



將軍令

GENERALS' ORDER

GAME RULES

STARTER GUIDE

INDEX

Type of cards	1
• Character cards	2
• Strategy cards	3
• Equipment cards	4
• Counter cards	5
• Commandment cards	6
Battlefield	7
Condition for victory	9
Golden rules	10
Game setup	11
Game play	12
Action sequence	13
• Draw Phase	14
• Main Phase	14
• Recruitment	15
• Manoeuvre	16
• Enhancement	20
• End Phase	22
Glossary	23
FAQs on rules	24

將軍令 GENERALS' ORDER

WELCOME TO GENERALS' ORDER !

Generals' Order is a card game that simulates the ancient Chinese warfare, combining wisdom, courage and calculation.

In the battle of wits and courage, who will emerge victorious? Build the ultimate troops and command them at your disposal.

TYPES OF CARD

There are 5 types of cards in this game, namely:



[CHARACTER] card



[STRATEGY] card



[EQUIPMENT] card



[COUNTER] card



[COMMANDMENT] card

CHARACTER card



They are the military personnel under your command. While many of them are veteran fighters or strategists, some who possess special skills that are beyond your imagination!


 cards are commonly known as “General” in the game.



STRATEGY card



They are tactics which you can deploy to gain advantage when the opportunity arises!

 cards will be placed to **DISCARD** after used.



EQUIPMENT card



There are 2 types of 物 cards: [**Troop**] card and [**Armament**] card. They help to strengthen your [Character] cards and their effect last throughout the game! If the general equipped with 物 card is sent to **CASUALTY**, put the 物 card to **DISCARD**.

COUNTER card




This is the only type of card that can negate certain actions made by your enemy.

特 card can be used during enemy's turn. This gives you the opportunity to turn the tide!

COMMANDMENT card



Both you and your enemy will choose a type of  card to suit your respective playing style and strategy at the start of the game.

 effect lasts throughout the game.

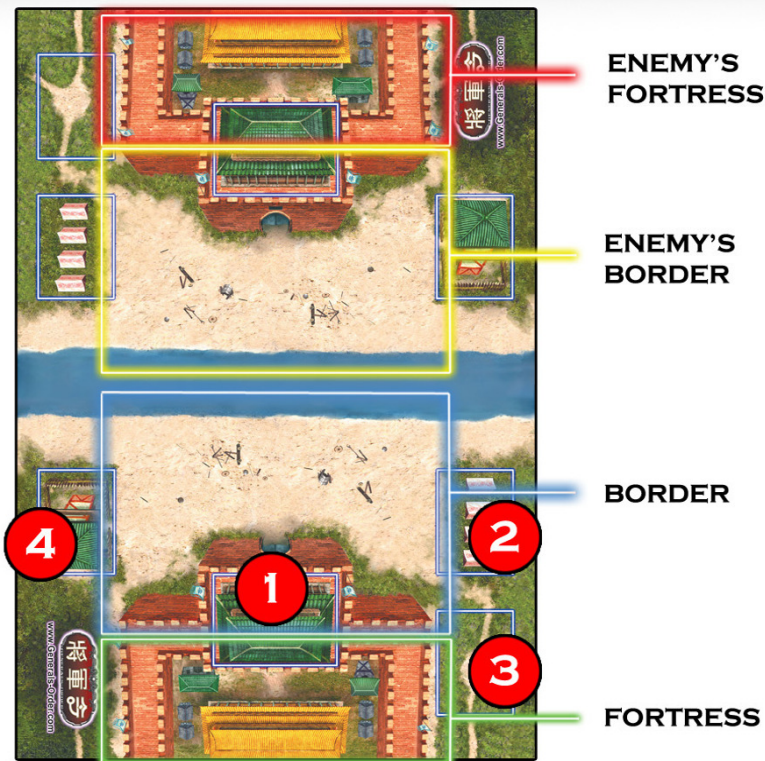


BATTLEFIELD

The entire game revolves around the “battlefield”. The battlefield is divided into 4 zones: “FORTRESS”, “BORDER”, “ENEMY’S BORDER” and “ENEMY’S FORTRESS”.

There are also 4 boxes for the placement of cards: “RESOURCE”, “CASUALTY”, “DISCARD” and “COMMAND”.





- 1 RESOURCE** – Here is where you place your deck.
- 2 CASUALTY** – All your defeated [Character] cards will be placed here.
- 3 DISCARD** – All your used cards will be placed here.
- 4 COMMAND** – This is where you position your [Commandment] card at the beginning of the game.

8

CONDITIONS FOR VICTORY

- Opponent has no **RESOURCE** card to draw during his turn.
- Opponent does not have sufficient **RESOURCE** cards to pay for *Upkeep*.
- Opponent does not have sufficient **RESOURCE** cards to pay for damage dealt by your general.
- Special victory: Immediate victory to the player who manages to fulfil a specific winning condition as stipulated by the card effect.

9

GOLDEN RULES

- **Generals in CASUALTY:**

Regardless of any card effect or general's effect, all generals in **CASUALTY** cannot be "revived" i.e. recruited to the **BATTLEFIELD** again.

- **Generals with the same name:**

No general (belonging to you) with the same name can co-exist on the **BATTLEFIELD** at the same time. Similarly, you cannot have a general on the **BATTLEFIELD** when a general with the same name (belonging to you) is already in **CASUALTY**.

- **Armament:**

As all [**Armament**] cards are unique, you cannot equip more than one [**Armament**] card of the same name on 2 or more of your [**Character**] cards in the **BATTLEFIELD**.

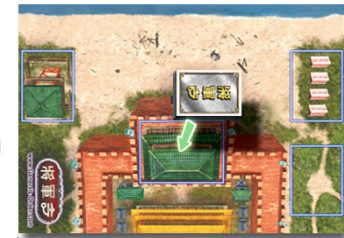


- **Cards with the same name:**

You can only have a maximum of 3 cards of the same name in your deck.

GAME SETUP

- Place 40 to 60 cards (facing downwards) on **RESOURCE**. These cards are now your **RESOURCE** cards. Cards with the same name should not exceed more than 3 in a deck.



- Inform your enemy all the factions that are used in your **RESOURCE** cards.
(*Note: the number of factions used in your **RESOURCE** cards will determine the maximum number of cards you can hold at your hand at the end of your turn.*)

3 or more factions : hold a maximum of 6 cards at hand

2 factions : hold a maximum of 8 cards at hand

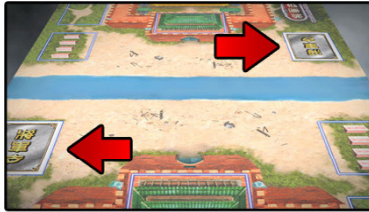
1 faction : hold a maximum of 10 cards at hand

(*Note: 无 is not counted as a faction*)

- At the end of your turn, if the number of cards you are holding at your hands exceeds your maximum hand card size, you must put the excess cards to **DISCARD**.



GAME PLAY



Before the start of the game, each player should place the [Commandment] card face down on the **COMMAND** box.

Shuffle the rest of the cards and place the deck on the **RESOURCE** box. This will be your **RESOURCE** deck. The next step is to set the [Commandment] card face up. Remember, the effect of the [Commandment] card will last until the end of game.



After determining who is the first player, each player draws 5 cards from their **RESOURCE** to hand.

12

ACTION SEQUENCE

I DRAW PHASE



III END PHASE



Enemy's Turn

13

DRAW PHASE

Player gets to draw one card (i.e. first card from the top) from **RESOURCE** at the beginning of each turn.



NOTE

First player will skip this phase at his/her first turn due to his/her first mover advantage.

MAIN PHASE

There is no definite sequence or limited number of times for performing the following actions. The player can perform the actions interchangeably.



14



RECRUITMENT

To recruit a general to the **BATTLEFIELD**, simply place the [Character] card from your hand to your **FORTRESS** and put the required number of cards from hand to **DISCARD** based on the **recruitment cost** of the general.

For example, General Liu Bei requires 3 recruitment costs. Hence you put 3 cards from hand to **DISCARD**.

The discarded cards should not be revealed to your enemy. Place them face down on the **DISCARD** pile.



- When a general is recruited to the **BATTLEFIELD**, always place the general on your **FORTRESS**. Generals cannot be placed on any other zones unless it is stated in its special ability.
- Each general is a unique headcount. This means that you can only recruit a general to the **BATTLEFIELD** if there is no other general of the same name (belonging to you) on the **BATTLEFIELD** or **CASUALTY**.
- Generals cannot move or attack on the same turn they are recruited but they can still activate their active effects if there is any. Thereafter, generals can make a single move / attack and activate their active effects once every new turn.
- Last but not least, we have a special rule on recruitment which is called "**Affiliation**". For every general of the same faction, you can reduce its recruitment cost by 1 point. For example, if you have 3 Shu generals on the **BATTLEFIELD**, the recruitment cost of Shu general "Liu Bei" who requires 3 recruitment costs is reduced by 3 points. This means that you do not need to discard any cards at hand to recruit him to the **BATTLEFIELD**.

15

MANOEUVRE

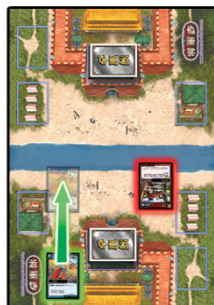
Every general can either **move** OR **attack** per turn.

Moving your generals: You can move your general along the zones

e.g. from FORTRESS to BORDER / ENEMY BORDER
from BORDER to FORTRESS / ENEMY BORDER
from ENEMY BORDER to BORDER / FORTRESS.



Advance without blockage by enemy's general



Advance with blockage by enemy's general



Retreat with enemy's generals on the BATTLEFIELD



● When you move a general from FORTRESS / BORDER to ENEMY'S BORDER and there are "X" number of enemy general at your BORDER, you have to "block" the enemy generals by moving "X" number of your generals to BORDER before moving the rest of your generals to ENEMY'S BORDER.

● You are not allowed to move your generals to ENEMY'S FORTRESS.

16

MANOEUVRE

Attack and Defend: There are 3 types of **attack**, namely: **Melee**, **Tactical strike** and **Siege**. Each general can only choose 1 type of attack per turn.



Melee:

Declare your general that is attacking the enemy's general in the **same zone**.

Rules of Melee:

- If your general's **Might** is higher, send the enemy's general to **CASUALTY**.
- If both your general and enemy's general have the equal **Might**, send both generals to their respective **CASUALTY**.
- If your general's **Might** is lower, send your general to **CASUALTY**.

17

MANOEUVRE



Tactical Strike:

Declare your general who is executing the tactical strike and the [Tactics] card to be activated (e.g. Tactics – Water). Pay the execution cost of the [Tactics] card and resolve the card effect.

Rules of Tactical Strike:

- If your targeted enemy generals' **Wits** are lower than your general who executed the Tactical Strike, send your enemy's generals to **CASUALTY**.
- If your targeted enemy generals' **Wits** are equal or higher, the tactical strike is deemed as a failed attempt. Unlike the Melee attack, if the tactical strike by your general fails, you do not need to send your general to **CASUALTY**.



[Tactics] card are 事 cards that contain the word "**Tactics**".



18

MANOEUVRE



Siege :

When your generals are at **ENEMY'S BORDER** and there is no enemy's general to stop you, your generals can attack the enemy's **RESOURCE** directly (i.e. "depleting" the enemy's **RESOURCE** cards). This form of attack is known as "**Siege**". The number of **RESOURCE** cards to be "depleted" is determined by the **Might** of your attacking general. "Depleted" cards will be put to **DISCARD**.



As long as there is at least 1 enemy's general at **ENEMY'S BORDER**, your generals (regardless of the number of generals you have outnumbered your enemy) cannot perform **Siege**.

19

ENHANCEMENT

During enhancement step, you can choose to do the following actions:

Equipping your general with 物 card (i.e. Armament/Troop):

Declare the 物 card and the general you are equipping. Pay the cost of the card and place the card on top of the [Character] card. As long as the 物 card is not removed from the general, the 物 card's effect will remain effective throughout the game. If the general leaves the **BATTLEFIELD**, the 物 card will be put into **DISCARD**.



- Each general can only be equipped with one **Armament** and one **Troop** card.
- You cannot equip more than one **Armament** card of the same name on your generals in the **BATTLEFIELD**

20

ENHANCEMENT

Activating a 事 card:

Declare the 事 card you want to activate, "pay" the execution cost of the card and resolve the card's effect. Then place the card faced down to **DISCARD**. 事 card's effects last only on the turn you activate it. There is no limit to the number of 事 cards you can activate in a turn, as long as you are able to pay the required **execution cost**.

Activating a general's active effect:

Declare the general's active effect that you are activating, put the required number of cards from your hand to **DISCARD** (face down) as **execution cost**, and then resolve the general's active effect. Note that each general can only activate "active effect" **ONCE** during each of your turn. You can choose to **move** OR **attack** before or after activating its active effect.



21

END PHASE

- **Pay the *Upkeep* :**

After you have declared that your turn is over, you need to count the total number of your generals on the **BATTLEFIELD**. Put the same number of cards from your **RESOURCE** to **DISCARD** (as "*Upkeep*").

- **Adjustment of cards at hand :**

At the end of your turn, if the number of cards you are holding at your hands exceeds the maximum number of cards you can hold at hand, you must put excess cards to **DISCARD**.

GLOSSARY

BATTLEFIELD : refers to the entire battle map which consists of **FORTRESS**, **BORDER**, **ENEMY'S BORDER** and **ENEMY'S FORTRESS**.

Upkeep : a maintenance fee that is required to be paid at the end of each turn. Put the cards from **RESOURCE** deck to **DISCARD** according to the number of generals you have on the **BATTLEFIELD**. 1 card for each general unless otherwise specified by any card effects.

Plot : compare *Wit* of your general who has executed *Tactical Strike* with the targeted enemy general's *Wit*. If enemy general's *Wit* is lower than the general, put the enemy's general to **CASUALTY**.

Counter : negate enemy's card effects.

Factions : name of each different nation

Equip : put [equipment] card on your general. The equipped general will gain the equipment card's effect until the general is put to **CASUALTY** or *Out of Game*.

Out of game : cards that are "out of game" cannot be used again under any circumstances. Such cards will be placed out of the map.

Siege : direct attack of the enemy's **RESOURCE** deck.

FAQS ON RULES

I noticed some generals have the same name but different artwork. How many can I put into my deck?

► You can only put 3 cards with the same name in your deck regardless of any artwork.

Is there any limit to the number of cards that I can put on each zone? (e.g. **BORDER** / **FORTRESS**)

▶ No. There is no limit to the number of cards you can put on each zone.

Do I win the game if my enemy's **RESOURCE** cards reached 0

▶ No. You can only win the game when your enemy is unable to draw any card from his/her **RESOURCE** deck when he/she is required to do so.

Are there any rules or formula on how many [**Character**] cards / [**Strategy**] cards I must put into each deck?

▶ No. You are free to use your creativity to form a deck according to your playing style as long as the deck is within 40 to 60 cards.

I have achieved maximum hand size. Can I skip my draw phase?

▶ No. You must draw a card during your draw phase. However, you must discard the excess cards beyond the maximum hand size during the end of your turn.

My enemy has recruited a general "Lu Bu" to the **BATTLEFIELD**. Can I still recruit a general "Lu Bu" on my side?

▶ Yes. The recruitment rules only apply to individual player. You may recruit general "Lu Bu" on your side as long as you do not have a general named "Lu Bu" on the **BATTLEFIELD** or **CASUALTY**.

Which are the areas that remain undisclosed during the game?

▶ Both you and your enemy are not allowed to check the content of your **RESOURCE** deck and **DISCARD** pile (cards faced down) unless card effect permits. You also do not need to show your opponent the cards at your hand. Only the cards in your **CASUALTY** box and **COMMAND** box are faced up.

For more details and latest information on the rules & guides

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