

#1: INTRODUCTION

This is a card game where players play simultaneously. The game is about advancing your troops from the start to the end, claiming control over areas until then.

Shuffle the Areas and put 4 of them out in order. The first one is Area 1, the second is Area 2, and so forth.

Shuffle the Tactic cards together to form a deck (there are 2 copies of each). All players start with 3 , 10  in Area 1, 1 , and 10 .

Place all remaining , , and  on the table for players to take from during the game.

#2: GAME SUMMARY

During each round, you do the following things in order:

1. Determine who controls each Area (highest total of  and .
2. All players go to the next Area. On round 1, everyone will begin in Area 1; on round 2, everyone will go to Area 2, and so on. After Area 4, everyone goes back to Area 1.
3. Get the Travel Bonus for the Area. For Area 1 that's +1 ; for Area 2 and 4 that's +3 ; for Area 3 that's +1 .
4. You may spend  to play .
5. Follow the instructions on the Area.

Players play simultaneously. You won't be able to see anything that the other players did each round, until everyone has finished.

#3: PLAYING CARDS

To play a  from your hand, you have to spend 1 . You can keep playing cards as long as you still have any in hand, and if you still have . If you run out of , you can't play more  until you get more. Any  you don't spend can be saved for later turns.

Each  has a  cost written next to its name, and a number of  in its text box. In addition to spending 1  to play the card, you also have to pay the  cost. When you do, you advance  equal to the number; once that's done, you follow the rest of the instructions.

#4: MOVING TROOPS

You begin with 10  in Area 1. +1 , or advancing 1 , means you take 1  and place it in the next Area. -1 , or retreating 1 , means you take 1  and place it in the previous Area.

When you advance or retreat multiple  at once (like when you play a card that says 2 ) , they can be the same , or different ones. You only have 10  and cannot get any more.

#5: CONTROLLING AREAS & SCOUTS

Many cards care about who “controls” Areas. When all players move onto the next Area, figure out who controls each Area. The player who controls each Area is the player with the most amount of  and  in it. If it's a tie, no one controls that Area. For example:

	Player 1	Player 2
Area 1 - player 2 controls	8  , 1 	7  , 3 
Area 2 - no one controls	2  , 0 	0  , 2 
Area 3 - player 1 controls	0  , 3 	2  , 0 
Area 4 - player 2 controls	0  , 0 	1  , 0 

+1  means you take 1  from the supply and add it to any of the 4 Areas. -1  removes one of your . You can have any number of  in an Area.  have no purpose other than for helping you control Areas; for example, they do not count towards winning the game.

If in the middle of your turn, you move  and/or add/remove , that doesn't change whether you control an Area or not. Players only reevaluate who controls each Area at the very start of the round.

#6: GAME END

After everyone has finished with their turn, if any player has all 10  in Area 4, they win the game. Otherwise everyone moves onto the next Area.

#7: OTHER TERMS AND FAQ

You cannot advance  past Area 4, and you cannot retreat  past Area 1. If you are instructed to do so, nothing happens.

You can have any number of  in your hand.

If you have to draw cards from the deck, and you need more cards than are left, first shuffle the discard pile and put it under the deck, then continue.