



Disclaimer

Both Gunshin: Three Kingdoms and the rulebook are a Kickstarter prototype version, which is designed and produced to facilitate limited game previews and demonstrations. Any content, gameplay mechanisms, and rules of the game are subject to change with notice. Game components may contain minor flaws and errors, and the game is undergoing continuous refinement.

Basic Information

"Empire, long divided, must unite; long united, it must divide. Thus it has ever been."

- opening lines of Romance of the Three Kingdoms

Gunshin: Three Kingdoms is a solo or cooperative historic battle game for 2 to 6 players. Set in the miracle era of ancient China - Three Kingdoms - where battles were fought, power was seized, and Champions were born.

Each player controls and manages a campaign, which possesses cities, armies, heroes, and gold, aiming at defeating enemies and conquering the whole of China. Heroes, in addition to playing an important part in real history, they also serve a crucial role in the pursuit of victory of the game. Each Champion has its own specialized ability and corresponding types of troops (cavalry, archer, and army), the strategies behind how the player allocates his/her resources, how he/she controls the map and orchestrate beneficial battles, how to deploy appropriate Champions at critical positions or timing, or even how to negotiate with other players would be the key to victory. The setting allows players to implement new strategies and tackle situations in different ways, ensuring no two games play alike.

With a realistic landscape game board, the richness of historic content, and multi-facet gameplay mechanisms and strategies, players can immerse themselves in a revolutionary experience that is unprecedented.

Components

Game Board x 1	Identity Card x 6	Barn Token x 6	Distance Measuring Ruler x 1	Dice x 6 sets
Champion Token x 50	Pawns x 6 sets	Gold x 30	Rule Book x 1	Dice Tray x 1
Champion Card x 50	Miniature x 2 pieces	Sliver x 50	Save Sheet x 20	

Setting Up Your Game

1. Army's color and game mode selection

Before the game starts, each player should pick the color of their armies and decide the preferred game mode.

E.g.: Individual Campaign, Alliance Campaign, Character Campaign or Sandbox Campaign.

Individual Campaign: Defeat all other players and conquer the whole map!

Alliance Campaign: Split teams by drawing Identity Cards (Take out number of cards which equals to the number of players and each player should draw 1 card. Players who drew "Lord", "Loyalist", or "Mole" is Team 1, and players who drew "Rebel" are Team 2.

Character Campaign: This game mode allows players to portrait one identity in this chaotic era, and become victorious by fulfilling one's destiny. Before the selection of cities, draw Identity Cards according to the number of players as illustrated below. Do not reveal your identity except you are the Lord.

No. of players	2	3	4	5	6
Lord	1	1	1	1	1
Rebel	1	1	1	2	3
Loyalist	0	0	1	1	1
Mole	0	1	1	1	1

Setting Up Your Game

2. City Assignment

After the game mode and army color selection, players should take turns to occupy cities by placing a troop on the wood block/icon. The sequence of selection can be decided by rolling a die, player with the highest outcome shall choose first.

Character Campaign: The Lord shall be the first one to pick a city, and the sequence of selection can be clockwise or anti-clockwise.

3. Material Distribution

After all cities are occupied, each player should be given the followings:

1. Number of Champion cards that is equal to the number of cities that the player is holding;
2. Troops and gold according to number of players:

No. of players	2	3	4	5	6
Troops	45	40	35	30	25
Gold	8	8	8	8	8

Setting Up Your Game

4. Troops and Champions Assignment

If the game mode is Individual Campaign:

Players need to pick their capital city and place the granary. Players can distribute troops to their cities as they wish, the total number of troops shall equal to the number of troops distributed.

If game mode is Alliance Campaign:

At this stage, players can reveal the team card. Cities of the same team can be swapped only at this stage to maximize the regional bonus. One thing to note is that it must be a one-to-one swap. If players need to take over ally's cities after this stage, they have to mobilize an army to take over the target city. (No need to battle, just contact and take over).

Players should also choose their capital, which the player will lose when it is fallen and the player who captures the capital will have possession over all the lost player's assets, including armies, champions, and gold; and the granary, which all gold will be captured if any enemy reaches.

If the game mode is Character Campaign:

Players should not reveal the Identity Card, except the Lord, the Lord can assign whatever numbers of troops in each city. However, other players must evenly distribute the troops in each city.

Army placement and Gold

For every new round (excluding the first round), each player will have supplementary troops and gold, the amount given is calculated with the formula:

$$\text{Number of cities possessed} + \text{region bonus (if applicable)} + \text{champions' effect (if applicable)}$$

The troops need to be placed according to the location of the champions. The general rule is that each champion should be supplemented with at least 1 troop. If the number of supplementary troops is fewer than the number of champions, the player can choose where to place the troops, but each champion should only have 1 troop. If the number of supplementary troops is more than the number of champions, the player should place 1 troop at where each champion locates, and after the first round, the supplementary troops can be placed again, 1 troop for 1 champion.

Example 1:

Number of supplementary troops = 10; number of champions = 10; then each champion should be supplemented with 1 troops

Example 2:

Number of supplementary troops = 12; number of champions = 10; then each champion should at least be supplemented with 2 troops, then 2 champions may get 1 additional supplement.

Region bonuses: Additional supplementary armies and gold will be rewarded when the whole region is captured by a player. The rewards of different regions are listed as below:

Army placement and Gold

Province	Ji	Yu	Sili	Liang	Southern Jing	Northern Jing	Yi	Yang	Nanzhong
Troops	2	2	1	1	3	4	2	3	1
Gold	1	2	2	1	3	4	5	3	1

Liang

Sili

Qi

Yi

Yu

Northern Jing

Yang

Nanzhong

Southern Jing



Gunshin
Three Kingdoms
三國志

Action Phase

After the supplementary armies and gold are placed and collected, players can take turns to perform their actions. For each new round, the starting player is the one who is left to the player who started the previous turn.

(Example) This round:



Sequence	1	2	3
Turns seq.	1.A's turn 1	2.B's turn 1	3.C's turn 1
	4.A's turn 2	5.B's turn 2	6.C's turn 2...

Next round:



Sequence	1	2	3
Turns seq.	1.B's turn 1	2.C's turn 1	3.A's turn 1
	4.B's turn 2	5.C's turn 2	6.A's turn 2...

Players can perform 1 action of the list below, while action may cost gold:

Movement of armies (P. 9)

Transfer of champion (P. 10)

Placement of champion (P. 10)

Battle (P. 10)

Drawing of new champion (P. 15)

Action Phase: Movement of armies

1. Movement of armies

Important notes:

- Each army can only move once in one turn, except it is enabled by champion's ability
- Each movement of army costs 1 gold
- The distance that the army can reach is based on the type of the army
- The army cannot surpass the hills and the sea
- There must be troops staying inside the departing city, which the minimum required troops = number of Champions inside the city.



Before moving the army, the player needs to pay 1 gold. Each army can only move once in each turn.

There are 3 types of armies in the game: Cavalry, Archer, and Infantry. Cavalry can move up to 2 distance units, while archer and infantry can only move 1.

When the armies reach the unpassables, such as hills and sea, the armies cannot surpass them, the armies need to walk around/along them instead of walking 'on' them. When the army tries to cross the river, the army will need to stop next to the river, and halt for one round. After waiting for one round, the army can be relocated to the nearest point across the river during the beginning of the new round. For example, in round 1, an army, which wants to cross the river, arrived and stopped at the bank of the river; in round 2, it cannot move because it must wait for a round; and finally at the beginning of round 3, the army can be relocated directly to the nearest point across the river.

Action Phase: Transfer of champions, Placement of Champions, and Battle

After moving the army, if there are contact between the moved army and the opponents' army(ies), a battle can start. For archer, if there are opponents' army(ies) that is(are) in range of attack (within 2 units of distance), archery attack can be launched. Please refer to the paragraph below for the battle mechanism.

2. Transfer of champions

Champion that locates inside a city can be transferred to another city (except city that is under siege). Every champion can only be transferred once in a turn and he/she cannot move and attack anymore at this turn. This action does not require gold. Champions cannot be transferred to an army outside a city.

3. Placement of champions

Champion that is idle (not being placed) can only be placed inside a city. After the placement, the champions can move and battle on the next turn.

4. Battle

In Gunshin: Three Kingdoms, there are 4 types of battle, namely Contact Battle, Archery Assault, Converging Attack, Siege and City Defense. Generally speaking, a battle can be launched when armies contact / armies contact with a city / opponent's army in range of Archery Attack.

Action Phase: Contact Battle

A. Contact Battle

If the battle is launched by contact of armies, and only 1 army involved for both campaigns, then it shall be a Contact Battle.

The procedure of the Contact Battle is as follow:

Step 1: Review the types of armies and determine the impact

Battle on field: Archer counters cavalry; cavalry counters infantry; infantry counters archer (-1 troop before battle)

Siege: Cavalry sieges (- 1 troop before battle)

Step 2: Decide impact on champions' abilities and number of dice

Players should read the abilities of the champions carefully and execute the impact accordingly.

The number of dice to be used in battle should be:

Number of troops in the army (Max: 4) + impact from champions' ability (if applicable)

Step 3: Roll the dice to decide casualties:

Compare the highest die each player rolled. The lower one loses 1 troop and should be removed from the board. After that, compare the second-highest die if you use more than one die. Repeat the process until all dice of either player are compared.

Example 1 : Impact on troops

Attacker					-1
Defender					-2

Impact on troops -1 -1

Example 2 : Impact on troops

Attacker					-1	-1	-2
Defender							-1

Impact on troops -1

Action Phase: Contact Battle & Archery Assault

Step 4: Roll the dice again until the attacker wants to end the attack or either one army is eliminated.

Step 5: Capture the city and champion

If the battle involves a city and the army originated from the city is eliminated, the other army can capture the city and must occupy it right away. To do so, at least one troop needs to be moved into the city.

If the eliminated army has a champion, the champion's fate must be decided right after the battle is finished. The battle winner rolls a die:

If 1, 2, 3 is rolled, the champion is released to its owner.

If 4 or 5 is rolled, the champion is captured: roll the die again, if it is 6, then the champion is recruited by the battle winner.

Repeat the rolling of 6 in the coming 2 turns. If after three times of rolling the champion is still not recruited, it is released to its original owner. If the original owner is defeated within the coming 2 turns, recruit the captured champion(s).

If 6 is rolled, the champion is executed and should be removed from the game.

B. Archery Assault:

Archery Assault is a unique attack method conducted by archers and champions with ability (E.g. Pang De). The range of the Archery Assault is 2 units of distance, while hitting only 1 opponent army. Some champions may extend the assault range to 3 units (E.g. Xiahou Yuan), and some champions may assault more than 1 opponent army at a single assault (E.g. Gan Ling and Sun Ren).

Action Phase: Archery Assault

Procedure of an Archery Assault:

Step 1: The archery moves, or stands still to launch an Archery Assault

Step 2: Pick an opponent army that locates inside the assault range (Generally 2 units) as the assault target

Step 3: Review champions' abilities and number of troops to decide number of dice being used. The evaluation is same as the Contact Battle

Step 4: Roll the dice, and conduct comparison to decide casualties. Different to Contact Battle, the defender will not cause any casualties to the attacker. However, Archery assault can only roll dice once.

Step 5: Defender removes troops according to the casualties. The Archery Assault ends.

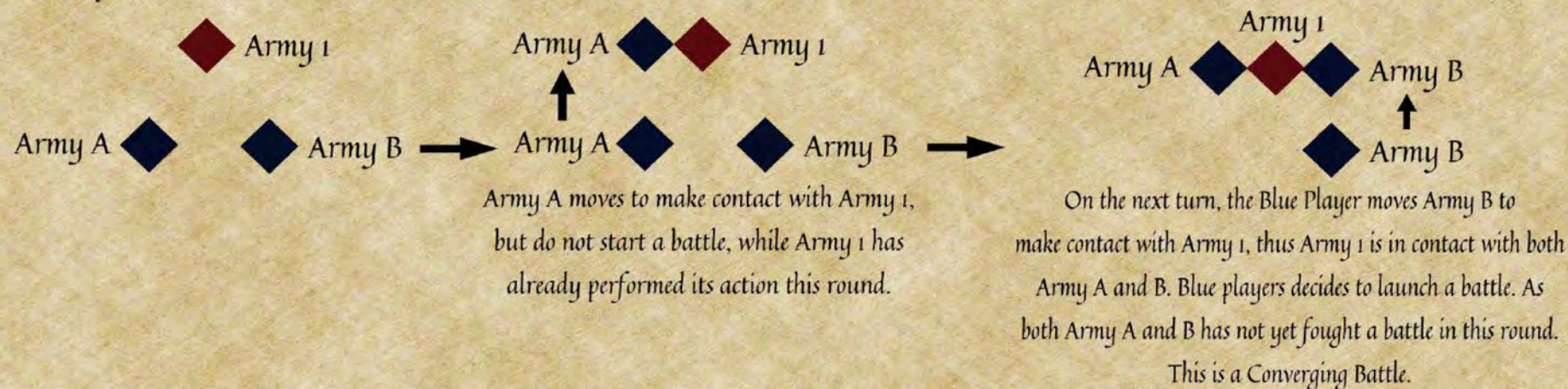
Archery Assault cannot deal damage to army that stays inside the city, on the other hand, army inside the city cannot perform Archery Assault.

Action Phase: Converging Battle

C. Converging Battle

Similar to Contact Battle, Converging Battle is also initiated by armies' contact. However, there are more than 2 armies involved in the battle (E.g: 2 armies vs 1 army). The criteria to launch a Converging Battle is, when there are contacts between more than 2 armies, and a player decides to start a battle, then a Converging Battle is launched.

Example:

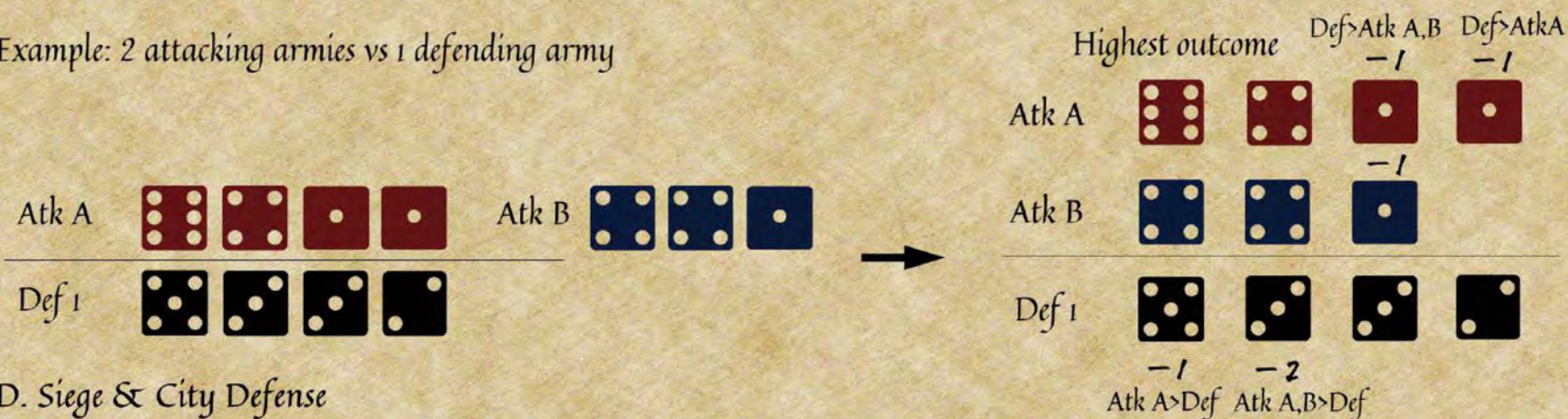


Converging Battle can be applied to both army and city.

The procedure is the same as the Contact Battle, but a bit different regarding the outcome comparison mechanism. One set of dice represents one army (E.g. if a player has 2 armies with 3 troops involved in the battle, he should use 2 sets of 3 dice, 6 in total). Similar to the Contact Battle, compare the output according to the rank of the dice. However, for the player with fewer armies involved, the rolled outcomes must be greater than all the opponent's armies' outcome to deal any damage. On the other hand, if the outcome of any army is greater, damage can be dealt. Example is as follow:

Action Phase: Converging Battle & Siege Battle

Example: 2 attacking armies vs 1 defending army



D. Siege & City Defense

The battle mechanism of the Siege & City Defense is the same as the Contact Battle and Converging Battle. If the sieging army is Cavalry, the sieging army -1 troop.

The sieging army may also siege the city without launching a battle, the opponent champions and army(ies) may not enter or leave the city .

Action Phase: Champion cards drawing

5. Champion cards drawing

Players can pay 8 gold to draw a champion card. After drawing the card, players can place the champion in their own city, besides cities that are being sieged. The placed champion can make action on the next turn.

End Phase

Shall every player performed all wanted actions, or lack resources to perform any further actions, the turn is ended and a new turn is started. Starting the new turn, every player should collect the number of troops and gold they are entitled to, and place the troops accordingly as aforementioned. The first action should be conducted by the player who is left to the starting player of the previous turn.

Apart from starting a new turn, you may also "save" the game by using the Savesheet. Please refer to the instructions on the Savesheet to record the game's situation comprehensively.

Game Winning Conditions

Alliance, Individual and Sandbox Campaign: The winner is the first player or team to fulfill any of the followings:

- The first player or team to capture more than 21 cities;
- The first player or team to capture 7 out of 9 provinces;
- The first player or team to eliminate all opponent;

Character Campaign: The winning condition differs between characters:

Lord and Loyalist: Defeat all Rebels and Moles

Rebels: Defeat Lord, Loyalist, and Moles

Moles: Defeat all other players

Alternative Gameplay

1. Historical Battles

In Historical Battle Mode, players can play as one of the monarchs of Three Kingdoms, following the path of history to be the first to complete milestones and missions to unlock rewards and ultimately, conquer Three Kingdoms.

2. Sandbox Campaign

Sandbox Campaigns allow players and teams to select specific snapshot in the vast history of Three Kingdoms, and start the game according to the actual composition of campaigns and champions.

3. Random Seed Campaign

In a Random Seed Campaign, players will draw a random city, and select 2 champions out of 5 to start their campaigns. In cities that have not been occupied, should be placed with 3 troops, which are bandits, and do not have any ability.

Each player will have 10 troops to start with at the founding city. They can use the troops to capture other cities and expand territory. For battle between players and bandit, the attacking player can request another player to roll the dice for the bandit, while all other mechanisms hold the same (E.g. Battle mechanism and Army types' counter).

Whenever a player captures a city from the bandit, they shall be awarded with 2 troops, 2 gold, and they can draw 3 Champion cards, and choose 1 out of the 3 to recruit the champion. While territories expand and campaigns will collide with each other, the victory criteria holds.