

SEAN GILBERTSON

COMMANDERS

Online

TACTICAL STRATEGY GAME



13+ 2-8 3hrs

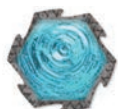
Commander, in this war simulation game, you must build, upgrade, and mobilize armies in order to defeat the opposing players. Because this game allows for such a variety of strategies to be used, the rules, sequence of a turn, and terminology are important to familiarize yourself with so that you understand what strategic options are available to you.

redcricket
design
GAMES

COMPONENTS



7 BASE TILES



13 WATER RESOURCE TILES



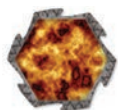
13 CROPS RESOURCE TILES



12 METALS RESOURCE TILES



12 ELECTRONICS RESOURCE TILES



11 EXPLOSIVES RESOURCE TILES



11 OIL RESOURCE TILES



12 NUKE TILE CAPS



180 RESOURCE CARDS 30 EACH OF 6



32 ALLIANCE CARDS 4 EACH OF 8



40 SECRET WEAPON CARDS
QUANTITIES INDICATED AT TOP OF EACH CARD



8 PRISONER TRAYS



4 COST GUIDES



240 SOLDIERS 30 EACH OF 8 COLORS



240 POSSESSION MARKERS 30 EACH OF 8 COLORS



4 DICE 2 ATTACK (RED) AND 2 DEFENSE (WHITE)



60 UPGRADE TOKENS 12 EACH OF 5



6 NUCLEAR SILO STRUCTURES



6 AIRFIELD STRUCTURES



6 RADAR DETECTION STRUCTURES



6 AUTO TURRET STRUCTURES

COMMANDERS

Your goal as Commander is to capture other players' Soldiers. The number of Soldiers each player has is limited. Once one player no longer has any Soldiers available to play, the game has ended. Once the game has ended, the player who has captured the most Soldiers and still has Soldiers on the board wins. In the event of a tie, the player who controls more Resource Tiles wins. The game is also ended once a player has captured 20 Soldiers. This number can be changed for longer or shorter games.

THE BOARD

To set up the game, players should each select the color of their choice, which will position them around the table with their color pieces in front of them. A dialogue box should be visible to the game host, asking if you would like to randomize all the objects in the zone. If it is the beginning of a new game, the host should select "Yes", but if the game has already begun and it is being loaded from a saved game, the host should select "No" as randomizing the board would affect moves players have already made.

Randomizing the zone at the beginning of the game shuffles where the Resource Tiles are on the board, exchanging their positions with the other tiles on the board as well as with the 12 extra tiles that are in the Resource Tiles bag. It also shuffles the deck of Secret Weapons Cards placed next to the board. After randomizing the zone, it is advisable to move the Secret Weapons deck away from the board so that the host can click and drag a box around the board to select it without accidentally selecting the Secret Weapons Deck. Once the board is selected (but not the bag of extra tiles), press L on the keyboard to lock the tiles in position. This prevents accidentally selecting and moving a tile during gameplay. Any time a new Resource Tile is added to the board, it is good practice to press L to lock it in place. Hovering the mouse over a locked object and pressing L again will unlock an object should you need to move it again.

Each player has their own color of Soldiers, Possession Markers, and Alliance Cards in front of them. Hovering your mouse over an object will reveal its name after a brief delay.

CONTROLS

The primary controls to keep in mind are as follows:

Left mouse button click selects an object. Left clicking and dragging moves an object. Clicking and dragging from a stack or a deck will draw the top object off of the stack or deck. Clicking and holding on a stack or deck will lift the whole stack or deck into the air, allowing you to move it as a whole. Left clicking an empty space on the table and dragging will draw a box around a group of objects, allowing you to select all of them.

Left mouse button dragging a card to your edge of the table will place the card in your hand. Cards in your hand are displayed face-up to you, but other players can only see the back of cards that are in your hand.

Right mouse button dragging will rotate the camera.

Middle mouse button dragging will pan the camera.

Middle Mouse button scrolling will zoom in and out.

Middle mouse button clicking will snap zoom to whatever object your mouse is hovering over. Clicking it again will snap back out of zoom.

Keyboard shortcuts allow you to interact with whatever object your mouse is on.

F (Flip) will flip an object over. This is helpful for viewing the other side of a card deck or for flipping over one of your Soldier pieces to indicate it has received its command for that turn.

R (Randomize) will randomize whatever object or group of objects is selected. Selecting dice and pressing R will roll them, and selecting a deck of cards and pressing R will shuffle them.

Alt (Option on a Mac) will display a close-up preview of whatever object your mouse is on. This is helpful for reading cards that are in your hand or reading the Cost Guide on the table.

Alt (Option) + Middle Mouse Button Scrolling will zoom the preview in and out.

FUNDAMENTALS

Before beginning the game, it is important to understand the fundamentals. The board consists of 60 Resource Tiles and 7 Base Tiles. On each turn, you will collect Resource Cards for each Soldier that is on a Resource Tile. Resource Cards allow you to purchase various items which increase the effectiveness of your armies. (Hint: Water and Crops Tiles are used more often earlier in the game, while Electronics and Explosives become more popular later in the game. Metal and Oil will almost always be in high demand.)

Keep in mind that while gathering Resources is helpful, the only way you win is by capturing enemy Soldiers. There are a few ways to capture enemy Soldiers. The most common way is to attack another player's Soldiers with your own. When one player's Soldiers attack another's, both players roll dice to see whether or not the attack was successful. Whoever's dice has the lowest sum forfeits a Soldier to the other player. It is advantageous to be aggressive in this game as a tie favors the attacker.

Another way to capture enemy Soldiers is to use Special Abilities, which can be purchased using Resource Cards. Special Abilities reduce the risk of losing your own Soldiers, but can be expensive to use.

One more way to capture enemy Soldiers is to block their access to Base Tiles. Soldiers cannot be placed on Base Tiles, but they must always have access to a Base Tile in order to survive. Access to Base Tiles is determined by Possession Markers. Each time a Soldier is placed onto a Resource Tile, a Possession Marker should be placed alongside it. If a Soldier is moved onto a new Resource Tile, a new Possession Marker should be added to that Tile. Possession Markers are only removed from their Tiles if a Tile is nuked or if it is replaced by an enemy Soldier and Possession Marker. Resource Tiles which are connected to each other and have a player's Possession Markers on them are considered a Territory. In order for Soldiers to stay alive, the Territory that they are in must connect to at least 1 Base Tile. If one of a player's Territories gets blocked from the Base Tiles, the player must regain access to a Base Tile by the end of their turn or all of the Soldiers on that Territory are captured. (This is important to keep in mind during Set Up so that Soldiers are not accidentally placed on Tiles where they cannot gain access to a Base Tile by the end of the first turn.)



Red's and Green's Territories are currently connected to the same Base Tile, but if Red moves their Soldier over one Tile, they would replace Green's Possession Marker with a Red one and block Green's access to the Base Tile. Green would need to retake that Tile or gain access to another Base Tile by the end of their next turn. Otherwise all of Green's Soldiers in that Territory would be captured by Red.

COMMANDERS

SET UP

Have each player roll 1 die to determine who starts. The player who rolls highest begins set-up. Set-up is done in a serpentine manner. Moving clockwise, each player places one Soldier accompanied by a Possession Marker on any Resource Tile on the board. The last player to put their pieces on a Tile now places their second Soldier and Possession Marker on another unclaimed Resource Tile. Moving counter-clockwise, the remaining players place their second Soldier and Possession Marker. Once the starting player has placed their second set of pieces, they place their third Soldier and Possession Marker on any unclaimed Resource Tile and the other players do likewise in clockwise order. Once all of the players have placed their third Soldier and Possession Marker, setup is concluded.

SEQUENCE OF A TURN

The player who rolled highest during setup will begin first, and turns will progress clockwise for the duration of the game.

Begin your turn by picking up the red attack dice and setting them on the table in front of you. There are multiple phases in a turn. Once you have moved on to a new phase, you may not make changes to anything you had done in a previous phase. Your turn progresses in the following phases: **Resource Gathering Phase**, **Purchasing Phase**, **Special Abilities Phase**, **Command Phase**, and **Fortifying Phase**.

Resource Gathering Phase

During the Resource Gathering Phase, you may collect from the bank one Resource Card for each Soldier you have on the board. Resource Cards collected must correspond with the Resource Tiles your Soldiers are occupying.

Purchasing Phase

Once you have gathered all your Resource Cards, you may spend them on any of the items in the Cost Guide. Items in the Cost Guide must be purchased and used according to the directions in the Cost Guide, and any items that should be placed on the board must be placed as soon as they are purchased.

The Cost Guide is grouped into 3 Categories: Basic Purchases, Upgrades, and Special Abilities.

Basic Purchases allow you to add Soldiers to the board, add Resource Tiles to the board, or draw a Secret Weapon Card. Upgrades immediately improve the effectiveness of your Soldiers. Upgrades are represented by Upgrade Tokens which are applied to the Territory of your choice. Upgrades are limited to just one Territory per purchase, but Soldiers with upgrades can continue to use the upgrades each turn without any additional cost. Special Abilities are unique because they do not immediately improve your Soldiers like upgrades do. Instead they give you the ability to affect game play in unique ways during the Special Abilities Phase. When you purchase a Special Ability, you may place its Structure on any Tile you control that does not already have a Special Ability Structure on it. Special Abilities each have their own set of rules that must be followed in order to be used. Having purchased a Special Ability does not mean you will have opportunity to use it every turn, but when the situation is right, having that Special Ability ready to use can be a game changer.

During the Purchasing Phase, you may choose to trade Resource Cards with other players. You may only trade with players on your turn, or with other players on their turns. Trades must involve at least 1 Resource Card from each player and may not involve anything other than Resource Cards. The ratio of cards traded between players in a turn may not exceed 3:1.

During the Purchasing Phase you may also deposit any 3 Resource Cards to the bank in exchange for any 1 Resource Card from the bank.

Special Abilities Phase

After you have finished purchasing from the Cost Guide, you may use any of your Special Abilities according to the directions on your Cost Guide. You may not use Special Abilities to target Tiles that have your own Possession Markers on them. Each Special Abilities Structure that you own may be used once per turn. Radar Detection is an exception to these rules as it is a passive ability that is applicable at all times. Players may continue to use Special Abilities each turn as long as they control the Tile that the Special Abilities Structure is on even if they do not have any Soldiers in that Territory. If another player occupies an enemy Tile with a Special Abilities Structure on it, they now own that Special Ability and may use it as long as they continue to control that Tile.

Command Phase

Once you have finished using your Special Abilities, you may begin commanding your Soldiers. You may give one command to each Resource Tile that your Soldiers occupy at the beginning of the Command Phase, but you may not give commands to any additional Tiles you may occupy during the turn.

Every time you give a command to a Tile, you must flip the Soldiers occupying the Tile so that they indicate they have received a command. (Star to Blank or Blank to Star, depending on which side was facing up at the beginning of the turn.)

Commands are as follows:

Hold - all Soldiers on a Tile remain on the same Tile and do not attack any enemies. (You must flip Soldiers on holding Tiles to show that they will not be moving or attacking during this turn.)

Move - all or some of the Soldiers on a Tile move to an adjacent Tile not occupied by another player. (Both the Soldiers that were moved and the ones that remained should be flipped to show that they have received a command. Soldiers on one Tile may not be split to occupy more than one new Tile per turn.) The Soldiers on the newly-acquired Tile may not receive commands until the following turn. (One exception to this rule is a strategy called Leapfrogging. Leapfrogging is done by moving some Soldiers onto another Tile that is already occupied by Soldiers that have not yet received a command. Keep in mind no more than 5 Soldiers may occupy a Tile. When a command is given to this Tile, it applies to both the Soldiers that occupied it at the beginning of the turn and the Soldiers that moved onto it from the previous command. If you are moving Soldiers onto an occupied Tile that has not yet received a command, do not flip the Soldiers over until that Tile has also received its command.)

Each time you place a Soldier onto an unclaimed Tile, you must also place a Possession Marker with it.

This signifies that you control that Tile. If you move your Soldiers elsewhere, your Possession Marker remains and a new Possession Marker is added to the new Tile that your Soldier occupies. Tiles that you had previously occupied remain in your possession until another player occupies that Tile and places his Possession Marker on it and your Possession Marker is returned to you.

Attack - you may command Soldiers on a Tile to attack enemy Soldiers on an adjacent Tile. You must flip the Soldiers on the attacking Tile prior to carrying out the attack. When you command the Soldiers on one of your Tiles to attack the Soldiers

COMMANDERS

on another player's Tile, you roll your 2 attack dice (red) at the same time the defender rolls their 2 defense dice (white). If the sum of your roll is higher than the other player's, remove one of their Soldiers from the Tile you're attacking and place it in your Prison Tray on the edge of the table. (A tie favors the attacker). All Soldiers removed from the board should be placed in the Prison Area of the player who killed them unless a player kills his own Soldiers, which would be discarded. Discarded Soldiers must be kept separate from Soldiers which have not yet been placed on the board, as discarded Soldiers may not be used for the remainder of the game. Players may not command Soldiers to attack their own Soldiers.

This continues until all of the Soldiers are removed from one Tile or the attacker chooses to stop their attack. If you choose to stop your attack, you may not resume attacking from the same Tile until the following turn, but you may command another one of your Tiles to attack the same enemy Tile you were attacking. If you successfully defeat all of the Soldiers on your opponent's Tile, you may move all or some of the Soldiers from the attacking Tile to occupy the defeated Tile during the same turn, but you are not required to do so. However, if the defending player defeats every Soldier on the attacking Tile, they may not occupy that Tile until it is their turn. Soldiers may not occupy the Tile they defeated unless they are next to it.

Soldiers can only attack Tiles that are next to their own except when they have upgrades that increase their range. When attacking a Tile that is not next to yours, you are only allowed to roll the attack dice once for each Soldier occupying the attacking Tile at the beginning of the attack.

No more than 5 Soldiers may occupy a Tile at one time.

If all of the Soldiers on a Tile are removed, that player's Possession Marker remains on the Tile until another player's Soldiers occupy the Tile and the Possession Marker is replaced.

Charge - At the beginning of the Command Phase, you may choose to charge with the Soldiers on one Tile instead of issuing commands to all of them. Only one Tile may charge per turn and all other Tiles must hold. Designate which Tile you will use to charge and flip the Soldiers on all of your other Tiles over to show that they will hold for this turn. The Tile that you are charging with receives an additional command for each of the Tiles that are holding. For example, if you have 5 Tiles with Soldiers on them at the beginning of your Command Phase, 4 Tiles would hold and your 1 charging Tile could be commanded up to 5 times.

Commanding the charging Tile to move onto an adjacent Tile counts as one command, as does commanding it to attack another Tile. If you defeat an adjacent enemy Tile, you may move onto it without using one of your available commands. When charging, all of the Soldiers on the charging Tile must move together and cannot be split up or left behind to occupy more than one Tile. Also, the charging Tile may attack more than one enemy Tile during your turn, but may not attack the same enemy Tile more than once. The Command Phase ends when all of the commands available for the turn have been used, or if you choose to stop charging before you have used all of the available commands, or if all of the Soldiers on the charging Tile are captured. You may not save unused commands for later turns.

Fortifying Phase

Once you have finished giving commands, you must fortify your armies. Each Base Tile you are connected to at the end of your turn earns you two Soldiers to add to the board from your Reinforcement Pile. Fortifying Soldiers must be placed in the Territory connected to the Base Tile for which the Soldiers were

earned. For example, if a player has two separate Territories connected to different Base Tiles, they must place two Soldiers in each Territory. However, if a player has one Territory connected to two Base Tiles, they may place four Soldiers anywhere in that Territory. If two separate Territories are connected to one Base Tile, you may only collect one set of Fortifying Soldiers, but they may be placed on any of the Territories connected to it. Fortifying Soldiers may not receive commands until the following turn.

Ending Your Turn

Once you have finished fortifying, move the attack dice to your left to signify that you have finished your turn.

The next player begins their turn once they have picked up the attack dice on their right and moved it in front of themselves.

UPGRADES AND TERRITORIES

When you purchase an upgrade, the upgrade may only be applied to one Territory. The Upgrade Token should be placed as close to the center of that Territory as possible. (A Territory is a contiguous (unbroken) group of Tiles with one player's Possession Markers on them. Any Tiles that do not have that player's Possession Marker on it are not considered part of their Territory even if all of the Tiles around it have Possession Markers. Two Territories connected only by a Base Tile or a Nuke Tile are considered separate Territories, as neither Base nor Nuke Tiles can be possessed or occupied.)

Soldiers occupying other Territories do not gain upgrades unless their Territory becomes connected to the upgraded Territory, or if the upgrade is purchased again for that Territory. (Also, some Special Abilities can be used to share an upgrade with another Territory.)

If every Soldier in a Territory is captured or killed, the Upgrade Tokens are removed from the defeated Territory at the end of that turn. However, if all of your Soldiers on a Territory are captured on your own turn, the upgrades remain if Soldiers are placed onto that Territory during the Fortifying Phase.

If an upgraded Territory gets split into two Territories (such as by an attacking army), additional Upgrade Tokens should be placed in the board so that Soldiers in both Territories keep the upgrades they had. However, if a Territory gets split into two Territories, and one of the Territories does not have any Soldiers on it, that Territory immediately loses all of the upgrades it had.

Upgrades may not be shared with or traded to other players.

Base Tiles

There are 7 Base Tiles on the board. 1 at the center, and 6 on the corners. These Tiles do not provide any resources but must be connected to a Territory in order for the Soldiers in that Territory to survive. A Territory is not considered connected to a Base Tile unless it includes one of the Tiles next to a Base Tile. If one of your Territories gets cut off from the Base Tiles and does not regain access to a Base Tile by the end of your next turn, all of your Soldiers in that Territory are killed. Soldiers killed in this way go into the Prison Tray of the last player to cut off that Territory's access to a Base Tile.

You may attempt to block enemy Territories from access to Base Tiles by occupying or possessing land in-between an enemy Territory and nearby Base Tiles. Once a player's Territory has been blocked from any Base Tiles, that player may attempt to regain access to a Base Tile on their turn. If, at the conclusion of their turn, the player does not have a Base Tile connected to their Territory, every Soldier in that Territory is captured.

COMMANDERS

Base Tiles may not be occupied, possessed, attacked, or traveled across. However, Base Tiles are treated just like Resource Tiles when determining the range of an attack. Two Territories that share a Base Tile are not considered connected unless they are also connected by Resource Tiles.

As mentioned previously, you receive 2 additional Soldiers during the Fortifying Phase for each Base Tile that is connected to one of your Territories. Those Soldiers are placed in the Territory connected to the Base Tiles for which they were received.

Alliances

At any point during your turn, you may request an Alliance with any other player. Likewise, any other player may request an Alliance with the player whose turn it is. Alliances may be requested and agreed upon at any point in a turn, but they do not take effect until the next player's turn begins.

In order to begin an Alliance, two players must trade an equal number of Alliance Cards. The number of Alliance Cards you give to your ally represents the number of turns that you agree to ally for. You may ally with more than one player at a time, but you are limited by the number of Alliance Cards you have available to trade. There is no limit to how many times players may choose to form alliances. Traded alliance cards should remain on the table and not in your hand, so that they are visible to all players.

In an Alliance, both players collect additional resources on each other's turns. During your Resource Gathering Phase, anyone who has your Alliance Cards will turn one of them in to you and will collect one of each kind of resource you collect. (If you collect 1 water and 2 crops, your allies will each collect 1 water and 1 crop at the same time.) When collecting resources on an ally's turn, return one of their Alliance Cards to them and collect 1 of each kind of resource that your ally collects. You must return one of these cards each time it is your ally's turn even if you do not gather resources.

If you attack a player or move onto a Tile they possess while they have one of your Alliance Cards or while you have one of theirs, you have broken your alliance with them and both players must return the Alliance Cards they have exchanged with each other.

The player who breaks the Alliance must forfeit 4 Resource Cards of their choice to the bank. If you have fewer than 4 Resource Cards, you are not permitted to break an alliance.

You may not hold or store another player's Alliance Card for later use, but must use one per turn. You also may not turn in more than one card at a time in order to collect more resources on a turn. Once two players have returned all of each other's Alliance Cards to each other, those players are no longer allies with each other. A player may attack another without penalty on the turn in which the last card they had exchanged has been returned.

You may choose not to collect kinds of resources during a turn in order to prevent your ally from also collecting those resources and this is not considered a broken alliance.

Re-entry

If all of the Soldiers you have on the board are captured or killed, but you still have Soldiers in your Reinforcement Pile, you must give all of your Resource Cards to the player who captured the last Soldier you had on the board. If you killed the last Soldier you had on the board, then you must return your Resource Cards to the bank. Also, all of your alliances are ended and any Alliance Cards you had exchanged must be returned.

All of your Upgrade Tokens must be returned to the bank immediately. Possession Markers and Special Abilities Structures are not removed from the board even though you have no Soldiers on the board. You may still use those Special Abilities as long as they remain in your possession.

If you lose all of your Soldiers on the board during your own turn, you may not add any Fortifying Soldiers at the end of your turn.

At the beginning of your next turn, you must roll 1 of the attack dice for a re-entry scenario. There are 6 re-entry scenarios on the Re-Entry Guide at the back of the rules. You must reenter with the scenario that corresponds with the number rolled. If the scenario is impossible due to the current status of the board, you may continue to roll the die until the corresponding scenario is possible. Once you have completed the reentry scenario, you may begin your regular turn by collecting Resource Cards for any Tiles you now occupy. Once you have begun your regular turn, you may resume trading Resource Cards and Alliance Cards with other players.

Ending the Game

The game ends immediately once one player has captured 20 enemy Soldiers, or if all of a player's Soldiers are killed so that they do not have any on the board or in their Reinforcement Pile.

2-3 Player Gameplay

If the game is played with just 2 or 3 players, all of the above rules are the same except for the following variations:

2 player set-up: The player who rolls highest begins and players alternate placing 1 Soldier on an unclaimed Tile until each of the players have 6 Soldiers on the board.

3 player set-up: Same as 4-6 player except that players place 2 Soldiers (on separate Tiles) on each turn, moving clockwise. After each player has had 3 turns, they will start with 6 Tiles each occupied by 1 Soldier.

No alliances may be formed in 2-3 player gameplay.

4-6 Player Accelerated Gameplay

For a faster version of the game, try the following variation:

Accelerated set-up: Place 2 Soldiers (on separate Tiles) on each turn. After each player has had 3 turns, they will start with 6 Tiles each occupied by 1 Soldier. However, players may not collect resources on their first turn.

COMMANDERS

CREDITS

DESIGNED AND DEVELOPED BY
Sean Gilbertson

COLLABORATORS AND PLAY TESTERS

Craig Barboza
Isaac Barboza
Jeremy Bartell
Ryan Benbow
Robert Brack
Mike and Katie Cook
John Dennert II
Meghan McKenzie Gemmel
Kristine Gilbertson
Scott and Sharon Gilbertson
Steve Gilbertson
Seth Gilbertson
Sam Gilbertson
Cody Givan
Andrew Gnagy
Benjamin Grimes
Jared Hooton
Chris and Stephanie Johnson
Kathleen Reeder
Casey and Sara Richey
Justin Ross
Nathaniel Savidge
Aaron White

COMMANDERS

GLOSSARY

Army

A group of Soldiers on one Tile. No more than 5 Soldiers may occupy a Tile at a time.

Capture

To remove an enemy Soldier from the board and place it in your Prison Area. Any time a Soldier is killed, the player who defeated it actually captures the Soldier. Captured Soldiers count towards victory points.

Cards

Resource Cards

Cards which are earned for Soldiers occupying a Resource Tile. Resource Cards may be traded with other players, exchanged 3:1 with the bank, and spent on items in the Cost Guide.

Alliance Cards

Cards which are exchanged with other players to signify Alliances and track the number of turns an Alliance lasts. Players who have exchanged Alliance Cards cannot attack each other without a penalty and can benefit from each other's Resource Gathering Phases.

Secret Weapon Cards

Cards which can be purchased on the Cost Guide and played according to the instructions on the card to positively affect the game for the person playing the card. These are discarded after one use.

Commands

Actions which allow Soldiers to navigate the board and combat other players. Commands are not given to each Soldier individually, but instead are given to each Tile that is occupied by Soldiers so that all of the Soldiers on a Tile carry out the same Command. Any time a Tile is Commanded, the Soldiers on that Tile should be flipped over to help keep track of which Tiles have received commands and which have not.

Attack

Soldiers on one Tile will fight against Soldiers on an enemy Tile by rolling dice.

Move

All or some of the Soldiers on one Tile will move to an adjacent Tile. Soldiers can be left behind, but cannot be moved onto another Tile until the following turn.

Hold

Soldiers remain on the Tile they're on and do not Move or Attack during their turn.

Charge

One Tile receives all of the available Commands for one turn. All of the player's other Tiles default to a hold command.

Exploration

An action that may be purchased on the Cost Guide, allowing a player to add a randomly-drawn Tile to the board, expanding the edges of the board.

Possession Markers

Pieces which mark Tiles controlled by a player and define the group of Tiles that makes up a Territory. These are placed on the board each time a Soldier moves onto a new Tile.

Prison Area

The space at the top of the Cost Guide that has numbered spaces for holding captured Soldiers and keeping track of the number of captured Soldiers needed for victory.

Reinforcement Pile

Each player's Soldiers which have not yet been placed on the board.

Soldiers

The pawns that are used to move around the board, collect resources, and combat other players. No more than 5 Soldiers may occupy a Tile at a time.

Fortifying Soldiers

Soldiers that a player earns at the end of their turn for having Territories connected to Base Tiles. Each Territory earns two Soldiers for every Base Tile it is connected to.

Special Abilities Structures

Pieces which can be placed on the board to give a player additional abilities to use. These are purchased from the Cost Guide and many require additional cost per use. Structures can be stolen and used by other players if they move Soldiers onto the Tile that the Structure has been placed on.

Territory

A group of connected Tiles that have one player's Possession Markers on them. Territories are used to define which Tiles a player controls and to determine whether or not a player's Soldiers have access to a Base Tile. Territories also determine which groups of Soldiers are affected by Upgrade Tokens

Tiles

Resource Tiles

Tiles which Soldiers may occupy. They provide various resources to the player whose Soldiers occupy them.

Base Tiles

Tiles which Soldiers may not occupy. Territories must be connected to Base Tiles in order for the Soldiers in that Territory to survive. Base Tiles also provide Fortifying Soldiers to the armies in that Territory.

Nuke Tiles

Tiles that are placed on top of a Resource Tile that has been successfully attacked by a Nuclear Silo. Nuke Tiles cannot be occupied, possessed, or traveled across.

Tile Status

Unclaimed

A Resource Tile which has no Possession Markers on it.

Occupied

A Resource Tile which has a Possession Marker and one or more Soldiers on it.

Possessed

A Resource Tile which has a Possession Marker on it, but no Soldiers.

Controlled

A Resource Tile that is either occupied or possessed.

Upgrade Tokens

Tokens placed in the middle of a Territory that gives additional abilities to all of the Soldiers within that Territory.

COMMANDERS

Re-Entry Scenarios

If all of the Soldiers a player has on the board are captured, but the player still has unused Soldiers in their Reinforcement Pile, they must roll one attack die for a re-entry scenario on their following turn. There are 6 scenarios in which a player can re-enter the board. The number on the die represents the scenario by which to re-enter the game.

If the scenario is impossible due to the current status of the board, the player must roll the die again.

Any time a player loses all Soldiers on board, they roll for reentry the next turn. Play continues this way until a player has lost all Soldiers including reinforcements and ends the game.

Roll one attack die and follow the directions for the scenario numbered the same as the die.



SMASH AND GRAB

Bomb any one Tile on the board (except for Tiles which cannot be bombed), do not roll the dice. Place up to 5 Soldiers and a 2XP token in the spot that you bombed, as well as your Possession Marker. Begin your turn.



ELITE SQUAD

Pick 2 adjacent unoccupied Tiles (in enemy and/or unclaimed Territory) and place up to 2 Soldiers and 1 Auto-Turret on each Tile. Place a 3XP token and an Artillery token in the Territory as well as your Possession Markers. Begin your turn.



REDISTRIBUTION OF WEALTH

Place up to 5 Soldiers with 2XP on an unoccupied enemy Tile as well as your Possession Marker, and take all of that player's Resource Cards. Begin your turn.



LAND GRAB

Choose up to 7 adjacent unoccupied Tiles (in enemy and/or unclaimed Territory). Place a Radar on one of the Tiles and up to 1 Soldier on each Tile. Place a Homeland Security and a Defensive Mobility token in the Territory, as well as your Possession Markers. Begin your turn.



NEW FRONTIERS

Select the top 3 extra Resource Tiles and add all 3 of them to the board. All the Tiles must be connected to each other and to the original board according to the Exploration rules. Place up to 3 Soldiers on each, as well as your Possession Markers. Begin your turn.



INFILTRATION

Capture all of one player's Special Abilities Structures by capturing each Soldier occupying a Special Abilities Tile and replacing them with the same number of your own Soldiers and Possession Markers. If you do not have enough Soldiers in your Reinforcement Pile to replace every Soldier on a particular Tile, you may not capture any Soldiers on that Tile. Special Abilities Structures without Soldiers may not be captured. You now control any Special Abilities Tile that you captured, but you do not inherit the upgrades on that Territory. Begin your turn.