

COMMANDERS

Online

TACTICAL STRATEGY GAME

Water
 Crops
 Oil
 Metals
 Electronics
 Explosives

SHORTCUT CONTROLS

ALT (OPTION) - Preview

F - Flip

R - Randomize, Roll, Shuffle

Middle Mouse Click - Snap Zoom

Middle Mouse Drag - Pan Camera

Scroll Wheel - Zoom

Left Mouse Click - Select Object

Left Mouse Drag - Move One Object

Left Mouse Hold/Drag - Move Group

Right Mouse Drag - Rotate Camera

SEQUENCE OF A TURN

1. Move Attack Dice to You
2. Gather Resources
3. Purchase from Cost Guide
4. Use Special Abilities

5. Issue Commands
6. Fortify
7. Move Attack Dice to Next Player

COST GUIDE

BASIC PURCHASES

Reinforcements

Cost:

Place one additional soldier on any tile that you currently own

Exploration

Cost:

Draw the 3 tiles from the Resource Tile Bag. Select 1 tile of your choice and place it next to a perimeter tile that you possess on the original board, then place a possession marker on this tile. Remaining 2 tiles are placed back in the bag. Press R to shuffle the bag. If you do not possess any tiles on the perimeter of the original board, you may not purchase this upgrade. New Exploration tiles must connect to the original board on at least one side.

Secret Weapons

Cost:

Draw the top 3 cards from the Secret Weapons deck into your hand. Flip them over and keep 1 card of your choice. Remaining 2 cards should be flipped face-down and then placed back into the deck. Press R to shuffle the deck. Secret Weapon card is kept hidden from other players and must be played according to the rules printed on it.

UPGRADES

Once purchased, place the corresponding token on the territory that you wish to apply the upgrade to. All soldiers occupying that territory are upgraded.

2
XP

2XP

Cost:

Adds 2 to the sum of the attacking and defending dice.

3
XP

3XP*

Cost:

Adds 3 to sum of the attacking and defending dice.

*Must replace an existing 2XP upgrade. Losing 3XP Upgrade sets XP back to 0 and player must repurchase 2XP before upgrading to 3XP again.

Artillery

Cost:

Allows soldiers to attack enemies up to two (2) tiles away. Also allows soldiers to defend against ranged attacks. When attacking non-adjacent tiles, the maximum number of rolls equals the number of soldiers with which you are attacking.

Homeland Security

Cost:

Allows soldiers to defend unoccupied adjacent tiles that they possess just as if they occupied it. If more than one army is adjacent to the tile being attacked, you must choose which one will defend. Homeland Security does not contest enemy Paratroopers from landing on unoccupied tiles, and it may not be used to defend tiles on which soldiers have been defeated in the same turn.

Defensive Mobility

Cost:

Allows soldiers to move up to 3 tiles at a time within their territory. Ability does not allow soldiers to skip over tiles that you do not possess or occupy.

Radar Detection

Cost:

Place Radar on any of your resource tiles. All of your soldiers on the Radar tile and the 6 tiles connected to it have an additional 1XP. Soldiers within the radius of more than one Radar may only receive 1XP total from Radars. Radar prevents its tile and the 6 tiles connected to it from being targeted by Special Abilities as long as you own those tiles. Radar does not protect unclaimed or enemy tiles in its radius. Soldiers protected by Radar may still be killed by a nuke striking an adjacent tile or by another player's Soldiers. Radar may not be removed or moved and may be used by whichever player currently possesses the tile.

Auto-Turret

Cost:

Place Auto-Turret on any of your resource tiles. An Auto-Turret kills one enemy soldier per turn without rolling dice. The Auto-Turret must be exactly 3 tiles away from the soldier it kills. Tile cannot be targeted by Special Abilities, but Soldiers on tile may be killed by a nuke striking an adjacent tile or by another player's Soldiers. Auto-Turret may not be removed or moved and may be used by whichever player currently possesses the tile.

Airfield

Cost:

Place Airfield on any of your resource tiles. You may bomb or paratroop onto any resource tile, but may only use one ability per turn, per airfield. Airfield tiles cannot be targeted by Special Abilities, but Soldiers on tile may be killed by a nuke striking an adjacent tile or by another player's Soldiers. Airfield may not be removed or moved and may be used by whichever player currently possesses the tile.

Each bomb attempt costs:

Choose your target tile and roll attack dice once against the enemy occupying the tile. This roll is always an Experience Level 3 attack regardless of your upgrades. If you roll higher than the defender, they lose all of the Soldiers on the target tile.

Each Soldier you paratroop costs:

Move some or all of the Soldiers currently occupying your airfield tile onto any resource tile on the board. Any unoccupied tile that you place your Soldiers on is now possessed by you. Paratroop Soldiers retain any upgrades that they had previously, and additional upgrade tokens should be placed on the tile they occupy. If the tile they occupy is adjacent to another territory that you possess, all upgrades are shared between the paratroopers and the adjacent territory. If you place paratroopers on a tile occupied by another player, your paratroopers must attack that tile during the command phase and attack continues until only one player occupies the tile regardless of how many rolls it takes. Paratrooped Soldiers must gain access to a base tile by the following turn or they will die. Paratrooping more Soldiers onto a territory extends the life of all the Soldiers on the territory until the end of the following turn if the paratroopers come from a territory that has access to a base tile.

Nuclear Silo

Cost:

Place Nuclear Silo on any of your resource tiles. Nuclear Silo allows you to nuke any resource tile. You may only use one nuke attempt per turn, per silo. Choose your target tile and roll attack dice once against the enemy possessing the tile. This roll is always an Experience Level 3 attack regardless of your upgrades. If you roll higher than the defender, every Soldier on the target tile is destroyed and half of all Soldiers (friendly or foe) on the tiles adjacent the target tile are destroyed. (An odd number of Soldiers is rounded up.) Also, a nuclear fallout tile is placed over the tile to show that it is a nuclear fallout zone. It may no longer be occupied, possessed, attacked, or travelled across. However, nuked tiles are treated just like resource tiles when determining the range of an attack. If target tile is unclaimed, you do not need to roll dice. Nuclear Silo tiles cannot be targeted by Special Abilities, but Soldiers on tile may be killed by a nuke striking an adjacent tile or by another player's Soldiers. Silo may not be removed or moved and may be used by whichever player currently possesses the tile.

Each nuke attempt costs: