points, nothing happens.

Placing Fences

Reduce your Military Logistics Points by 1 and place a Fence on the line near your Infantry Unit either directly to the left or right, diagonal to the front left or right, or directly in front.

You cannot place a Fence on a space where an opponent's Unit is adjacent.

*You cannot use Build Fence with an Archer or Cavalry Unit.
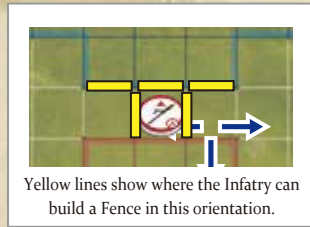
Yellow lines show where the Infatry can build a Fence in this orientation.

Utilizing Fences

Fences are an obstacle to Cavalry movements, and block arrows from Archers. Use them to restrict the movements of your opponent.

No Unit can pass through an opponent's Fence. Cavalry may move forward any number of spaces, but must come to a stop in front of an opponent's Fence.

Your own Cavalry and other Units may pass over your own Fences.
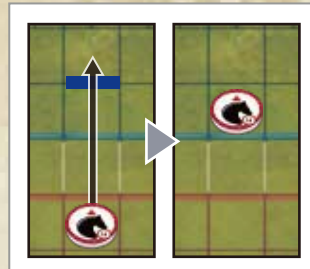
When you move a Unit into a space with your opponent's Fence(s) adjacent to it, you remove all the Fences.

The removed Fences return to the owner and can be used again later.

Your own Fences do not limit your own Units' movements or attacks in any way. Only your opponent is blocked by your fences.

If an Archer is facing a Fence head on, **it cannot reach enemy Units placed behind its Opponent's Fence.** However, if the Archer's direction is *in line* with the Fence, it can shoot past the edge.

Reinforce Cards
(Military Logistics Point Cost Applies)

Pay Military Logistics Points to add **1 Unit** from the Reserve to your Home Territory. You may place it on any space within your Home Territory, facing any direction.

Once you have placed your new Unit, reduce your Military Logistics Points by the following amount, depending on which Unit you chose:

	Infantry	Pay 2 Military Logistics Points (Stack on top of a Shield token)
	Archers	Pay 3 Military Logistics Points
	Cavalry	Pay 4 Military Logistics Points

Chained Commands

When you move a Unit, change its direction, or have it attack, **if the Units to the front, back, left, or right are the same kind of Unit**, you may also have them carry out the same Command. This is called a Chained Command.
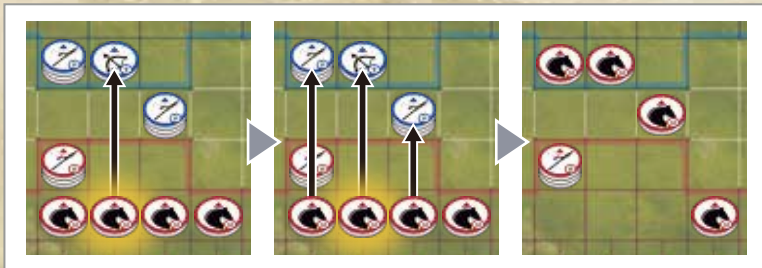
- You may choose which of the Units adjacent to each other carry out the Command—not all of the Units in the group need to act.
- **Only Units adjacent to the original Unit** performing an action may use a Chained Command. A Unit next to an adjacent Unit cannot be given a Chained Command.
- The range of each Unit depends on its orientation.
- Chained Commands can also apply to Shooting and Fence placement cards.

! Things to Remember About Units

Invasion

When you get to the opponent's Invasion Zone, you can choose whether or not to invade. You can win the game by getting 3 Units onto your opponent's Invader Spot. You may also simply finish your move without invading. A Shield counts as 1 invader. The Shogun **cannot** invade, even if it enters the Invasion Zone.

Infantry (Cost: 2)

Stack your Infantry Units on a Shield token. When an Infantry takes an attack, the Shield is removed and it can take another hit. Infantry are the only Units that can build Fences.

Archers (Cost: 3)

These Units can use the shoot action to make a long-ranged attack.

Cavalry (Cost: 4)

These Units can move any amount of spaces forward until stopped by an opponent piece. They can remove a Shielded Infantry Unit in a single attack.

They can jump over 1 of your own Infantry or Archers at a time. They cannot move backwards.

Fences (Cost:1)

An Infantry Unit may use the Build Fence action to place a fence on the lines between spaces on the battlefield. The Fences block opponent movement and arrows. Your own Fences do not block your own Units. When you move into a space with your opponent's Fence, you may remove all Fences on the adjacent lines.

2. Send New Commands

Add new Command cards to the end of the Command Row.

Choose **at least 1** Command card from your hand to place the Command Row. You may place the cards you choose in any order, but you must always place them from the first available spot on the left, and in alternating face down/face up order.

The first card you place at the beginning of the game should go **face down.** Then, continue to place cards facing up, down, up, etc. throughout.

If the card you placed at the end of your turn was face up, on your next turn you must continue the pattern and place the next card face down.

You must place at least 1 Command card on your turn.

Place your next card in the 4th position, face down.

You may only place up to 4 cards in the Command Row on your turn, including a Lightning Command card. Once you have placed a fourth card, you may not place another.

You cannot change the order of the Command cards you have placed in the Command Row.

Why Place the Cards Alternating Face up and Down?

Intel is critical in times of war. In times of old, and even now in the present, spies have been sent into enemy territory to glean information in any way possible. **As the strategist in your army, you have access to the information your spies are sending you,** so you can see half the maneuvers that your opponent is planning. Utilize the intel you receive from your opponent to build a successful strategy.
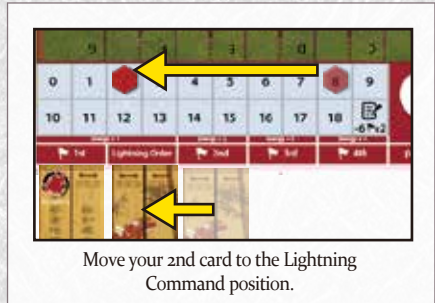
3. Lightning Command (optional)

Spend 6 Military Logistics Points to **expedite the second Command in your row** and act twice next turn.

This is an optional step during your turn. You may spend 6 Military Logistics Points after laying your Command cards to expedite one of them.

Take the Command card in the second position and place it in the Lightning Command position, next to the first position card.

You can then play your Lightning Command as well as the first position card **next turn** when you have expedited a card this way.

In other words, a Lightning Command allows you to maneuver twice during your next turn.

Move your 2nd card to the Lightning Command position.

4. Re-Supply

Draw back up to 3 cards in hand and replenish your Military Logistics Points.

a) Draw cards from the top of your deck until you have 3 cards in your hand.

b) Then, regain your Military Logistics Points based on how many cards you have laid in your Command Row. The guide above the Command Row tells you how many points to regain.

For example, if you have 3 Command Cards in the row, you increase your Military Logistics Points by 3.
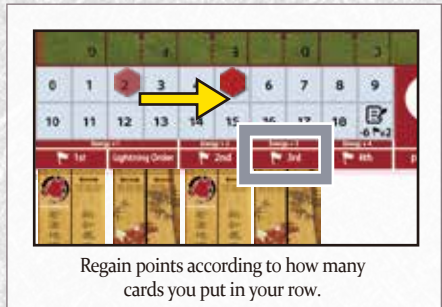
Regain points according to how many cards you put in your row.

5. Opponent's Turn

Now the next player takes their turn, starting from *1. Units Follow Orders.*

Important Things to Remember

When creating your initial formation, you must spend as many Command Points as you can. You can only start the game leaving 1 Command Point if you have no Fences to place.

When creating your initial formation, you may place your Fences anywhere within your Home Territory. During the game, you can only place them using Infantry Units, within the permitted range.

Fences	Your own Fences will never interfere with your own Units.
Fences	You cannot place Fences adjacent to a space an enemy Unit occupies.
New Commands	You may only place up to 4 Command Cards in the Command Row (including the Lightning Command). You cannot place another if there are already 4 cards.
New Commands	You may check your own face down Command Cards in your Command Row at any time.
Command Cards	You must carry out the actions of your Command Cards during 1. Units Follow Orders if you are able to. You cannot skip an action voluntarily. For example, if a Move card is first in the row, you must move at least 1 Unit. However, in cases such as having 0 Fences when a Build Fence card is next, or having 1 or fewer Points for a Reinforce card, you cannot carry out the effect so nothing happens.
	If you must use a Reorient or Shoot card, try turning an Infantry Unit, as its direction has little effect on its ability to attack.
Invasion/Move	By moving a line of 3 Cavalry using a Move card and a Chained Command straight into the Invasion Zone and then choosing to remove them from the board to put in the Invader Spot, you can win the game.
Reinforce	You may only ever gain up to 1 Unit from a Reinforce card. Even if you have 8 Command Points (enough for 2 Cavalry), a single Reinforce card would only allow you to take 1 Cavalry from the Reserve to add to the board.
Chained Commands	You can only use Chained Command on the Units directly left and right, up and down adjacent to the original Unit performing the Command action.
Chained Commands	A Chained Command doesn't just apply to movement, it can apply to shooting or Fence building as well. However, each Fence built will still cost 1 Command Point each.
Misc	Once you have carried out the actions on a Command card in 1. Units Follow Orders, you place the card at the bottom of your deck. This is always the case, and the deck is never shuffled. This means that the order of your deck will remain the same, and the cards will come into your hand in the order you put them in your deck.
Misc	You may check the cards in your deck at any time during the game. However, you may not change the order.

Credits

QR Code

Logo

Special Thanks

Website

Chained Commands Summary /

- When activate a Command card, the "same type of Units" above, below, left and right of the selected the Unit can perform the same action.

- You can choose to act on the Chained Commands or not at your discretion.
  You can even link only some of the Unit(s) together.

- Chained Commands can be used even if Unit(s) are oriented differently.
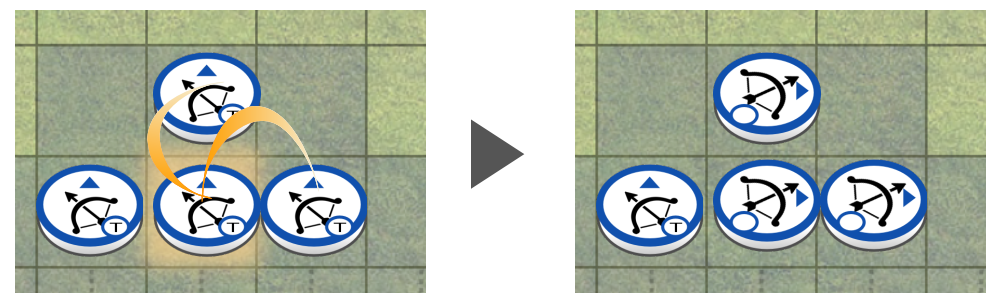 However, the action range to be taken depends on the orientation of each Unit(s).

Move

The direction of movement is the same for all chained Unit(s).

However, the range of movement depends on the direction of each Unit(s).

If a forward-facing cavalry move forward, they can choose to move any distance each Unit(s).
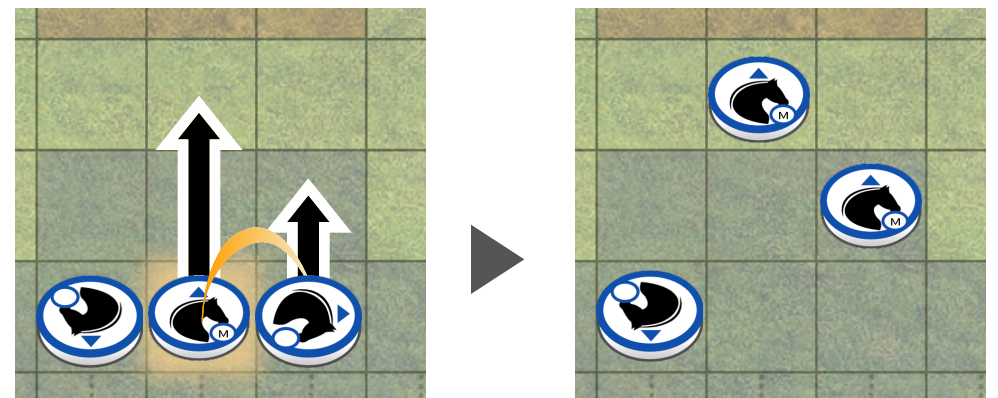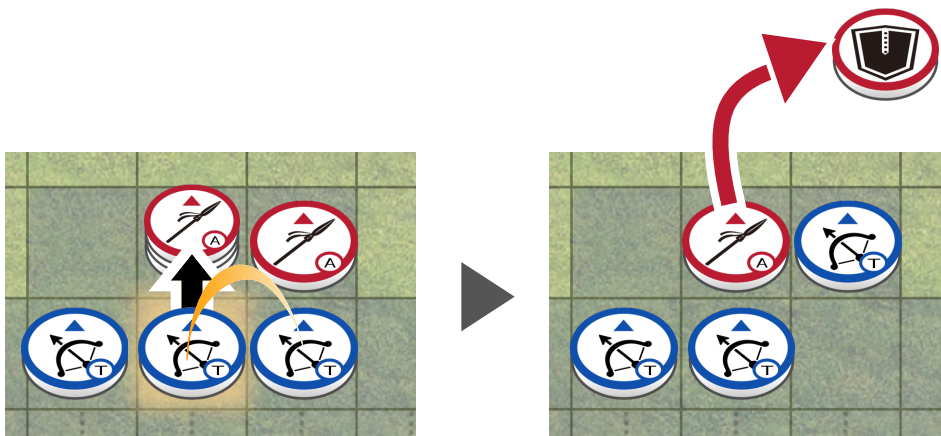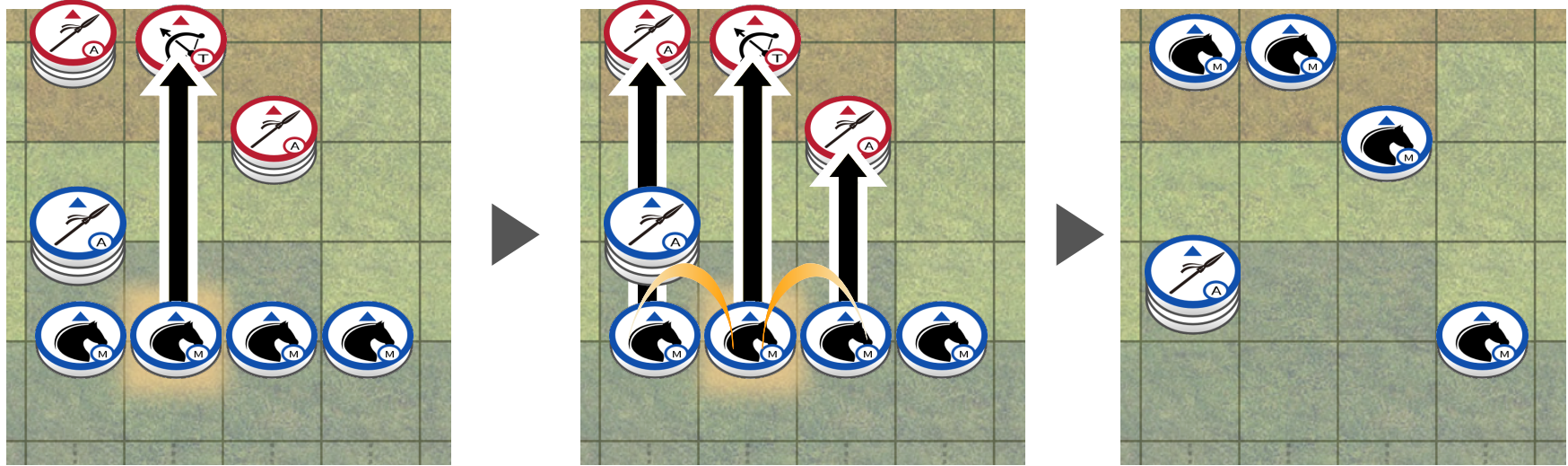
Reorient

Chained Unit(s) must point in the same direction.

Shoot

Each Chained Unit can fire at a different target.

The firing range depends on the direction of each Unit.
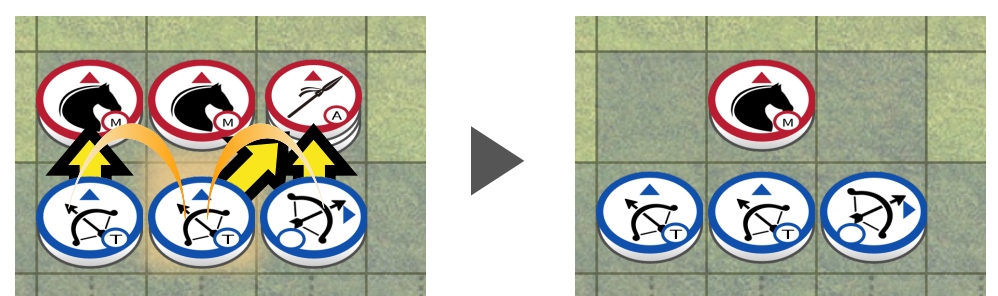
Build Fence

The range of building the fence depends on the orientation of each infantry.

Reduce the number of Military Logistics Points by x1 the number of fences built.

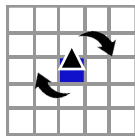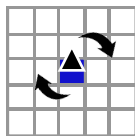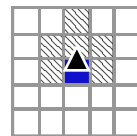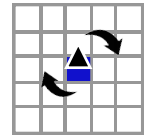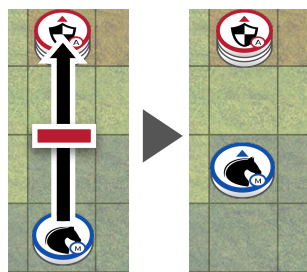|	🛡 (Shield)	🏹 (Archer)	🐴 (Cavalry)
MOVE	If a piece move/shoot towards Infantry with shield pieces. The shield piece is removed. The attaking piece stays in place after the move.		**can't back** can jump over 1 of own Infantry or Archer can take out infantry with shields in one go. **Can't this move** can't jump over 2 pieces. can't jump over enemy pieces and own cavalry.
Rotate / Shooting	180° OK	180° OK **or** shooting	180° OK
Reinforce	🗒 -2	🗒 -3	🗒 -4
Fence	🗒 -1	✕ can't use	✕ can't use
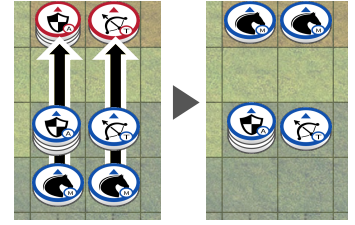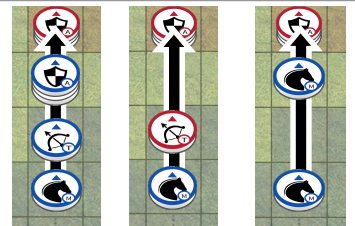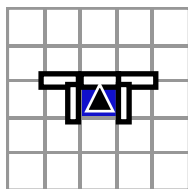
Fence Rule
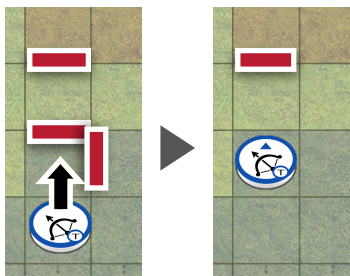
If Enemy's pieces to a field surrounded by your fences, they remove them.

Enemy's cavalry can't pass the fence. It stops at the field before.
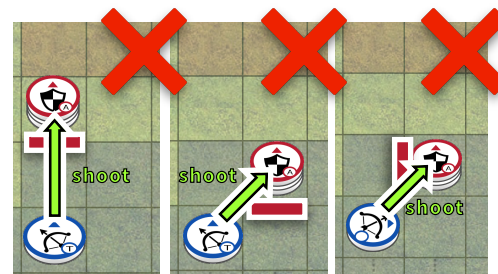
The Archer can't shoot an opponent if it is facing the same direction as the placement of the opponent's fence.

Game Play summary / This page write English by Satochika. Only now.

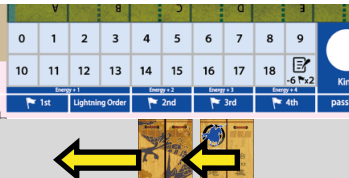## 1. Units Follow Orders

Carry out the actions on the leftmost Command card, Return the card to the bottom of your deck

If you have a Lightning Command active , resolve this card as well after resolving the first Command card
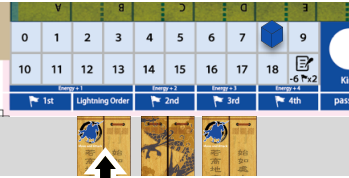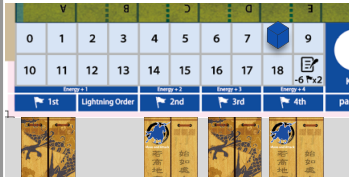

Now slide the remaining Command cards in the row to the left

2. Send New Commands

Choose at least 1 Command card from your hand to place the Command Row

The first card you place at the beginning of the game should go face down. Then, continue to place cards facing up, down, up, etc. throughout.

You may only place up to 4 cards in the Command Row on your turn, including a Lightning Command card.

3. Lightning Command (optional)

Spend 6 Military Logistics Points

Take the Command card in the second position and place it in the Lightning Command position, next to the first position card.

Now slide the remaining Command cards in the row to the left

4. Re-Supply

Increase your Military Logistics Points according to the guide above the Command Row.

Draw cards from the top of your deck until you have 3 cards in your hand