

SET-UP:

- Place the Theatre cards in a row, in a random order.
- Players will play cards 'into' Theatres in columns on their side of this row.
- Randomly deal the Supreme Commander Cards, this decides first player.
- Deal 6 Cards to each player. Set the rest of the deck aside, facedown.
- The Game is fought over a series of Battles. During a Battle players take Turns playing cards into the Theatres until one of them Withdraws or neither of them has any cards left. Their goal is to Control the majority of the Theatres by the end of the Battle or force their opponent to Withdraw.

Each Card has a Theatre, an Ability and a Strength value.

At the end of the Battle the player with the highest total Strength on their side of a Theatre Controls it. If it's empty or there's a tie, 1st player Controls.

END OF BATTLE:

- IF WITHDRAW:** Winner earns points noted on loser's Supreme Commander Card.
- OTHERWISE:** Player controlling at least 2 Theatres wins Battle & gets 6 points.
- VICTORY CHECK:** If either player has at least 12 points they win the game.
- OTHERWISE:** The game continues

- Rotate the positions of the Theatre cards, i.e. 1st to 2nd, 2nd to 3rd, 3rd to 1st.
- Players swap Supreme Commander cards.
- Shuffle all the other Cards, deal as above & start a new Battle.

NOTE:

'You' in card Abilities refers to the player whose side the card is on.

Once an Instant Ability begins taking effect, it always resolves fully, even if it gets flipped Facedown before completing.

If several Instant Abilities trigger around the same time, resolve them in the order that they were triggered. Resolve each fully before resolving the next.

If a card is Destroyed immediately after being Played, ignore its Ability.

A card can be Played even if its Ability cannot be completed.

If an Ability contradicts the Rules, the Ability takes precedence

VARIANTS:

- BEGINNER:** First to win 3 battles wins the game. Don't use points or Withdraw.
- LONG GAME:** Play to 18 Points instead of 12.
- DESIGNER SUGGESTED:** Transport can only Move Uncovered Cards

If you are using First Edition Cards with the Revised Edition Rules: note the following **CLARIFICATIONS** and **DIFFERENCES**:

BLOCKADE: Applies if any player plays a card in an adjacent theatre.

AMBUSH, DISRUPT AND MANOEUVRE only apply to Uncovered Cards.

AIR DROP: Affects next time you play a card, whether or not that's during your next turn.

DISRUPT: You flip first, then your opponent.

CONTAINMENT: Discard is the same as Destroy.

REINFORCE: 'Draw 1 card and play it facedown to an adjacent theatre.'

REDEPLOY: 'You may return 1 of your facedown cards to you hand, if you do play a card.'



CLARIFICATIONS

Unless stated otherwise:
A player can Flip any card, including their opponent's.
An Ability can affect both Covered & Uncovered cards.
'Theatre' includes both players' sides of a Theatre.
Move is not the same as Play, it is not affected by abilities that say Play.
Abilities triggered by 'Play' take effect whether a card was played as part of a player's turn or the result of an Ability.
You don't draw any new cards during a Battle (except with Reinforce).
If a card with an Instant Ability is Flipped Facedown its **Ability takes effect again if it is Flipped back Faceup**.
AIR DROP: If Flipped Facedown before its Ability is used the player still gets to play their next card to a non-matching theatre.
CONTAINMENT: is not triggered by a Flipped or Moved card.
COVER FIRE: Covered Cards with a Strength of 5 or more are reduced to 4.
DISRUPT'S Ability can Flip itself.
REINFORCE: Containment and Blockade's Abilities are triggered by Reinforce.

DURING A BATTLE

EACH TURN: Play one card Faceup or Facedown, or Withdraw.
PLAY: Place a card from your hand into a Theatre on your side.
If Faceup, it must be played into a matching Theatre.
If Facedown, play it to any Theatre. It must overlap any previously played cards, leaving just their abilities visible.
Then, if played Faceup, its Ability takes effect.
WITHDRAW: End the Battle early to deny your opponent the full points from the Battle. The earlier you withdraw, the fewer points they win.
ABILITY KEY

TERMS

INSTANT: Takes effect once, when the card is Played or Flipped Faceup

ONGOING: Always in effect while the card is Faceup.

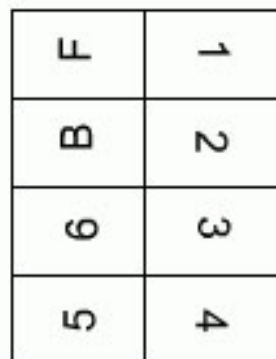
FLIP a Faceup card Facedown or a Facedown card Faceup.

MOVE a card to a different Theatre, but on the same side. It overlaps any cards already there.

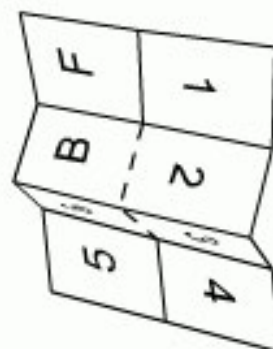
DESTROY: Immediately place the card face down on the bottom of the Deck. Overlapped cards are Covered, cards not overlapped are Uncovered.

Folding Instructions

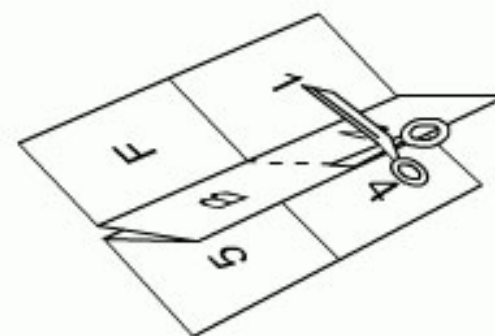
Note: All folds should be to the lines printed on the paper, and not to the actual edges of the page.



1. Start with front page at top left

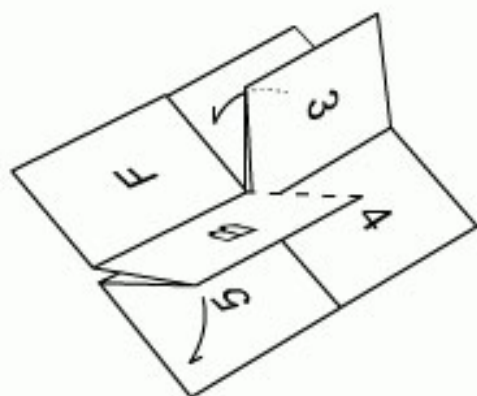


2. Fold in halves

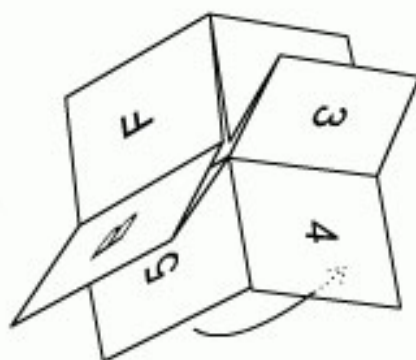


3. Cut at dotted line in center

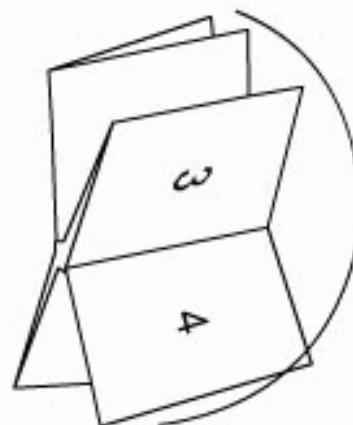
4. Fold to opposite ends.



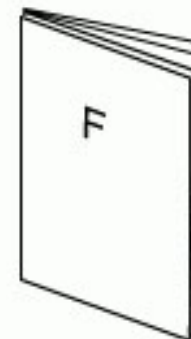
5. Fold in half vertically



6. Fold in half horizontally



done. enjoy!



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