



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

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

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

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

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.

How will you use your formation to your advantage to win the battle?

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Components



Game Board x1



Rulebook x1



Summary Sheets x1



Military Logistics
Points Markers x2
(1 per color)



Fences x8
(4 per color)



Shield Tokens
x10



Infantry Units
x10



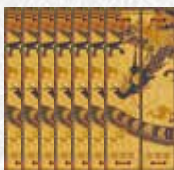
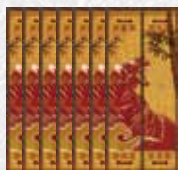
Archer Units
x8



Cavalry Units
x6



Shogun Markers
x24



Basic Command Cards x14
(7 per color)



Advanced Command Cards x12
(6 per color)

A Tale of Two Gunshi - The Manga

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Read from left to right!



Feature 1: Freedom of Formations!

Alright, let's put a Cavalry here first...

You start by taking turns placing one token on the Field at a time.

Uh-huh, so that's how you're playing it...

Trying to get a read on each other's strategy and countering each choice of token with your own is all part of the battle.

Then I'll stick an Archer right here!!

The game only uses three kinds of Unit in total! Infantry, Archers, and Cavalry. Easy, right?!

So this formation-making part is actually like one of the elements of being a gunshi?

Wait, also... What was that about a "shogun?"

Great question! This is a good time to tell you about the second feature!

Where?

Feature 2: Hidden Shoguns!

After you make your formation, you get to choose which of the Units you put on the field will be your Shogun, but your opponent won't know which.

The whole game plays out without either of you knowing exactly which piece to take down to lead to your victory.

So in other words, even if I'm looking at pretty bad odds, I could make a fierce comeback if I can throw all caution to the wind and take down just your Shogun?

fidget

Exactly! Unlike chess, there's no "check" in this game so you won't know if you've cornered your opponent until you take each Unit.

And that brings me to the last, but most striking feature of the game!

P

Feature 3: Hand to Battlefield Lag

Gunshi is a little different to the kind of games that allow you move your pieces reactively once your turn comes.

Instead, you have to anticipate future moves and counter them ahead of time by queuing up your 4 types of Command cards.

Resort / Shoot

Move

Build Fence

Reinforce

On your turn you must decide what you'll do in the coming turns and send the Commands you want to resolve later to the battlefield.

That makes it quite realistic, since gunshi didn't fight in the actual battles; they sent commands and strategies from their homelands.

You should also know...

- Spies will always expose half of the cards you send to the field to your opponent! Use those exposed cards to get a read on each other's strategy.
- If your orthogonally adjacent Units are the same type, you can Chain some Commands and have them maneuver together.
- Sending more cards to the battlefield in advance earns you more points to spend on actions, some of which let you move twice in one turn. The further ahead you plan, the more dynamic your play will be!

And we're only just skimming the surface of all the exciting strategy to consider!

I hope we managed to get you fired up to command your forces!

BYE

We'll see you around



Game Setting - What is a Gunshi?

A gunshi is someone who serves in the military and assists the sovereign or general in directing the strategy of the army. A gunshi is also called a strategist or a tactician. The role existed in East Asia many centuries ago, but not in the same way in Europe until the establishment of the general staff system in the modern military. Unlike the general staff in the military system of Western Europe, a gunshi held an equal or even slightly higher position compared 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 accorded status higher than the sovereign.

— Translated from: Wikipedia, the free encyclopedia

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

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 this game's designer, Satochika Daimon, could find, although there is an English Wikipedia article titled "Military Strategy," there are no entries along the lines of *Military Strategist* or *Gunshi*.

The most famous military strategists in history are Zhuge Liang (諸葛亮孔明) and his rival Sima Ya (司馬懿仲達) from the Records of the Three Kingdoms, as well as Zhang Liang (張良), right hand of Liu Bang (劉邦), who led a rebellion against the Qin empire and founded the Han dynasty. In the latter part of the Japanese Sengoku period there were multiple gunshi; notably Takenaka Hanbei, Kuroda Kanbei, Yamamoto Kansuke, and Shima Sakon, all of whom have been featured in historical dramas.

A gunshi was granted more authority than a king or shogun in matters of war, but they 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 morale of the soldiers fighting face to face had significant impact on the battle as it unfolded around them.

A high-ranking person fighting on the front lines alongside the soldiers gave them the courage they needed and kept morale high—Alexander the Great, considered one of the most successful military commanders in history, is said to have fought alongside his generals on the front lines. Another exemplary commander, the feared "God of War" Kenshin Uesugi, is said to have personally attacked the main camp of Shingen Takeda in the fourth battle of Kawanakajima.

While the gunshi may have held a lower rank than kings or shoguns and forewent the front lines to only give orders, they were still a special presence in war.

You'll play the gunshi sending orders to the field from their homelands, allowing you to experience the fun of reading your opponent in battle, and hone the knack for command you'll need to gain an advantage during the battle formation stage.

A gunshi never sets foot on the battlefield.

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

Game Overview

The game is split into 3 main phases. Each phase is explained in detail from page 11.

Phase 1: Creating Your Battle Formation

Both players take turns placing Unit tokens in their Home Territory to build their initial battle formations.

Phase 2: Choosing Your Shogun and Card Order

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

Phase 3: Battle

Now that preparations are complete, it's time to take control of your Units. The main battle phase is where you send Commands out and aim to defeat the opposing Shogun or get three Units to invade your opponent's territory.

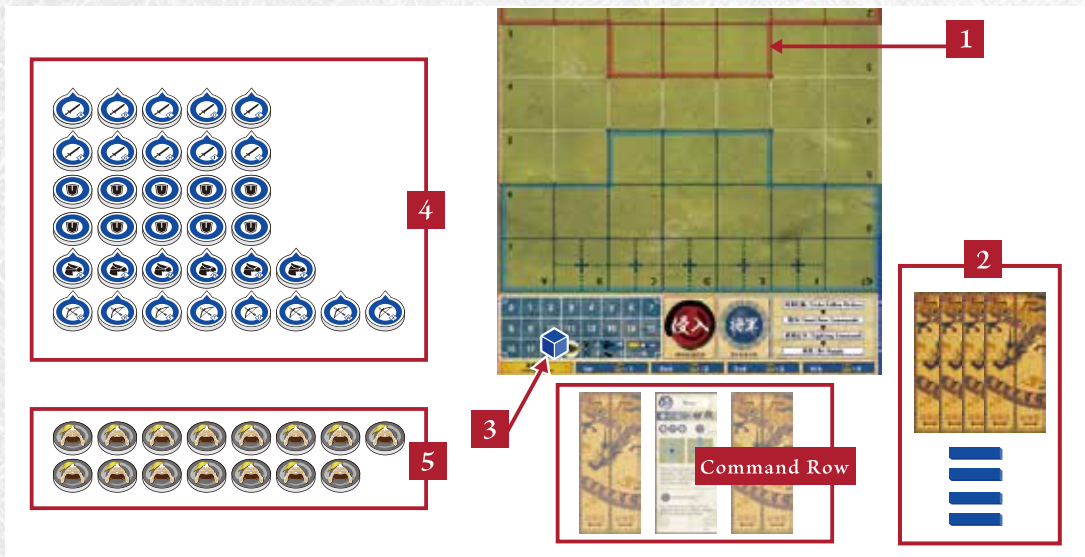
First-Time Player? Try a game with the First Battle Guide!

Creating your battle formation for the first time can be tricky—it's where you can really get into strategizing against your opponent using everything you know about how the Units move and their abilities. If you want to set up quickly with a formation that will allow you to start learning the Units' uses right away, use the *First Battle Guide* on the back of the summary sheet to place your pieces.

Setup

Set up the board and tokens as shown below.

- ① Red always goes first. After deciding which color you will play (using any method you prefer), lay the board out so that you are opposite each other with your color's Home Territory closest to yourself.
- ② Take the 4 Fences and 7 Basic Command cards that match your color and put them to the side of your Home Territory. Leave space just in front of the board for your Command Row.
- ③ Take the Military Logistics Points marker in your color and place it on 18 of the Military Logistics Points track.
- ④ Place all 34 Unit and Shield tokens next to the game board within easy reach of both players. Units not on the board are referred to as the Reserve.
- ⑤ Place all 24 Shogun Markers next to the Reserve within easy reach of both players.



This Completes Setup!

Continue on to read about each Command's effect and then you are ready to start creating your initial formations.

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 battle formation, 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've selected, so you need to 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 1 of your Units all the way to your opponent's back line (their Invasion Zone), you may choose to move that piece onto their Invader Spot. Move 3 or more Units onto your opponent's Invader Spot to win.

Surrendering

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

Command Card Overview

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

Your role as the gunshi 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 be delivered, so the Command cards you send 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; crafting a card order that will allow you to maneuver your Units flexibly.

There are 4 types of Basic Command card: Move, Reorient or Shoot, Reinforce, and Build Fence. So although it might look complicated at first, the maneuvers are all quite easy to pick up.

Each type of Unit is allowed its own maneuvers depending on the different Command cards. The cards themselves and the summary sheet contain quick references, while the following section explains them in detail.



Card Icon

(Basic Command cards only.)

Units Able to Carry Out This Command

- Lighter icons:
Units that can use this card.
- Darker icons:
Units that cannot use this card.

Side Text

Indicates there are 2 Commands to choose between.

Range

The area of effect for the Unit carrying out the command, as seen from the Unit's perspective.

*Units are shown facing forward.



Card Name

Cost

The Military Logistics Points needed to carry out this Command.

Chain Icon

Whether or not this Command may be Chained.

Effect text

Card Identifier

- Basic Command cards:
Scroll icon.
- Advanced Command cards:
No scroll icon.



Universal Command Rules

- 1 You **must** activate a Command card's effect if you are able to. For example, you cannot refrain from moving a Unit when the next card in your row is a Move Command.
- 2 Every Unit has a forward face. The direction each Unit is facing determines the area in which it may perform actions. The ▲ point on the token shows a Unit's current direction.





Move Commands

Choose a Unit on the board to move. You may move the Unit according to the movement range for its type.

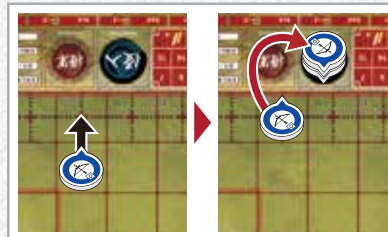
When you move a Unit, you must turn it to face the direction of its travel.

If you move your Unit onto an enemy Unit's space (making an attack) you remove the enemy Unit from the board. However, Infantry Units with Shields are treated slightly differently. See below for more detail.

If you move a Unit into your opponent's Invasion Zone (the spaces marked with + icons), you may optionally also move that Unit onto their Invader Spot.

If you choose to invade, remove your Unit from the Field and place it on your opponent's Invader Spot. Successfully moving 3 or more of your Units here results in your victory.

However, you **cannot** move your Shogun Unit onto the Invader Spot (although you may move it in and out of the Invasion Zone).



Infantry & Archer Movement



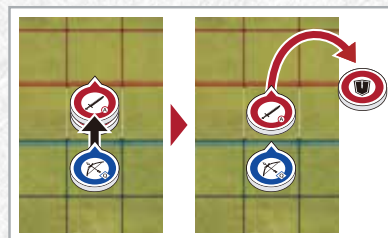
Infantry and Archers may move 1 space forward, backward, left, or right, regardless of the direction they face.

Infantry also start with a Shield when placed on the board—stack your Infantry Unit on top of a Shield token.

When an Infantry Unit with a Shield token takes its first attack from a Move or Shoot action, remove only the Shield and leave the Infantry on the Field. If only the Shield token is removed, the attacking Unit does not move onto the space still occupied by the defending Infantry.

However, Cavalry can remove both the Shield token and the Infantry Unit with one attack.

If you move an Infantry Unit with a Shield onto your opponent's Invader Spot, the Shield token also counts as a Unit—together they count as 2 Units on the Invader Spot.

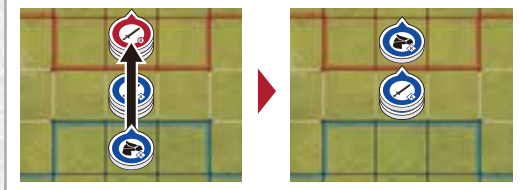


Cavalry Movement

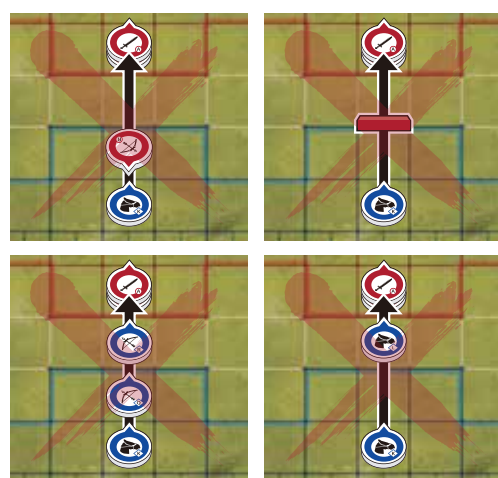


Cavalry may move forward as many spaces as are open in front of them, or 1 space to the left or right. However, an opponent's Unit or Fence will halt the Cavalry Unit. They may not move backwards, so keep an eye on the Cavalry's direction.

While moving, Cavalry may jump over 1 of your own Infantry or Archer Units.



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



Cavalry cannot jump your opponent's Units or Fences. Nor can they jump 2 or more of your own Units, or another Cavalry Unit.



Reorient or Shoot Command

Choose to either change the direction of your Unit, or have your Archer Unit shoot for a ranged attack.



Reorient



Change the direction that a Unit is facing. You may rotate it by 90 degrees to the left or right or 180 degrees to face the rear. All 3 types of Unit can be reoriented, and this can change their range of attack and movement.

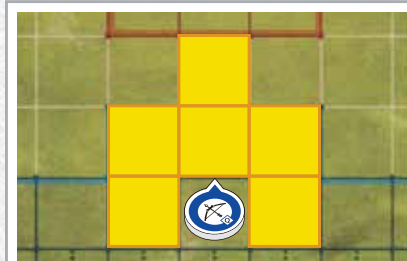


Shoot



Archers can use the Shoot Command to perform a ranged attack. Select an enemy Unit within range of the attacking Archers and remove that enemy Unit from the board. If the target of a single ranged attack is an Infantry Unit with a Shield, remove only the Shield token. Archers may target either of the 2 spaces directly in front of themselves, diagonally forward to the left or right, or the spaces on either side.

An Archer's range depends on the direction it is facing.



Spaces this Archer can shoot marked with



Reinforce Command

(Costs 2-4 Military Logistics Points)

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

Take the Unit you want and reduce your Military Logistics Points by the amount shown on the right for that Unit.

If you have less than 2 Military Logistics points, do not resolve this Command.



Infantry: 2 points
(Stack on top of a Shield token)



Archers: 3 points



Cavalry: 4 points



Build Fence Command

(Costs 1 Military Logistics Point)



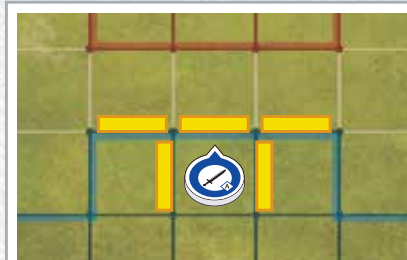
Pay 1 Military Logistics Point to place a Fence on the Field. Fences placed with this Command **must be placed by an Infantry Unit**, even when placing within your Home Territory.

To build a Fence, you must have:

- At least 1 Fence available that isn't already on the Field
- At least 1 Military Logistics point
- An Infantry Unit on the Field

If you do not have the available Fences, Points, and Infantry, nothing happens.

You may place your Fence on the lines directly in front, diagonally left or right, or directly left or right of the Infantry Unit placing it. You cannot place a Fence on a line adjacent to an opponent's Unit.



Possible Fence placement range marked with

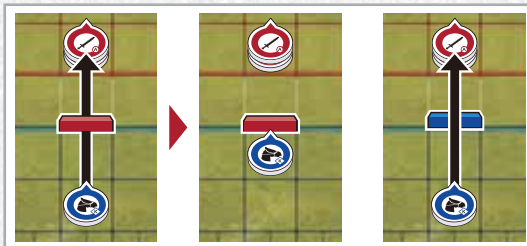


Using Fences

Fences are an obstacle to Cavalry movement and block arrows from Archers. Use them skillfully to restrict your opponent's movement. Your own Fences do not limit your Units' movements or attacks in any way. Only your opponent is blocked by your Fences.

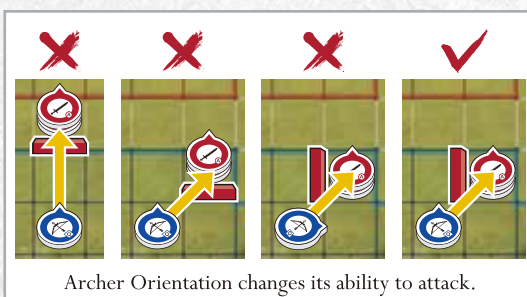
Blocking Movement

No Unit may pass through an enemy Fence. For example, your Cavalry may move forward any number of spaces, but must come to a stop in front of an opponent's Fence (see *Fence Destruction* below). They may pass over your own Fences.



Blocking Archers

Archers cannot shoot enemy Units that are behind an opponent's Fence. However, this only applies if the Archer faces the Fence head on.

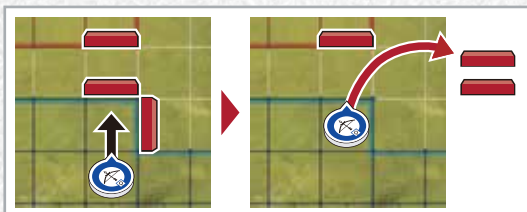


Fence Destruction

When you move a Unit onto a space with enemy Fences adjacent, remove those Fences.

Destroyed Fences return to their owner and can be used again later.

If you place a Unit using the Reinforce Command on a space with enemy Fences adjacent, remove those Fences.



Important Unit Rules: Summary

● Compulsory Movement

You must activate a Command card's effect if you are able to. For example, when your next Command card is Move, you cannot refrain from moving a Unit.

● Movement and Direction

When you move a Unit, you **must** turn it to face the direction of its travel. A Unit's range for attacking and movement change depending on the direction it is facing.

● Movement and Invasion

When you move Units into your opponent's Invasion Zone, you may choose whether or not to invade. If you get 3 Units onto their Invader Spot you win the game. A Shield token counts as an invader. Your Shogun cannot invade.

● Fences: 1 Military Logistics Point

Infantry may use the Build Fence command to place a Fence on the lines that separate the spaces

on the Field. Fences block your opponent's movement and arrows. Your own Fences do not block your own Units. When you move onto a space with enemy Fences adjacent, remove all Fences on the adjacent lines.

● Infantry: 2 Military Logistics Points

Stack these Units on top of a Shield token. When an Infantry Unit is attacked, the Shield is removed allowing it to take another hit. Infantry are the only Units that can build Fences.

● Archers: 3 Military Logistics Points

These Units may use the Shoot Command to make a long-ranged attack.

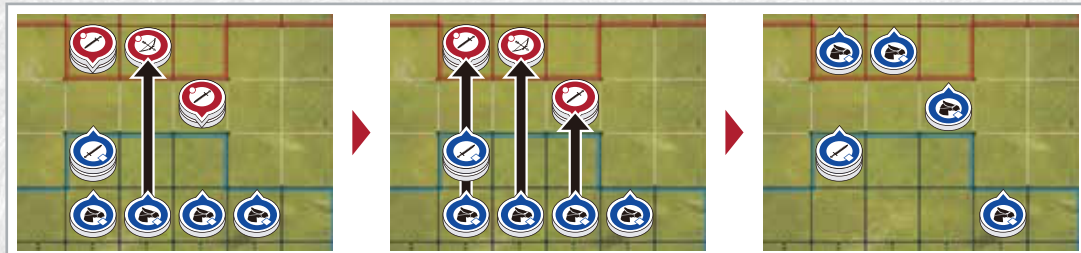
● Cavalry: 4 Military Logistics Points

These Units may move any number of spaces forward until stopped by an enemy Unit or Fence. They remove Infantry Units equipped with Shields with one attack. They can jump over 1 of your own Infantry or Archers Units per move. They cannot move backwards.



The Critical Play: Chained Commands

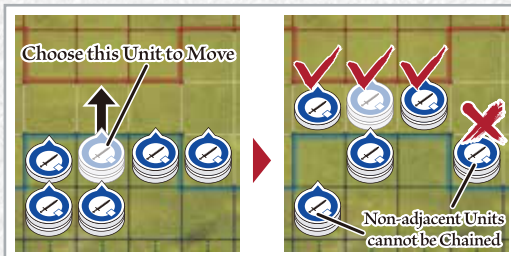
When you move a Unit, change its direction, or have it perform certain actions, if the Units directly adjacent to its front, back, left, or right are the same type of Unit, you may also have them carry out the same Command. This is called a **Chained Command**.



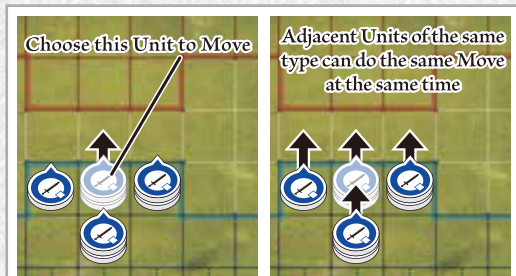
1 Only Units of the same type may carry out a Chained Command. Infantry and Cavalry cannot be Chained for the same Command. However, an Infantry Unit with a Shield and an Infantry Unit without can be chained for Commands.



2 Only Units directly adjacent to the original Unit performing the Command may use a Chained Command.

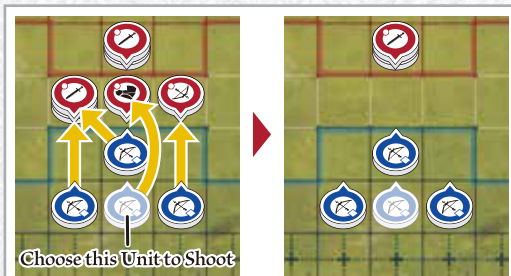


3 You may choose which of the adjacent Units carry out the Command—not all of the Units in the group need to act.



You can move all Units, or choose only some to Move.

4 Chained Commands apply to more than Move Commands; you can also chain the Shoot and Build Fence Commands.



Each Archer shooting can have a different target for its attack.



You can chain Build Fence Commands at 1 Point per Fence.

See the summary sheet for more details on chaining each type of Command card.

Playing the Game

Phase 1: Creating Your Battle Formation

Your Home Territory is marked by the faint outline surrounding the first 2 rows and the 3 center spaces of the third row. Starting with the red player, you'll each take turns placing one Unit or Fence at a time. You may choose any of the 3 types of Units as long as your Military Logistics Points allow (costs below). During this phase, **you may place Fences anywhere within your Home Territory.**

Each piece has an associated cost to place it on the Field. When you place a Unit or Fence, reduce your Military Logistics points by the following amount for each piece:

Fences: 1 Point Infantry: 2 Points Archer: 3 Points Cavalry: 4 Points

For example: You have 18 Military Logistics Points and you spend 2 to place an Infantry Unit on the board. You have 16 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 phase is complete. Both players must use as many of their available Military Logistics Points as they possibly can.

If one player uses their points up first, the other player continues to choose pieces for their formation until they have used all of their points as well.

Important Formation Rules to Note

- Fences may be placed anywhere within your Home Territory during this phase. However, during battle, they must be placed next to an Infantry Unit, so take advantage of this initial freedom.
- Units may be placed in any orientation. They may face to the side or back if you wish, but you cannot change their orientation or placement once you've put them on the Field.
- Chained Commands allow Units of the same type to all act together using a single Command card, so your formation will benefit if you can keep the same types of Units together.

Phase 2: Choosing Your Shogun and Card Order

Secretly choose a Unit in your formation that you wish to designate as the Shogun.

The 24 Unit tokens (excluding Shields) are marked with a letter of the alphabet. The Shogun markers have the same letters on them.

Take all the Shogun markers with the same letters as the Units that you placed in your formation. Place those Shogun markers face down in front of you, and take the marker with the letter that matches the piece that you chose as your Shogun. Keeping it face down, place it on your Shogun Marker Spot. Return the remaining markers to the box.

The player that removes their opponent's Shogun from the board during battle is the winner. If your own Shogun is removed by your opponent, declare your loss and reveal your Shogun marker to end the game.

Next, you must decide the order of your deck and the cards in your hand.

Choose 3 of your 7 Command cards to keep as your first hand. Then, stack the remaining 4 cards in any order you like to make your deck and place it to the right of your Home Territory.

You may check the order of your deck at any time so you don't need to remember which cards will be next.

Phase 3: Battle

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



Use the turn summary on the back of the rulebook or on the bottom right of the board for reference.

1 Units Follow Orders: Resolve Command Cards

Carry out the action on the leftmost (1st) Command card in the Command Row (see *Command Card Overview* for details). Once you have maneuvered your Units accordingly, return the card to the bottom of your deck, face down.

If you have a Command card in the Lightning Command position to the left of the 1st Command (see page 13), resolve it before resolving your first Command card. (Once you have resolved both cards, return them to the bottom of the deck in the order resolved.)

Now slide all your Command cards in the Command Row to the left, so the card in the 2nd position is now the next card to be resolved. In other words, the card in the 2nd position moves to 1st, the card in 3rd position moves to 2nd, and so on.

*Skip this step on your first turn as you do not yet have any Command cards in the Command Row. Start with step 2, *Send New Commands* (page 13), to send your first Commands to your army.

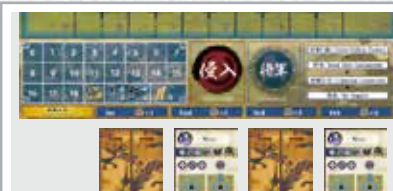


You must carry out the effects of your Command cards during *Units Follow Orders* if you are able to. For example, if a Move Command is next, you must move at least 1 Unit. However, if you have a Build Fences Command next, but no Fences remaining, or no Military Logistics Points when called to Reinforce, you cannot resolve the effect so nothing happens.

2 Send New Commands: Add New Cards to the Row

Choose at least 1 Command card from your hand to place in the Command Row. You may place the chosen card(s) in any order, but you must always place them starting from the first open 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 last card you placed during a turn was face up, on your next turn you must continue the pattern and place the next card face down.



Place face down, face up. Continue the pattern next turn.



You must place at least 1 Command card on your turn. Your Command Row may only contain up to 4 cards, including the Lightning Command position. Once you have placed a fourth card, you may not place another.



Note Why Place the Cards Alternating Face Up and Down?

Intel is critical in times of war. Spanning the centuries of history and on into the present, spies have been sent into enemy territory to glean information in any way possible. As the strategist of your army, you have access to the information your spies are sending you, so you can see half of the maneuvers your opponent is planning. Utilize this intel from your opponent to build a successful strategy.

3 Lightning Command: Spend 6 Military Logistics Points to Act Twice Next Turn

This is an optional step during your turn. You may spend 6 Military Logistics points after placing your Command cards to expedite your orders.

Slide the Command card in 1st position to the Lightning Command position, then slide the cards in 2nd position and onwards one spot to the left as well.

During *Units Follow Orders*, resolve the Lightning Order position card first, followed by the 1st position Command card.

Lightning Commands allow you to resolve 2 Command cards in a single turn and can have a profound effect, turning the tides of the battle in a flash!



4 Re-Supply: Draw Back Up to 3 Cards & Replenish Military Logistics Points

Increase your Military Logistics points by the amount indicated on the space above the last card in your Command Row.

For example, if you have Command cards up to the 3rd position of the Command Row, increase your Military Logistics points by 3.

Then, draw cards from the top of your deck until you have 3 in hand.



5 Opponent's Turn

Your opponent now takes their turn. Continue to take turns in this way until either player meets one of the winning conditions.

Important Things to Remember

Formation

During *Creating Your Initial Formation*, you must spend as many Military Logistics Points as you can. You may only begin the battle with 1 Point remaining if you have no Fences left to place.

Form.

Fences

During *Creating Your Initial Formation*, you may place your Fences anywhere within your Home Territory. During the game, you may only place them within the permitted range of an Infantry Unit by using the Build Fence Command.

Form.

Reinf.

When placing Units during *Creating your Battle Formation*, or when using a Reinforce Command, you may place them facing any direction.

Form.

Reinf.

The number of available tokens in the shared Reserve is limited. For example, there will only ever be 6 Cavalry Units available between both players. Once the supply of a Unit has run out, you cannot place more in your initial formation or with Reinforce until one becomes available again.

Pieces

Any Unit or Fence pieces removed from the board during play can then be used again. Units return to the Reserve, and Fences return to their player's side of the board.

Commands

Your Command Row may only contain up to a maximum of 4 Command cards, including the Lightning Command position. Once you have placed a fourth card, you may not place another that turn.

Commands

You may check the face down Command cards in your own Command Row at any time.

Cards

You must resolve a card effect during *Units Follow Orders* if you are able—you cannot skip an action voluntarily. For example, you must move a Unit when your next card is a Move Command. However, there may be cases where you have 0 Fences when a Build Fence card is next, or less than 2 Military Logistics Points for a Reinforce card. In this situation, you cannot resolve the card and 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.

Move

When you move a Unit, its final position **must** be facing the direction of its travel.

Move

Invalidate

When you move a Unit into the Invasion Zone, having it invade (moving it onto the Invader Spot) is optional. You may simply finish your move without invading.

Move

Invalidate

The Shogun cannot move onto the Invader Spot, even if it enters the Invasion Zone.

Move

Invalidate

You can win the game by moving a line of 3 Cavalry using a Chained Move Command straight into the Invasion Zone, and choosing to put them all on the Invader Spot.

Reinforce

You may only ever gain up to 1 Unit from a Reinforce card. Even if you have 8 Military Logistics Points (enough for 2 Cavalry), a single Reinforce card would only allow you to take 1 Cavalry from the Reserve to add to the Field.

Fences

Your own Fences will never interfere with your own Units.

Fences

If your opponent has Fences adjacent to the space you place a new Unit with a Reinforce card, remove all of those Fences.

Fences

You cannot place a Fence adjacent to a space that an enemy Unit occupies.

Chained Command

Only Units directly adjacent to the Unit you choose to resolve an effect may take part in a Chained Command. A Unit adjacent to an adjacent Unit cannot be given a Chained Command.

Chained Command

Chained Commands apply to more than just Move cards; you may chain the Shoot or Build Fence cards as well. However, each Fence built will still cost 1 Military Logistics Point each.

Misc.

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

Misc.

Once you have carried out the effects of a Command card during *Units Follow Orders*, 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 you will draw the cards in the order you put them in your deck.

Misc.

You may check the cards in your deck at any time during the game, but you may not change the order.

Game Tips

There is a lot of excitement in discovering the various strategies of this game. If you find the most fun is in learning the way of war for yourself, you may want to play a few games before reading this page.

However, if you think you would prefer to start with a leg up because you enjoy going in well-armed, this page contains some tips, strategies, and winning moves to help you get stuck in. Everyone enjoys games differently, so allow each person you play with to choose whether or not they will read this page first.

1. Bide Your Time With Formations

Reactive placement can be to your advantage. Take Cavalry Units for example; their strength lies in being able to storm forward but if your opponent then places a Fence in front of your Cavalry, you lose all that power right away.

As Fences only cost 1 Point, you can place one in a defensive position and wait for your opponent to commit to something more telling. By preserving your Military Logistics Points and passing the turn to your opponent, you can react to their formation approach.

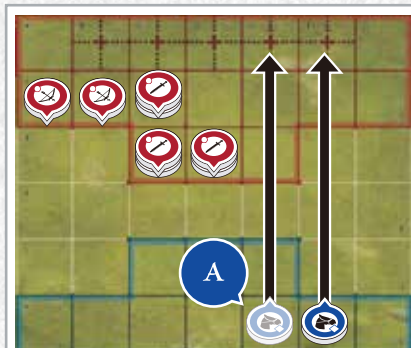
Red has the advantage in battle by going first, but blue has the advantage in creating formations, since they can react to red's placement. Make good use of your advantages.



Placing Cavalry too early lets the opponent easily defend.

2. The More Chains the Better

Gunshi: The Art of Strategy only uses 3 movement cards, and excluding the Cavalry's forward charge, all movement is only 1 space at a time. The 7x7 Field isn't very big but the Units themselves also don't move very fast, which means that a Chained Move Command is worth several turns. Keep Chained Commands in mind for your formation and reinforcements. At the same time, the value in breaking your opponent's chain is not to be underestimated. Target the middle of 3 adjacent Units to stop your opponent's Chained Commands—it may even be worth considering sacrificing a Cavalry Unit to do so.



If blue uses a Reinforce card to place a Cavalry Unit in position A, they'll later be able to Chain the 2 Units and have them both invade at once.

3. Send in the Cavalry

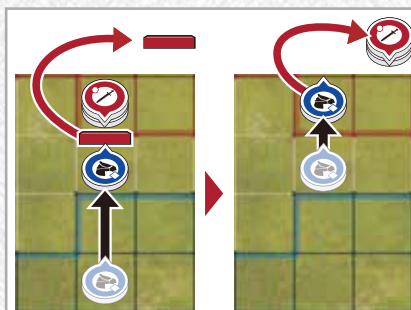
There's no doubt that the strongest Unit in the game is the Cavalry. Depending on how you use them, they could decide the outcome of your battle. Fences do hinder them, but they can also easily take down enemy Units. If that Unit happens to be the Shogun, you've won no matter how bad the odds were. You can also take advantage of empty columns to invade. Making space for your Cavalry to charge down the line is critical, and this includes thinking about possible placement of future reinforcements. It's also important to remember that Cavalry can jump 1 Infantry or Archer, and to place accordingly.

4. Strike Twice With Lightning Commands

You'll almost certainly need Lightning Commands to win the game. As for how to use them; trying to set up the following combinations is a great start:

- 1 Move & Move:** Move twice in row. If you move your Cavalry twice, no Fence can stop them!
- 2 Reinforce & Move:** Call a Cavalry from the Reserve with a Reinforce card and then have it move right away. If you can place it in a column without any enemy Fences, you can successfully take down a Unit or invade without any difficulty. Even when you're on the ropes, this combo might snipe the opposing Shogun and lead to an instant comeback!

You can't change the order of your sent Commands, so plan ahead to make sure these two Commands come into play in the order you need them.

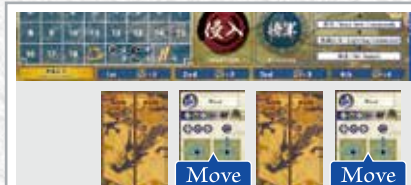


Move twice with Cavalry to remove a Unit behind a Fence.

5. Maneuver When They Can't

There are only 3 Move Command cards per player, meaning there will be times when movement on either side is impossible. Using 2 Move cards with a Lightning Command is a powerful maneuver, but will also leave an army without the ability to move for a short time.

If you can withstand your opponent's charge with enough forces remaining it gives you the perfect opportunity to turn the tables. Your Command cards go back into your deck in order of use, and while remembering which of your 7 cards are what Command is quite difficult, knowing when your Move Commands will become available again is vital for judging when you'll be able to penetrate your opponent's formation.



You can see 2 Move cards, so there's just 1 other. If it was used it last turn, it can't be one of the face down cards.

軍師軍略

Advanced Rules

The Setting

天下非一人之天下，乃天下之天下也。

The sovereignty does not belong to the sovereign, rather the sovereignty belongs to the citizenry.

The *Rikutoh* (六韜) is a well-known Chinese book on strategy and the art of war, and one of the Seven Military Classics¹. The second character in *Rikutoh*, “韜 (toh),” refers to the bag for holding weapons; arrows and so on. The text is written from the perspective of the kings Wen and Wu of Zhou seeking guidance from their gunshi, Jiang Ziya (姜子牙) (also known as Taigong Wang or Lü Shang (呂尚)). Jiang Ziya was likely the first recorded gunshi in history. He was famously depicted as the protagonist of the 16th century Chinese novel, *The Investiture of the Gods* (封神演義).

Another of the Seven Military Classics, the *Sanryaku* (三略), is also based on the teachings of Jiang Ziya. Collectively, the two works are known as the *Rikutoh Sanryaku* (六韜三略). The work is divided into six parts: The Civil Strategy, the Military Strategy, the Dragon Strategy, the Tiger Strategy, the Leopard Strategy, and the Dog Strategy. Of all the parts, the Tiger Strategy and its descriptions of tactical principles is the most well known in Japan, and the title itself has become an idiom.

The *Rikutoh* was a favorite of Liu Bei, the Shu Emperor of the Three Kingdoms, and of Tokugawa Ieyasu, the founder of the Edo shogunate. There are even legends that claim that the warrior Minamoto no Yoshitsune read and copied the text out when he was just 17 years old, and that the head of the Fujiwara clan, Fujiwara no Kamatari read it so thoroughly during the Taika Reform that he could recite it by heart.

The *Rikutoh* is a must-read for everyone interested in studying military strategy.

¹ The Seven Military Classics include: Sun Tzu's *The Art of War* (孫子兵法), Wu Qi's *Wuzi* (吳子), the *Wei Liaozi* (尉繚子), Jiang Ziya's *Rikutoh* or *Six Secret Teachings* (六韜), the *Sanryaku* or *Three Strategies of Huang Shigong* (黃石公三略), The *Methods of the Sima* (司馬法), and *Questions and Replies between Tang Taizong and Li Weigong* (唐太宗李衛公問對).

Game Designer's Aside

I do admit that the mechanics I've created in *Gunshi: The Art of Strategy* go somewhat against the *Rikutoh*'s teaching that, on the battlefield, full authority should be entrusted to those in charge on the field, rather than the orders from above. The *Art of War* teaches the same thing.

Overview

The advanced *Rikutoh* rules introduces Command cards that are stronger and a little different to the basic Move, Reorient or Shoot, Build Fence, and Reinforce Command cards.

They include Commands with powerful effects that increase firing range, allow you to see your opponent's cards, or give you special reinforcements.

These advanced rules include 2 new ways to play using these extra cards:

- 1 The Gunshi's Inspiration:** A variant that adds a bonus for when you choose to invade—you can swap one of your Basic Commands for an Advanced Command.
- 2 Custom Deck Construction:** A variant that allows you to use the Basic Command and Advanced Command cards freely, changing the line-up of your 7 Command cards as you choose.

Backers of our October 2020 Kickstarter campaign can add their *Sanryaku* Expansion promo cards to both advanced rule variants.

Advanced Variant 1 - The Gunshi's Inspiration

Using this variant, when each player first succeeds in moving a Unit onto their opponent's Invader Spot, they may switch one of the Command cards in their hand for a pre-prepared Advanced Command card.

Setup

There are 3 ways to play this variant. Each lends something slightly different to the game. It's best to start with Modification 1 for your first battle.



Modification 1

Before creating initial battle formations, both players choose 3 of their Advanced Command cards randomly and place them next to the board, face down. Neither player may look at the cards that were chosen.



Not knowing which Advanced Commands are available brings a lot of luck as well as the extra joy of success when you get exactly the card you need, right when you needed it! You need to decide if you'll build your formation with the aim to invade or not, as well as if you'll grab the chance to invade when it comes along. For players that like a dramatic game.



Modification 2

Before creating initial battle formations, both players choose whichever 3 of their Advanced Command cards they want to use this game, and place them next to the board, face down. You may not look at your opponent's cards, but you may check which cards you chose at any time during the game.



Choosing your Advanced Commands like this gives you a new aspect to strategize, and requires you to read your opponent even more thoroughly than in the basic rules. You'll need to employ some deception for your formations as well, or your opponent might sniff out which Commands you've picked by looking at your placement. Strategy and variety dramatically increase when you have to decide whether or not to disrupt your opponent's invasion plans, or incorporate your own.



Modification 3

After creating battle formations, both players choose 2 of their Advanced Command cards, and reveal them simultaneously. If any of the revealed cards have the same name, return those cards to the box. The Advanced Command cards that remain are now the cards either player may use during this game. Place both the red and blue copies of these remaining Advanced Command cards face up next to the board. You can now choose any of these cards (regardless of color) to use during the game.



Once your formations are set and you start choosing the Advanced Commands you want to use, if you can guess what cards your opponent might pick by looking at their formation and then choose a Command with the same name to cancel theirs out, you stand a good chance of crushing their strategy in advance. On the other hand, your opponent may try to double bluff and not choose the Command you expect. This pre-battle jousting of psychological deception truly recreates the world of classical warfare. This modification can lead to holding the advantage or facing a disadvantage before the battle begins, and might appeal to some players far more than others.

How to Play

Use the basic rules to play as normal, adding the following rule to play the *Gunshi's Inspiration* variant:

The first time you move a Unit into your opponent's Invader Spot, carry out the following steps before proceeding to *Send New Commands*:

- a** Choose 1 of the Advanced Command cards that you prepared in Setup above and add it to your hand.
- b** Then, choose 1 of the Command cards in your hand and remove it from the game by returning it to the box or placing it aside.

Note

Perform the above after finishing *Units Follow Orders*, but before *Send New Commands*.

- 1: If you have several Units that might invade, decide whether or not they will invade before carrying out steps a and b above.
- 2: If you have multiple Command cards to resolve due to a Lightning Command, finish resolving both of your cards before carrying out steps a and b above.

Note

You do not need to show your opponent which Advanced Command card you picked up or which Command card you removed from the game.

Advanced Variant 2 - Custom Deck Construction

In this rule variant, you can combine the Basic and Advanced Command cards in any way you like to change the line-up and effects of the Command cards. However, both players will still generally be using the same 7 Command cards as their opponent.

Setup

Carry out the following steps with your opponent before creating your initial battle formations:

- 1 Lay all the Basic Command cards and Advanced Command cards out between you.
- 2 Take 1 Basic Move Command card each.
- 3 In turn, starting with the red player, select 1 card at a time from the Basic and Advanced Command cards. Take turns selecting cards until you have both chosen 3 cards each—you should have chosen a total of 6 cards between you. These 6 cards, plus the Move Command card that you each took in step 2 are the cards that will make up your decks this game.

Optional Rule 1

Instead of taking a Move Command each in step 2, you may leave that card up for selection as well. If you do, the blue player will be the one to start selecting cards; resulting in blue choosing 4 of the 7 cards in total, and red choosing 3.

Optional Rule 2

You may discuss which cards you both want to use this game and select all 7 together, instead of carrying out the alternating selection in step 3.

Optional Rule 3

You may each select which cards you want to use in secret: select 7 face down cards separately, instead of carrying out the alternating selection in step 3. This rule will result in both players' decks being built of different Command cards.

*This rule has a high possibility of significantly changing the game balance.

How to Play

Use the basic rules to play as normal. Refer to the main rules for the effects of each Basic Command card, but for details of how to resolve the effects of the Advanced Command cards and for exceptional cases, see the next section, *Advanced Card Effects and Clarifications*.

Advanced Card Effects and Clarifications

Clarification: During *Units Follow Orders*, you must resolve a Command if it's possible to do so. However, if you do not have the required Military Logistics Points available to resolve a card, you do not resolve the card. For example, if you only have 3 Military Logistics Points, you cannot resolve Reinforce en Route. Skip the card effect and leave your Military Logistics Points as they are.

Rikutoh 1: Rapid-Move

Chainable: ✗ Point Cost: -2


- **Card Text:** Choose one of your own Units and carry out **both** a Move and a Reorient Command in any order. Resolve the Move and Reorient Commands in the same way as you would for Basic Commands.
- **Clarifications:** You may choose to invade when moving with this card's effect.

Rikutoh 2: Logistical Review


Chainable: ✗ Point Cost: 0

- **Card Text:** Increase your Military Logistics Points by 2.

Rikutoh 3: Crossbow or Reorient

 **Reorient** [Chainable: ✓ Point Cost: 0]

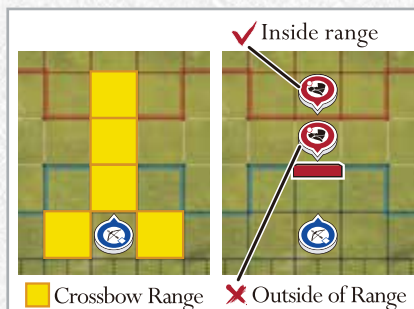
- **Card Text:** Change the direction your Unit faces. You may turn it by any interval of 90 degrees.

 **Crossbow** [Chainable: ✓ Point Cost: 0]

- **Card Text:** Choose an opponent's Unit within the range shown in the diagram and remove it from the board.

● Clarifications:

- You may change a Unit's direction or shoot for a ranged attack. Crossbow's attack range differs to the Basic Shoot card's range—the Crossbow can target 1 space either side or any of the 3 to the front. The diagonally forward spaces are no longer within range.
- The Crossbow may still target enemy Units even if there is a Fence in the line of sight, so long as the Fence isn't directly adjacent to the target Unit's space (see the diagram above).



Rikutoh 4: Reinforce en Route | Chainable: ✗ Point Cost: 0

- **Card Text:** Choose 1 of your Infantry or Archer Units on the board. Take a Unit from the Reserve and put it on one of the orthogonally adjacent spaces to the Unit you chose. Then, reduce your Military Logistics points by the cost of the new Unit (Infantry: 4, Archer: 5, Cavalry: 6).

● Clarifications:

- You may not choose Cavalry as the Unit to place the Reinforcement next to. However, you may choose a Cavalry as the Reinforcement Unit from the Reserve.
- This Command differs to the basic Reinforce Command's placement rules: you **cannot** place the new Unit in your Home Territory.
- If you only have 3 Military Logistics Points available, you cannot afford to place a new Unit so you cannot resolve this Command.
- You may place your new Unit in your opponent's Home Territory, as long as it is adjacent to one of your Infantry or Archer Units.
- Using this Command's effect, you **may** place the Unit in your opponent's Invasion Zone (the spaces marked with a + symbol), but you may not invade. You may only invade when you **Move** your Unit onto an opponent's Invasion Zone space.
- You cannot place the new Unit in a space already occupied by another friendly or enemy Unit.
- If your opponent has Fences on the space you place a new Unit, remove those Fences.

Rikutoh 5: Light Infantry | Chainable: ✓ Point Cost: 0

- **Card Text:** If an Infantry Unit you are moving has a Shield token, you must remove the token prior to moving. Move within the range shown in the diagram.

● Clarifications:

- This Command allows Infantry without a Shield to take a Move action that allows the Infantry to move up to 2 spaces forward in addition to the directly adjacent spaces of the Basic Move Command. Furthermore, when moving with this Command, the Infantry Unit may invade.
- You may use a Chained Command to have Infantry with or without Shields move, but all the Infantry Units you choose to move must have their Shield token removed prior to moving.
- Light Infantry cannot pass through enemy Fences. If moving forward 2 spaces, a Unit must stop its movement in front of an opponent's Fence.
- Light Infantry may pass through other Infantry, Archers, and Cavalry when moving 2 spaces forward.

Rikutoh 6: Scout Commands or Scout the Shogun

 **Scout Commands** [Chainable: ✗ Point Cost: -2]

- **Card Text:** Look at 1 Command card in your opponent's Command Row.

 **Scout the Shogun** [Chainable: ✗ Point Cost: -5]

- **Card Text:** Choose 1 of your opponent's Units on the board and ask if it is their Shogun. Your opponent must answer either "Yes," or "No."

● Clarifications:

- During *Units Follow Orders*, you must resolve a Command if it's possible to do so. Therefore, even if your opponent has no face down cards in their Command Row, you must still resolve one of the following effects:
 1. Pay 2 Military Logistics Points and resolve *Scout Commands*. This means you look at a card that is already face up.
 2. Pay 5 Military Logistics Points and resolve *Scout the Shogun*.
- If your opponent answers "Yes," to your Scout the Shogun question, your opponent should turn over their Shogun Marker so it is face up. Then, continue the game as normal with the revealed Shogun Marker.

Sanryaku 1: Rapid Fire

Chainable: ✖ Point Cost: 0

- **Card Text:** Choose 2 of your opponent's Units within the range shown in the diagram and remove them from the board.
- **Clarifications:**
 - Choose 1 Archer Unit and perform 2 Basic Shoot Command actions. The range for the attack is the same as the Basic Command range.
 - You may choose the same enemy Unit for both of the Shoot Commands.

Sanryaku 2: Strategic Switch

Chainable: ✖ Point Cost: -2

- **Card Text:** Select 1 of your Units. Swap its position with another of your orthogonally adjacent Units. Neither Unit changes the direction it's facing.
- **Clarifications:**
 - This Command allows you swap the positions of 2 of your own adjacent Units. Those Units do not change orientation. As this is not a Move Command, if you use this on Units in the Invasion Zone, they may not invade after switching positions.
 - During *Units Follow Orders*, you must resolve a Command if it's possible to do so. Therefore, if you have 2 or more Military Logistics Points and there are 2 Units whose positions can be switched, you must switch them.
 - If you do not have 2 adjacent Units and cannot resolve the switching effect, nothing happens. If you cannot resolve the effect of this card, do not reduce your Military Logistics Points.

Sanryaku 3: Chain Trap

Chainable: ✖ Point Cost: -2

- **Card Text:** Place this card face up next to the board, so it is visible to both players. While your Chain Trap card is face up next to the board, if your opponent moves a Unit exactly 1 space via a Command card, they must also move **all** of their orthogonally adjacent Units (regardless of type) one space in the same direction. Then, return this card to the bottom of your deck.
- **Clarifications:**
 - This card allows you to force your opponent to perform a Chained Command. However, Chain Trap affects all adjacent Units, regardless of their type. For example, if your opponent moves an Infantry Unit and there are Archers and Cavalry next to it, you also move all of those Units 1 space in the same direction. If your own pieces are blocking the movement of any of the enemy Units, those Units are not moved.
 - "Moves a Unit exactly 1 space via a Command card," refers to the movements from the Move, Rapid-Move, and Light Infantry cards. As this card states "moves a Unit exactly 1 space," the effect does not apply if your opponent moves 2 or more spaces. For example, Cavalry moving forward multiple spaces, or the Light Infantry card sending an Infantry Unit 2 spaces forward does not cause this effect to activate. Strategic Switch is not considered a Move Command. If your opponent uses one of the Commands that doesn't activate this card, do not resolve Chain Trap. Leave it where it is at the side of the board and resolve it only when your opponent makes an applicable movement.
 - Cards placed to the side of the board do not count towards the Command Row limit of 4 cards. Therefore, if you've placed 4 cards in your Command Row during *Send New Commands*, in the *Re-Supply* phase you will temporarily only be able to draw 2 cards to refresh your hand.

For Enquiries and FAQ

Please check the Gunshi: The Art of Strategy official website for any questions you might have that are not covered by this rulebook. The website will be home to any answers given to enquiries we receive.

Gunshi: The Art of Strategy Official Website

<https://grandoor-games.com/products/strategist-strategy>

In the rare case that the website cannot answer your question and you cannot decide the best solution between you and your opponent, the player with the most Military Logistics Points decides. If you both have the same amount of Military Logistics Points, decide with Rock, Paper, Scissors or any other method you prefer.

Then, if you'd like to email us with what brought your battle to a short standstill, we'd love to hear from you! We will reply to your email and put the answer to your question on our website for future players to reference.



Official Website



Supplementary Rules

Take Gunshi: The Art of Strategy to the next level

Official Tournament-Style Games

These rules are subject to change. Check our website for the latest information.

Basic Battle Rules

Play according to the basic rules, but with a time control on your match.



Time Control

- Each player has a total of 20 minutes on their clock. Use a game clock (like a chess clock) to keep track.
- If your time falls to 0, you immediately lose the game. (There is no extra time or *byoyomi* applied.)



Turns and Starting the Time Control

Once the game is set up and players enter the *Creating Your Battle Formation* phase:

- The clock starts after the red player places their first piece—time control begins with the blue player.
- Each time a player finishes placing a piece during *Creating Your Battle Formation*, they must press their clock to pass the time back to their opponent.

Once both players have finished building their initial battle formations:

- Press the clock so that the red player's time is running.
- The red player then proceeds with their *Choosing Your Shogun and Card Order* phase. When they have finished selecting their Shogun and arranging their hand and deck they press the clock, passing the time to the blue player.
- The blue player then carries out their own *Choosing Your Shogun and Card Order* phase.
- When they have finished they press the clock, passing the time back to the red player.
- The red player then starts their first *Battle* phase.
- Once a player finishes their *Re-Supply* step by increasing their Military Logistics Points and drawing back up to 3 cards, they press the clock to pass the turn.

* If you press the clock without increasing your Military Logistics Points, you do not gain any Points that turn.

* If you press the clock without drawing cards, you must still draw back up to 3 cards in hand

Advanced Battle Rules

Use *Advanced Variant 1 - The Gunshi's Inspiration*, as well as the time control rules from the *Basic Battle Rules* above. In addition, employ the following additional rules:

- Before entering the *Creating Your Initial Formation* phase, each player chooses 3 of their own Advanced Command cards to lay face down next to the board. You may not look at the cards your opponent chose, but you may check your own cards at any time during the game.
- Do not run the clock while choosing your Advanced Command cards. All other time keeping is the same as in *Basic Battle Rules* above.

Custom Deck Construction Rules

Use *Advanced Variant 2 - Custom Deck Construction*, as well as the time control rules from the *Basic Battle Rules* above. In addition, employ the following additional rules:

- Use the setup rules for *Advanced Variant 2 - Custom Deck Construction*, but **do not** employ any of the optional rules.
- Do not run the clock while choosing your Advanced Command cards. All other time keeping is the same as in *Basic Battle Rules* above.

Initial Formations for Advanced Players

The development team has constructed several initial formations, designed to be incredibly responsive. When you're used to how the game plays, try these Unit placements and card selections.

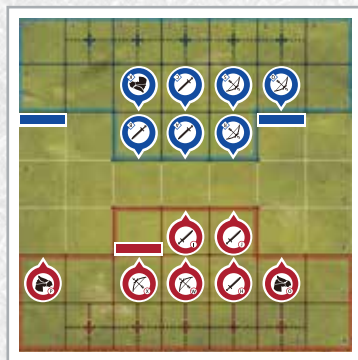
- These are designed with the basic rule set in mind.
- Red plays first.
- Choice of Shogun is left up to you, the player.
- Your starting hand and deck order are defined in each formation. You and your opponent will know each other's card order.

*As long as the Unit you place is the same type as the formation defines, the alphabet letter doesn't matter.

*Some of these formations use more than 18 Military Logistics Points; this is intentional.

Abbreviations: M: Move, Re: Reorient, F: Fence, Rf: Reinforce

Formation 1



Red Goes First

Starting Hand: M, M, Re
Deck (in order): Rf, F, M, Re



Blue Goes Second

Starting Hand: M, Re, F
Deck (in order): M, Re, M, Rf

Strategy Tips

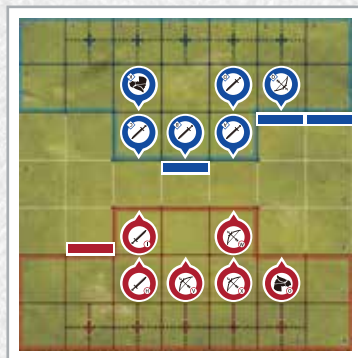
This formation was made to show off the fun in trying to get a read on your opponent from the very first 3 cards.

Red's use of their lone Cavalry off to the left is critical, and blue has to figure out exactly when to send their chainable Archers forward.

This formation is made in such a way that using a Lightning Command to rush in and mow through Units will get your own Units cut down in return, so you have to think more than a few steps ahead for a victory.

It's important to keep in mind when your cards will be coming back into your hand to be used again, and to build a plan before you make your moves.

Formation 2



Red Goes First

Starting Hand: M, M, Re
Deck (in order): Rf, F, M, Re



Blue Goes Second

Starting Hand: M, Re, F
Deck (in order): M, Re, M, Rf

Strategy Tips

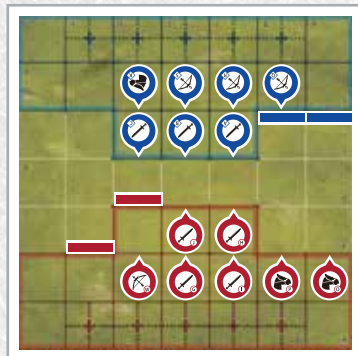
Pay close attention to your opponent's first hand. This formation is all about whether or not red can effectively use their Archers or blue can effectively use their Cavalry.

Chaining the Archers is important for red, but their victory hinges on how they demolish those enemy Fences.

Blue's Reinforce Command might be at the bottom of their deck, but the spaces left and right of their Cavalry are open leaving room to make a Chained forward charge. Timing is key here, as both formations can exchange heavy blows without much resistance.

Unlocking that perfect timing will come when you can successfully hide and reveal the right cards in your Command row.

Formation 3



Red Goes First

Starting Hand: M, M, Re
Deck (in order): Rf, F, M, Re



Blue Goes Second

Starting Hand: M, Re, F
Deck (in order): M, Re, M, Rf

Strategy Tips

At first glance, this formation looks a lot like an offensive side and a defensive side, but the important thing for both armies is to make the right sacrifices.

Make the most of this over-cost formation; it has more firepower than usual. Despite the two formations bearing down on each other intensely, a well-placed Lightning Command can punch a hole right through the enemy lines.

Whether you use your reinforcements for an attack or for strengthening the line will depend on the situation, but the player that leads the charge will be the one in control of the battle here.

Custom Deck Construction Examples

The development team has created some example configurations for the advanced variant *Custom Deck Construction*. Try a few games with these line ups!

Deck 1: Wave After Wave

- Basic 1: Move
- Basic 1: Move
- Basic 2: Reorient or Shoot
- Advanced 1: Rapid-Move
- Advanced 2: Logistical Review
- Advanced 3: Reorient or Crossbow
- Advanced 4: Reinforce en Route

Attack, attack, attack! This will be a ruthless battle. Rapid-Move and Reinforce en Route will cost a lot of Points, but Logistical Review will replenish your supply. You won't be able to build fences this game, so your formation becomes that much more important. Reinforce en Route and frequent movement will help you claim victory via invasion.

Deck 3: Logistical Nightmare

- Basic 1: Move
- Basic 3: Build Fence
- Advanced 1: Rapid-Move
- Advanced 3: Reorient Crossbow
- Advanced 4: Reinforce en Route
- Advanced 5: Light Infantry
- Advanced 6: Scout

A deck full of cards hungering for your Military Logistics Points. Each Command in the deck is powerful, but not as easy to pull off as you might think. You'll have to be strict with your Military Logistics Points and decisive enough to attack at the perfect time.

Deck 2: Fire at Will

- Basic 1: Move
- Basic 2: Reorient or Shoot
- Basic 2: Reorient or Shoot
- Basic 3: Build Fence
- Advanced 1: Rapid-Move
- Advanced 3: Reorient or Crossbow
- Advanced 4: Reinforce en Route

There are 3 cards for ranged attacks in this deck, but Fences mean it won't entirely be a long-range battle. You'll need to be ready to sacrifice a few Cavalry to destroy those Fences. Using Reinforce en Route with a Lightning Command to send your Archers to the front lines makes for a highly effective surprise attack.

Deck 4: Who Dares, Wins

- Basic 1: Move
- Basic 1: Move
- Advanced 4: Reinforce en Route
- Advanced 5: Light Infantry
- Sanryaku 1: Rapid Fire
- Sanryaku 2: Strategic Switch
- Sanryaku 3: Chain Trap

**This deck uses the promotional Sanryaku cards.*

This deck features many of the more unusual Commands like Strategic Switch, Chain Trap, Light Infantry, and Reinforce en Route. If you can stay ahead of your opponent and keep them on their toes, victory may be in your grasp.

Gunshi: The Art of Strategy

2 Players, Ages 8+, 30-60 Minutes

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Special Thanks:

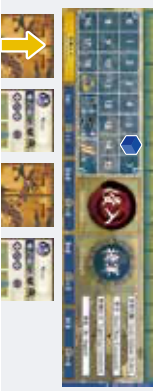
Tianran Lin, Mandy, Ryo Nonaka, Kazuo Isezi, Coppe, Alexeja, Laura, Mitsusaki, Matsuo, Yamazaki (Little Works), Yuichiro Miyagawa, Masao Fukase, Su-ku (42GAMES), Negi (42GAMES), Tahha-ra (42GAMES), Machiruda (42GAMES), Higuchi, Izutsu, Yoshi-pon, Mr. Party Teacher, Sumida, Mitani, Syou (Board-Te-ito), Yukina Yokoi, Boardgame Cafe JOGO (Ooita), Nguyen Phi Bao, Hoa, Sadamatsu, All Banana moon Staff, All Red i Games Staff, All Board Game Cafe Yukoru (Hokkaido) Staff, Board Game Cafe coast (Hiroshima), rinta, Makoto Akiyama, FUTARIASOBI, Akki-rabit, Vlogger Watanabe, All Ika-radio Staff, Yasuhiko Tanabe, Tomoka Hagino, clevertrick, HilkMAN, Stella Jahja (Meeple University), Barry Kendall, Nate Owens (There Will Be Games), Bower's Game Corner, Steph (Minimum Player Count), Rodolphe (Jeux & Japon), ShelfClutter, Pancake, Rand, Kickstarter Japan, All BGG friends, All Kickstarter supporters, and you!

Battle Phase Summary

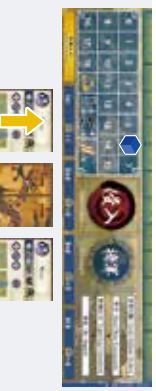
Opponent's Turn

1. Units Follow Orders

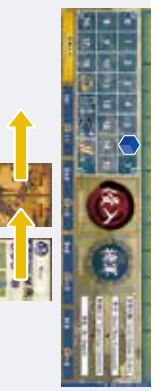
If there is a card in the Lightning Command position, resolve it. Move the resolved card to the bottom of your deck.



Resolve the card in the 1st position. Move the card you resolved to the bottom of your deck.

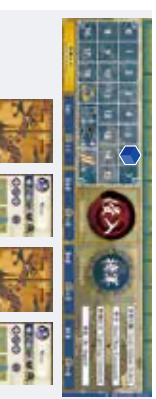
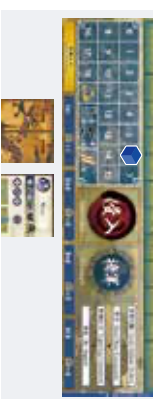


If there are cards in 2nd position onwards, slide them all to the left.



2. Send New Commands

Place at least 1 card from your hand in the Command Row. You **must** place the cards following the face up, face down pattern.

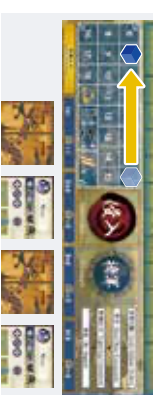


*You must place at least 1 card.

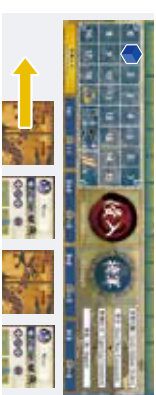
*You may have up to 4 cards in your Command Row.

3. Lightning Command (optional)

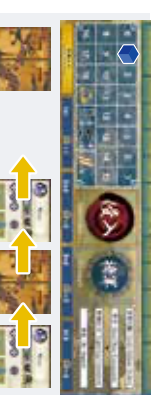
Pay 6 Military Logistics Points.



Move the card in 1st to the Lightning Command position.

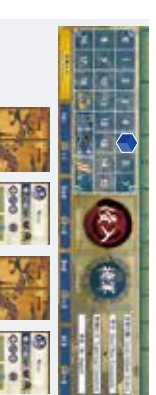
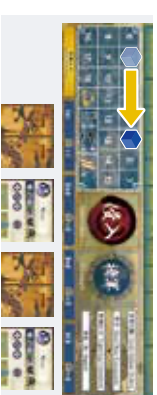


If there are cards in 2nd position onwards, slide them to the left.











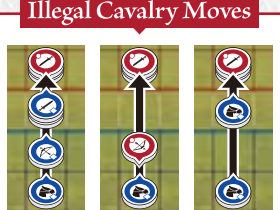








4. Re-Supply

Gain Military Logistics Points according to the number of cards in your Command Row.


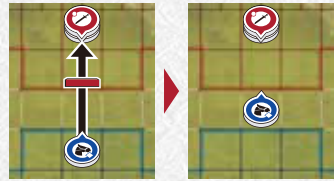



Draw from your deck until you have 3 cards in your hand.

Command Summary Table

	 Infantry	 Archers	 Cavalry
	  When moving onto an Infantry Unit with a Shield token, remove only the Shield. The Unit using the Move Command stays in place.		 Can jump over a single Archer or Infantry Unit. Removes shielded Infantry Units with 1 Move Command. Illegal Cavalry Moves  • May not jump 2 or more Units. • May not jump enemy Units or other Cavalry.
			
			

Fence Rules

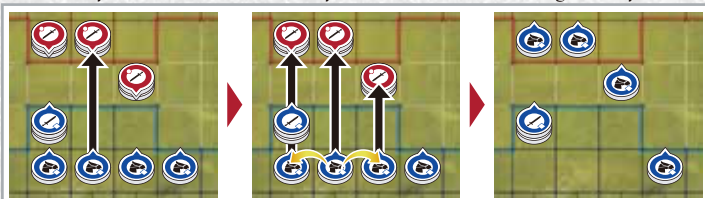
- When you move a Unit onto a space with enemy Fences adjacent, remove those Fences.

- Cavalry must come to a stop in front of a Fence.

- If your Archer is facing an enemy Fence head on, that Archer cannot shoot its target.


Chained Commands Summary

- When resolving a Command card, you may have the Units directly adjacent to a Unit's front, back, left or right carry out the same Command if they are the same type of Unit.
- Resolving a Command as a Chained Command is optional. You may also choose only certain Units to chain.
- Units performing a Chained Command do not need to be facing the same direction, but each Unit's action range will depend on their facing.

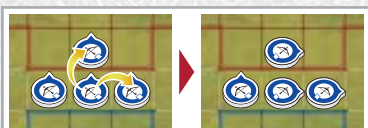
Move

- Chained Units may only move in the same direction.
- Chained Units may be facing different directions, but their range of movement depends on their facing.
- You may choose the distance that you'll move forward-facing Cavalry.



Reorient

Turn the Units using this Chained Command to face the same way.



Shoot

Chained Archers may each target different Units. Each Archer's range depends on the direction it faces.



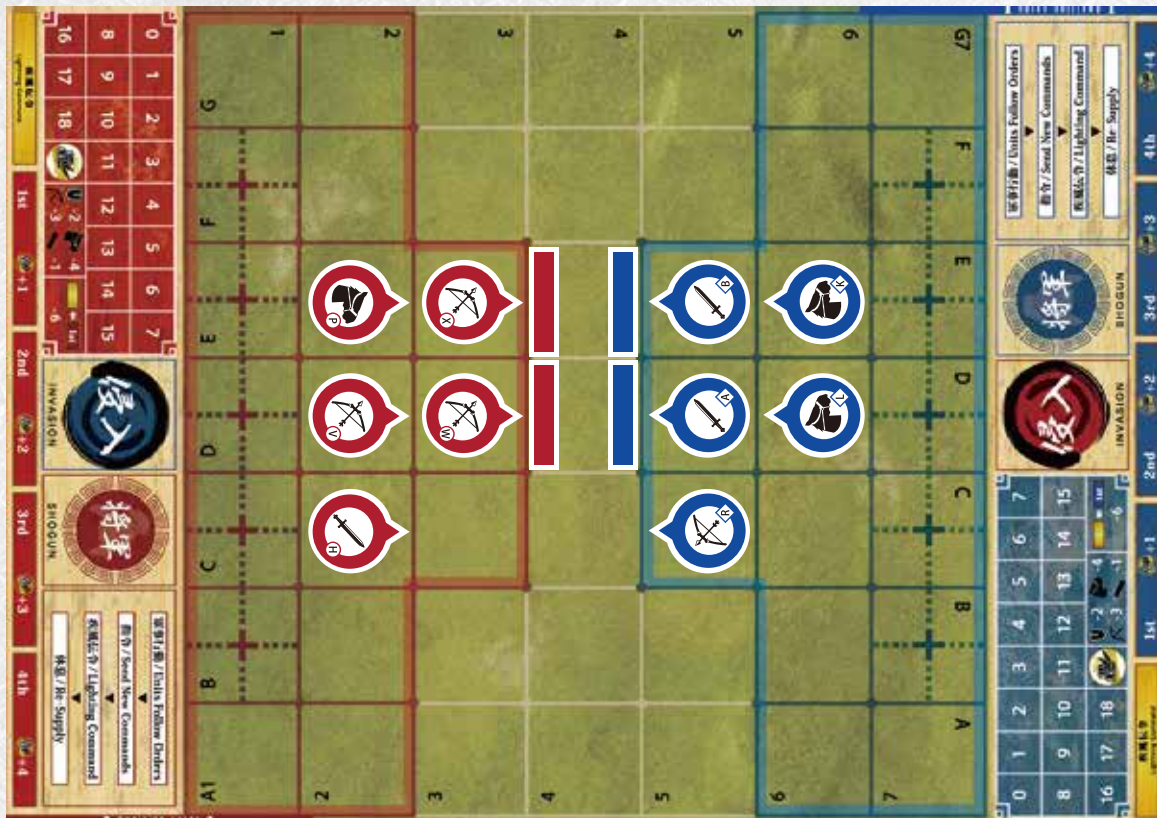
Build Fence

You may choose different Fence placements for each Infantry Unit. Each Fence you place costs 1 Military Logistics Point.



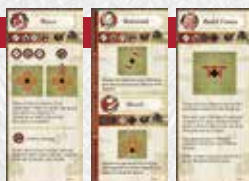
First Battle Guide

If you've read the rules but want some extra guidance to get started, use this beginner setup as a guide for your first play through. It's designed to help you get a feel for the flow of the game and the knack to each component. Your starting hand and initial formation have been decided for you, but choice of Shogun is left up to you, the player.



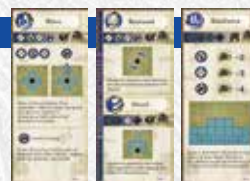
Starting Hand

- Basic 1: Move
- Basic 2: Reorient or Shoot
- Basic 3: Build Fence



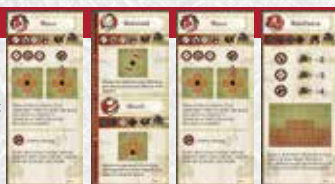
Starting Hand

- Basic 1: Move
- Basic 2: Reorient or Shoot
- Basic 4: Reinforce



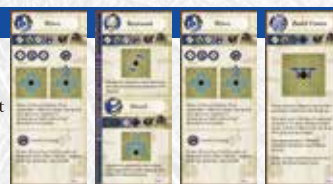
Deck (in order)

- 1 Basic 1: Move
- 2 Basic 2: Reorient or Shoot
- 3 Basic 1: Move
- 4 Basic 4: Reinforce



Deck (in order)

- 1 Basic 1: Move
- 2 Basic 2: Reorient or Shoot
- 3 Basic 1: Move
- 4 Basic 3: Build Fence



Player Tips

If you make use of a Chained Command, you can have your 3 Archers shoot together. Line up a Move and a Shoot Command in order and then use Lightning Command to take out multiple enemy Units in one swift motion. Whether you charge in and shoot or wait for your opponent to come to you depends on the Commands they send!

Player Tips

Your Cavalry can jump over your Infantry and Archers, but they are stopped easily by Fences. Moving onto a space with adjacent enemy Fences breaks them down, so make good use of your shielded Infantry to destroy those Fences and then chain your Cavalry for an all-out attack!