

One thing unique about General Order is the movement on the battlefield. After you have decided on your deck construction, You can look into the various movement card that will be able to help on your game play.

First we look at the fractions strength

- 1) Wei – Direct damage attack
- 2) Shu - Power attack
- 3) Wu – Superb defend

Now we look at movement cards belong of each fraction.

### Wei fraction -

- 1) 实则虚之



This card enable you to swap the position of 2 of your own general. Work very well when you are using Cao Ren and Cheng Yu. Or to swap the places of a winnie with a fatty general.

Use in

- 1) Wei deck --- 5 out of 5.
- 2) Shu deck --- 3 out of 5
- 3) Wu deck --- 1 out of 5

### Shu fraction - ( The most movement card fraction)

## 1) 假命令series



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These 3 cards enable you to control the movement of your opponent's General. Cool right?

I would say 4 out of 5 in all deck as you manipulate your opponent's General.

## 2) 长驱直入



Superb movement cards as it allow you to move a general forward without the expense of that General's turn. General is able to attack and you do the maths.

## 3) 鸣金收兵



Another useful movement card to your advantage. This card target all General to retreat back to their castle. Useful if you are under attack by alot of generals and your own generals cannot walk out.

## Wu Fraction

### 1) 紧急回城



superb retreat card, allow your general to hit and run 4 out of 5 if use in defend deck

### 2) 援军令





-----END OF MOVEMENT CARDS -----.

## DEPLOYMENT AND USE OF CARDS

Now we shall see how to go about doing the right deployment and a choice of cards available to use.

Normal way - according to Mr Omlette guides on the recruitment pyramid, we should start with the 1 cost whinny and work our way up. Follow by 2 to 3 cost and then 4 - 5 cost. With the help of Jun Ling - Zhao Mu, you are able to reduce all the summoning cost by 1. Thus making it easier to summon your general at the few stages of the game.

### Wei Deck -

#### Jun Ling - Shi Jian

Early stage - start with **Xiahou En** and **Li Dian**, follow by **Yue Jin** and **Cao Ang**. Use **Zhi Zhao** to reduce your opponent hand size and keep **Shui Ji** in hand.

Middle stage - if you opponent is pressing his army forward, you can use the ambush ability of **Cao Ren** or **Cheng Yu** with **Shui Ji**. **Cao Zhi** and **Xiu Bu** will help you to heal back, and by now you can move out your elites general - **Guo Jia**, **Xiaohou Yuan**, **Xiahou Dun**, **Xu Zhu**, **Dian Wei** and **Cao Cao** himself....

Late Stage finishing move - **Su Gong** and **Fang Huo** should do the trick.

### Shu Deck

#### Jun Ling - Zhao Mu

Early Stage - Shu have a lot of 1 cost General, if you use them effectively, you will be able to summon out one of the Five Tiger General in your first turn.

Keep your **Jie Guan** if you manage to draw them.

Middle Stage - **Lui Bei** and **Zhuge Liang** must be out. But they are for supporting roles only. Just station them nicely outside your castle. Also it is time to reduce your winnies Generals...

Late Stage finishing move - since **Shu** does not have direct damage abilities. You should not wait for late game...finish him off in the middle stage with the help of **Hua Bei Fen** 🐼

### Wu Deck

#### Jun Ling - Tie Xiao

Early Stage - Needless to say, 2 key General have to be out in this stage to get an edge above your opponent - Mr **Kan Ze** and Mr **Han Dang**. **Gong Jian shou** and **Jin Rui Fang Wei Dui** is what you need **Kan Ze** to dig in this stage.

Middle Stage - Stand and hold firm on your defend. Calling out **Zhou Tai** and **Sun Ce** and **Zhu Mao** if needed. They can defend any threat with the help of **Kan Ze**. If the heat is too tense, Mr **Zhou Yu** is always a help away.

Late Stage finishing move - the trick is to move your entire general forward and use **Rao Dao Xi** and **Qian Hou Jia Gong**. **Wu** have superb healing card, hence a bit of waiting in the early and middle stage is possible

As the saying go: there are unexpected changes in the battlefield.

So how to deploy your men?

Base on my humble experiences of playing GO for 1 and a half year..

## WEI

**Xiahou En** - Call and dig out the **Qing Gan Jian**..after that he can be the errand boy to move forward to test your opponent reaction

**Cheng Yu** and **Cao Ren** - For welcoming your enemy at your door step

**Guo Jia** - to move into enemy zone so that you general can attack and then retreat after that.

**Xiahou Yuan** and **Dun, Xu Huang, Dian Wei** and **Xu Zhu** - these powerhouses must move forward and attack doing as much damage as possible.

**Cao Cao** - With his men around, he is quite powerful and Intel is high, never never let him be alone...

**WEI** deck basically can deal direct damage to the opponent, hence play with normal offensive and use the Direct damage cards to aid you

## SHU

Winnies like - **Cao Bao, Jian Yong, Sun Qian** and **Mi Zhu** are good scout for early summoning. **Mi Fang** and **Cheng Deng** will be out at second turn. By then your opponent will be calling out his own generals. Using the rebel abilities of **Cao Bao** and **Mi Fang** will be able to help you to get rid of the mid level general, or if you are lucky, **Mi Fang** for a power 5 general.

The famous 5 Tiger General are relatively high cost to summons, hence you must summon them first before you get rid of your Whinnies.

**SHU** deck does not have direct damage cards, hence you must be in full control of the battlefield at all time. Turning this advantage to you, deploy your men wisely. Keep **Lui Bei Zhuge Liang** and 1 Tiger General at the back while the rest press forward to victory

## WU

**Hang Dang** and **Kan Ze** to park indoor as they abilites are required almost every turns, **Zhu Zhi, Cheng Pu, Zhuo Tai** and **Zu Mao** to defend your castle. The trick here is to defend as long as possible. **Sun Ce, Gang Ning** and **Taishi Ci** can help to **Gong Jian** a few mid level general before moving them out of the castle. After a few round of healing, it is time to call as many **Wu** General as possible. move forward and do the killing move - **Rao Dao Xi**.

Thanks you for reading. Hope that my post will be useful to your deck construction. Farewell.

Written by: Warlord (July 2009). In Movement / Deployment and Recruitment

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## 孙子兵法

*This guide is written exclusively for more experienced players who have been playing 将军令 for quite some time and is already somewhat familiar with the game. For starters, I, the guide writer, will forge ahead with the assumption that the reader has a basic understanding about movement and deployment, such as "never all F to the front else tiao cheng yu shui ji" and other standard stragedies.*

*Why not write for new players? Well, there's at least 3 other people doing that for their guides, so I've decided to write something much more useful. Besides, experience that you gain from playing is a much more important commodity than a guide about how to move your generals, because each strategy should be flexible, and "once bitten, twice shy", so you will learn from your mistakes and avoid getting your entire army cleared away.*

*Words in italics will be direct quotes off the book itself, for readers to view the original contents of the book, and have a clearer picture of the subject or even make their own intepretations*

Disclaimer: This guide is created as of 将军令 Ver 2.0. Contents in the guide may become outdated or misleading with the release of future editions.

将军令™ belongs to Strategy Entertainment and is in no part owned by me, except for a couple of cards.

孙子兵法 is perhaps the world's earliest treatise, written by famed strategist Sun Zi more than 2,300 years ago, even before the Warring States era in Ancient China (aka our Romance of the 3 Kingdoms). My version of the 孙子兵法 is written by Tsai Chih Chung, and provides a rather light-hearted view on the subject matter.

### 0. Introduction

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## 0. Introduction

Hello and welcome to Omelette's adaptation of the great Chinese literary classic, 孙子兵法. The 孙子兵法 I'm referring to here isn't that 装备宝物 card, but rather the actual, legendary 孙子兵法 (\$11.20 at any Popular stores near you!)

While 将军令 is a war game based on those actual battles fought in China a long time ago, obviously not all parts of 孙子兵法 are relevant to the game, and the remaining parts are all my own personal interpretations of the actual text, tailored specifically to suit the game. Bearing this in mind, please try not to laugh too hard at my efforts. 😊

## 1. Calculations

*War is of vital importance to a country. It involves life and death. It also affects the country's fortunes. Therefore it needs careful study.*

*There are 5 things to consider in the study of warfare. The first is moral cause. The second is Nature. The third is Situation. The fourth is Leadership. The fifth is Discipline.*

Basically this means that playing 将军令 is not something to be taken lightly. It involves your own life and death, because if your mother finds out boy boy isn't doing his homework then boy boy is going to die. Similarly, playing 将军令 affects one's fortunes, for the better (WOOT!!! I BUY PACK KENA 孙子兵法!!) or for the worse. ([censored], you want to out that 孙子兵法? \$10 steady?)

Joke's aside, here's the 5 things mentioned by Sun Zi:

### **1.1 Moral cause**

Moral cause, translated into 将军令 lingo, simply means your mood when you are playing the game. If you are happy and want to eat some noobs for breakfast, you will want to play 将军令 with the intention of bullying someone and showing off how good you are at the game. If you are in a very bad mood and you just want to beat up someone, chances are you will take very violent and hot-headed decisions such as summoning a big general like 吕布 on your first turn by throwing away your entire hand, then marching him forward without caring about trivia stuff like 程昱水计淹敌. If you are trying to win the tournament, your playstyle suddenly becomes very cautious, slowly calculating every single move you make.

This may seem rather irrelevant to the game, but it affects one's playing quite severely. Think about it the next time you play 将军令.

The best time to play 将军令 is when you are all relaxed, after a hard day's

work, when you feel the most comfortable and natural. Your playing will come to you rather naturally.

The worst time to play 将军令 is when you are in a bad mood. Tempers can flare up after your opponent owns you with cards such as 制造民暴乱, 调虎离山, 美人计 and so on. Anger will cloud your mind, and hence you cannot think properly and take calculated risks.

Another bad time to play 将军令 is when you are overly nervous, such as facing me during the tournament. By paying too much attention to specific moves and plans, you tend to miss out on obvious things, and easily make mistakes which you would not have done so normally, such as playing 修补城墙 before 加速修补城墙 or forgetting to counter your opponent's 水淹敌.

Always take a breather from the game when you feel that you cannot continue anymore, and remember that this is just a game and supposed to help you relax. So relax and play the game. Catch your breath and calm down before your next match. This will help you clear your mind and achieve optimum mental performance for the next bout.

## 1.2 Nature

Nature concerns the types of deck that both you and your opponent are playing. It encompasses not only the strengths and weaknesses of both decks, but also their playstyle. For instance, you may wish to consider the following:



-Do you have the luxury of time? eg. against a burn deck, which is simply

waiting for the correct cards to arrive before burning you to a crisp.

Another example would be late game, where your resources are thinning out. In that situation, the limitations of time will force you to mount an assault, no matter how futile, to try to kill your opponent before you starve to death.

The last common example would be when your opponent is going to mount an assault at any time (eg. he's almost at max hand size). Under that situation, you do not have much time left, and you will need to set up your defenses as quickly as possible, before the enemy marches over!



-Are the "climatic conditions" favourable? "Climatic conditions" here refers to your hand cards. A hand card with defensive cards such as 誓死守城 will compromise your offensive abilities, and you may have to wait while the "weather clears" and you obtain more useful cards such as 虎豹骑先锋队 before mounting an offensive

These considerations will greatly impact upon your playing, for if the situation isn't favourable, you may need to change tactics. A traditional defensive 吴 deck, for example, cannot afford to play defensively against a Burn deck due to the limitations of time, while a 黄巾 rush deck will constantly be racing against time to clear the opponent before his army eats away his own deck.

### 1.3 Situation

Situation concerns your current situation (duh), like what stage the game is

currently in, who has control of the battlefield, how many resources do you have left, and the list goes on.

Every different situation calls for a variation, or even an outright change in tactics to make the best out of your situation, be it favourable (winning against the opponent) or unfavourable (getting pinned by the enemy). For instance, if you are pinned by numerous small 黄巾 generals, you will be pushing out generals with relatively high strength to defend, but if you are getting butchered by a powerful 董卓 general, you will be pushing out numerous low cost generals to defend yourself from the attack and maybe even attack him in the meantime.

It is your own creativity (and my guide) that you will rely on to tailor a tactic to suit your current situation.

## 1.4 Leadership

This is simply YOU, THE PLAYER! Or to be more exact, your playstyle. Different players play differently. Some may prefer to keep every general alive, others may treat them as expendable cannon fodder. Some players prefer an integrated army, others prefer an army that concentrates on strength and attack. Your own playstyle will largely influence your deck, your tactics, and even your opponent, who has to change his own tactics to fight you.

Here's a better illustration. An aggressive and impulsive player will tend to push up the entire army to the front to siege the enemy castle and attack, whereas a more cautious and passive player will tend to keep a few select generals as backup while mounting a less painful assault with fewer generals, in case they die by a rather unfortunate 水淹敌. Both methods of play have their weakness and advantages, and the enemy will try to exploit that (eg. plenty of 水淹敌 for the aggressive player, lots of 假密令进攻 for the less aggressive player)

The most important thing for a leader is to be firm and decisive. Once you plan to do something, you should stick to it, and not be easily swayed by external factors. Unless of course, it makes better sense to change your plans.

## 1.5 Discipline

Actually this means disciplining your troops, which is well, nothing worth mentioning, since these cardboard warriors you are using in 将军令 are 100% loyal and brave, even if it means offering them to be killed to save some rice.

## 1.6 Seven Calculations

*Look into all aspects, study the facts, and then ask:*

*Who can pull the people and army together?*

Who is more emotionally stable during play and can not only think more clearly, but also think more creatively, using whatever available cards he has in his current hand to do magic. Basically, which player can think better?

*Who has a better commander? Who has a superior army? Who has better trained men?*

In a nutshell, who has the most expensive strongest cards. It's somewhat of a common sense that a deck made with cards from the starter pack will be at a disadvantage against another deck with x3 周瑜, x3 吕布, x3 美人计 etc.

*Who has advantage over climate and terrain?*

Does your deck have top decking ability, or must you rely on multiple cards to pull off even a single action (eg. kill 1 of your opponent generals)?

Is your deck able to force your opponent out of his comfort zone? eg. Burn decks to force your opponent to race against time to kill you, or a Defensive deck that forces your opponent to go on the offensive.

*Who can command better order and discipline? Who has a fairer system of reward and punishment?*

This refers to your command of your cardboard soldiers, which is irrelevant since they are 100% loyal anyway.

*From these answers, the outcome of war can be predicted*

SO START PLACING YOUR BETS NOW!

## **1.7 Deception**

*War is full of deceptions*

将军令 is based on psycho-ing your opponent into doing things that you want him to do, as well as denying him of information about your motives.

*The capable must pretend to be incapable*





In order to successfully lure him into a trap, you will need to pretend to be incapable of killing him, and give him the confidence and reassurance that you can do nothing against him, and then strike him completely unaware with a Wah That's Fierce (WTF) moment!

*Appear inactive when you want to mobilize the army*



This is a favourite tactic by most older players (in terms of age, not

experience). Basically, you keep stalling and holding your hand cards until you reach the maximum limit, and then summon your entire army out in one go. During the time when you are stalling, you appear inactive to the enemy, even when he is happily attacking your city gates and not facing any resistance from you. Afterwards, activate 鸣金收兵 and declare to your opponent "我来了!"

*When attacking a close target, pretend to be looking at a further objective*



Suppose you want to kill one of your opponent's generals that is currently outside your city. If you walk up to him, he will most likely kill you during his turn. Instead, you can push forwards to pretend to attack his city, and have him retreat to defend his city. Thus, you can then kill his general, which is your main objective.

*When attacking a faraway target, pretend to be invading an immediate objective*



This is the opposite of the above. When you want to attack his city, you can deceive your opponent into thinking that you want to do something else like kill his generals. For example, a Burn deck player that already has the necessary cards in his hands to turn his opponent into charcoal may want to summon his own army to invade to divert his opponent's attention to stopping your army, and hence hide the fact that you want to win through burning him. (hopefully he'll discard some anti burn cards like 世事无绝对 to try to summon his own army to repel yours)

## 1.8 Exploitation

*Entice your enemy with the bait of small gains and crush them after throwing their forces into internal strife*



There is a misconception with most GO players, and that is that while cards like 郭嘉 or 韩当 are extremely powerful, you do not have to clear them all the time. By exploiting this fact, you can use these high priority targets to bait your opponent and force him to exhaust his cards on clearing these cards instead of others. For instance, by summoning 郭嘉 first, your opponent will be tempted to use a 调虎离山 on him. Following that, you can then summon 许褚 or 夏侯惇 or other stronger generals with the knowledge that they will be harder to clear away. Alternatively, you can summon 阚泽 to force your opponent to use 行刺 and hence protect your upcoming 周瑜 from getting killed.

*Be vigilant when your enemy is alert and without weaknesses*

If you fail to psycho your opponents and make them make mistakes, then you will have to make do with what you have and use other methods.

*Retreat temporary when your enemy is strong*

"Live to fight another day!" If your 水淹敌 didn't come, then retreat for a moment. No point dying for no reason at all.

*Provoke your enemy to cause its anger*

Just make him look stupid, without insulting his mother. For instance, repeatedly clear his important generals with a single, insignificant general of yours such as 曹植 through the use of 水淹敌, 前后夹攻, 美人计 etc, or keep disturbing him with counter cards like 英雄末路 or 世事无绝对 to make him lose his cool. When he is so angry or upset, he'll not be able to think clearly,

and thus give you an advantage in battle.

*Pretend to be weak so that your enemy will become complacent*



黄巾 does this the best, where all of its generals are capable to clearing much stronger generals while being a puny 1-1 themselves. Make your opponent think that they are stronger than you, so that you can spring a surprise 曹仁+速攻 or 周瑜+援军令 when your opponent least expects it.

*sow discord when your enemy forces are united*

Irrelevant since all cardboard warriors are 100% loyal, but you can try to mess up the placement of his generals by scaring him with threats of 程昱+水淹敌 or 夏侯渊

*Attack when the enemy forces are unprepared*

So that your attack will be harder to repel! Which would you prefer to attack? An enemy with his entire army inside his own city, or with his entire army just standing outside his city gates?

*Attacking by surprise is the secret of success. But always be flexible in strategy. War is unpredictable.*





Apart from generals with the 埋伏 ability, attacking by surprise also means arming the weapon at the last moment when you want to strike, or doing something that he never saw coming, like using 同归于尽 when your opponent least expects it (eg. on a really large general that has 6str, or using 2 同归于尽 consecutively)

## 1.9 Deliberation

*Before wars erupt, weigh the strengths and weaknesses of both your own and the enemy forces. If your forces are in an advantageous position, the chance of victory will be good. If your forces are not in an advantageous position, the chance of victory won't be good. Careful planning will lead to victory. Poor planning will lead to defeat. Worse, if there is no planning at all. After such deliberations, we can predict victory or defeat in war.*

Doesn't need much elaboration from me. Basically, think before you play your cards. Are you sure that is what you want to do? What are your objectives? How strong is he, compared to yourself? Do you have a chance of winning?

## **2. Planning**

This section tries to help you formulate a plan based on the current situation.

### **2.1 Time is money, Avoid long battles, Fight to win quickly**

I've condensed 3 sections into one, since they all talk about the same thing: Time.

*In war, up to 1000 chariots and 1000 carriages may be needed in the field. Provisions for 100000 armoured troops have to be sent from thousands of kilometres away. There are also other daily direct and indirect expenses, such as money for diplomacy, intelligence, equipment supplies and maintenance. Only after all the expenses are met is the 100000 strong army ready for war*



To summarize, all Sun Zi is trying to say is that your army need to eat, and every turn that passes means depletion to your resources. In order to field a large army, you will need a lot of resources. Hence, 黄巾 has one of the strongest healing in the game, as an example to illustrate this point.

*The army's objective is to win battles. If war is prolonged or delayed, the army's vigour and morale will be dampened. A long battle will also deplete the country's reserves. This is the right moment for a neighbouring state to launch an attack. Even a good tactician cannot do anything to help in such a situation*



A long game is not advantageous for either you or your enemy. In this game where dead generals cannot be revived, a long game will see more deaths, and hence weaken the army of both sides as important generals (eg. 刘备, 曹仁, 周瑜) are now dead and cannot be fielded. Similarly, a long battle will result in a healing match to see which side dies first due to deck depletion. When the deck is depleted to the extent that a reasonably sized army cannot be deployed due to its hefty bills (eg. you cannot summon 颜良 or else you will lose), your opponent can easily launch a half-hearted attack which you are helpless against and cannot repel.

*Therefore, always fight to win quickly. A prolonged battle is not good for the country.*

## 2.2 Using your enemy's resources

*Those who do not know the danger of war do not know the usefulness of waging a war. A good commander ensures that one conscription exercise is not followed by another, and that no more than 3 trips are needed to transport army provisions. The shortage will come from the enemy. 1 unit of the enemy's supplies is worth 20 units of your own. 2 sacks of animal feed is worth 20 sacks of your own.*



Attacking your enemy is also a form of healing. Especially when you are dealing x5 the amount of rice you are eating, do you need healing at all? It is your opponent that needs the healing! When you have 1 extra card in your deck, at most it only allows you to summon one additional general or survive for one more turn. But if it's your opponent that has that 1 extra resource, he can summon 1 more enemy general, or survive one more turn, making your job of killing him that much tougher.

Thus, when attacking, always make sure that you are dealing more damage than you are sustaining.

### **3. Strategy**

This section covers some strategies that you might want to consider using against your opponent.

#### **3.1 The Art of War**

*It is better to win when your enemy surrenders without giving you a fight.*



Killing your enemies takes up your resources. Your 水淹敌 could have been better used to pay for the cost of a 笑里藏刀, for instance, or you may need to get one of your own generals to attack your enemy and die together with him.

Instead, it would be better to just scare him into surrendering. Look at the situation below.





In the above situation, the enemy 文丑 can only kill 1 of your generals, either 贾羽 or 司马懿. If he were to kill either of them, the other general can kill him on the next turn via 水计淹敌. On top of that, when 文丑 dies, not only does your enemy lose a powerful general, he also needs to burn 10 cards from his deck. If 文丑 were to be killed by 贾羽 he even has to drop his hand

cards! In such a situation, the opponent will likely not want to risk and retreat. Thus, you have won him without fighting, since all you needed to do was to get rid of him. Heck, you may not even have 水淹敌 or a means to clear him, but you'd have still won him.

### 3.2 The Scheme

*The best battle plan is to win by strategy. Use your brain to defeat the enemy!*



There are 2 meanings behind this. The first would be to try to have a plan whenever you fight instead of rushing in blindly. For example, you might want to keep 太史慈 at the back when fighting so that if your army were to be cleared by your opponent's 程昱, you can immediately do a 长驱直入 and kill him, letting you draw 2 cards. The second meaning would be to use 计略 to clear your enemy's generals away when they get too big for you to kill by strength alone.

*Another way is to conquer by force*



Just beat him up into a bloody pulp.

*The worse battle plan is to besiege the enemy's walled city. It takes 3 months to prepare equipment for the siege, another 3 months to build up the earth mounds before the walls can be scaled. A commander who can't wait to launch an attack will lose one-third of his men. They will be crushed like crawling ants under the city's walls. In the end, the walls are not brought down, the city not reduced to submission. This is the disastrous result of an unsuccessful siege.*



It takes at least 3 turns to prepare the cards for a successful siege of the enemy city, and at least another 3 turns before you can move over and start attacking. Even then, you have to deal with the enemy's defenses. If you were to launch a half-hearted attack, very likely the enemy will wipe out your force. Therefore, before you conduct an all out assault on the enemy's city, you will need to make sure that you are ready to keep the attack going, through preparing counters (eg. 诡计识破), readying the next wave to reinforce the attack, and also equipment that will help you in attacking (eg. 攻城车).

So always take your time. If your enemy isn't in a hurry, why are you?

*Fight in different areas to win. Win convincingly without wearing your troops. Only then will it be a good battle plan.*

There are a few areas highlighted in the book, such as Military (the strength of your army), Economics (how cheap is it to summon out your entire army and feed them), Tactics (your own creative ideas and movements), and most importantly winning with as low a cost as possible (ie. very little dead people, nothing is wasted, etc). If you are able to triumph over your opponent in these areas, you stand a rather good chance of winning.

### 3.3 Plan of Attack

*In war, when you outnumber the enemy by 10 to 1, surround and destroy them. If you are stronger by 5 to 1, pool your forces and attack. If you are up by 2 to 1, divide your troops and attack from both sides*





If you have a lot more troops than your enemy, you have the luxury of surrounding each of his generals with a number of your own troops. If you have a little less troops, you might want to consider grouping them together into a unified force and advance in a large group. If you only outnumber him 2 to 1, march both of them up to attack the same general.

*When you are evenly matched, launch an offensive first to win*





This can't be more true in 将军令, where whoever is stationed on the battlefield first gets to attack the enemy first the moment he decide to march out and end turn.

*When the enemy forces are superior only by a small extent, prepare for defense, avoid confrontation*



When your opponent has more SR cards and what-nots than you, you should fight defensively and avoid attacking him head on, lest you suffer a counterattack which you cannot hold up against. Do not try to attack him, just concentrate on protecting yourself.

*When they are superior by a large extent, dodge the attacks*



When the enemy is much much stronger than you, try to avoid their attacks and use hit-and-run techniques, eg. using 1 expendable general to block the opponent's 12atk 马超 while your remaining army go and attack his city gates, or use 赤兔马 and ride past to behind enemy lines.

*When an extremely small force wants to fight a big power, it must eventually succumb to the superior force*



Don't be an idiot and fight Paxson on your first day, you'll lose terribly. If the difference in power is just too big, no matter how hard you try, you will definitely lose. Go and buy some Add-On Packs and improve your deck first.

*When your army is stronger than the enemy, surround and attack to divide the opposing force. When your army is outnumbered, you must fight defensively or risk of defeat.*

### 3.4 Generals

*Generals are like the pillars of a country. If they are skilful in warfare, the country will be strong. If they are not good warriors, the country will be weak.*



This is the easiest, yet hardest concept to understand. If your generals are very powerful, and you deck have x3 of them (eg. 周瑜, 赵云 etc), your deck will most likely be much more powerful than another deck with less powerful cards (eg. 黄盖, 张飞). Quite a straightforward concept, the player with the most \$ wins.

*There are 3 winning ways.*

- 1: Know when to fight and when not to fight.
- 2: Know how to use an army to its fullest potential. You can start by learning how to use 孙权 or 庞统's effects effectively.
- 3: Wait in anticipation for the unprepared. Always keep your counters ready!



### 3.5 Know yourself and know your enemy

*Knowing yourself and your enemy, one can go through a hundred battles without danger. Know yourself but not the other, the chance of victory is only half. Not knowing either, every battle is certainly a defeat.*



It is important that you ask for the colour of your opponent before every battle. If you have the idea of what each colour can do, then you will more or less have a quick analysis of your opponent's deck. You can even go further and observe your opponent when he is playing with others, or asking fellow players about him. Only then will you be able to anticipate the attacks that he will throw at you.

Equally important, you need to know exactly what is in your deck, what your deck can do better than your opponent's, and its limits. For example, if you know that your deck does not have 计略 you will need to be careful when your opponent summons a general with a much higher strength than you, or if he summons too many generals than you can reasonably clear.

Once you know both yourself and your opponent, no matches will be too difficult for you.

#### **4. The power of Defense**

##### **4.1 The reasons of strategy**

*Great military leaders of the past always preferred to stay in a position of invulnerability and lie in wait to defeat the enemy. The enemy must first make a mistake before we can win. We can secure ourselves against defeat, but cannot ensure that the enemy will create opportunities for our victory. Hence, it is said that one may know how to win, but no one can be sure of victory. Better ensure that one's defences are impenetrable than hope that the enemy will not attack.*





The easiest way to win would be to take advantage of your opponent's mistakes, such as him accidentally pushing 刘备 to the front to be cleared, or putting his 文丑 next to your 贾羽. When the enemy is too cautious, it is difficult to win him because his defences are so perfect. However, when the enemy makes a mistake, you may make use of that to dismantle his defence and obtain victory. So remember, always exploit your enemy's mistakes!

*Those who are not sure of victory should be on the defensive. Those who are sure of victory should be on the offensive. Defend when the chance of victory is not good. Attack when you have sufficient power to do so. Those who are capable of good defence will win when they are ready to attack.*

Do not be in a rush to attack your enemy. Always be fully prepared before you invade. Defend when you are not ready. Do not push to the front when you have no cards in hand. Instead, defend yourself until you build up your hand cards and are ready.

## 4.2 Winning

*A good tactician never misses a single chance to crush the enemy. He will first create the opportunity for victory before going into battle. The loser will always attack the enemy first, and then hope for the best. The truly great warriors are never praised for their courage or insights. The win because they have the confidence and ability to be invincible[.i]*



Always be prepared, and have an idea of how you want to win the game in your mind, not how you are going to attack. Always plan, and do not leave anything to luck. No matter how hard you pray to 关羽 or whichever deity, if your opponent has the 水计淹敌 in his hand, he will have the 水计淹敌 in his hand. So you better get your 诡计识破 ready before you attack!

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## **5. Formation**

### **5.1 The nature of surprise**

[i]Armies at war usually fight in direct confrontation, but those capable of springing a surprise will win. Although in war there is only direct confrontation or ambush, their combinations produce an inexhaustable variation of battle plans



诸葛瑾 is the perfect example of springing a surprise, when you appear to be losing, and then win by summoning 诸葛瑾 and burning your opponent's final 3 cards in his deck.

Similarly, if you are able to pull off an attack that your opponent has not anticipated, you will be more likely to win. Direct confrontation here refers to marching your superior general next to his and ending your turn, thus confronting him directly. Ambush here does not only refer to 曹仁 and friends, but also springing an attack against your opponent without giving him any prior notice, eg. through using 长驱直入 or equipping a 宝物 at the last moment.

## **6. Strengths and Weaknesses**

### **6.1 Initiative**

*Those who arrive early at the battlefield will be in a position to take the initiative. Those who arrive late will have to rush into action though they may be tired and exhausted. The skilful at war will make the first move to prevent others from taking the initiative.*



This is extremely true in this game, as the army that is deployed first has the advantage of pinning the opponent, and gets the chance to attack first if the opponent's generals were to march out and confront the deployed army directly. Therefore, always try to take control of the battlefield first, before your opponent does. It can be as simple as summoning a 陈登 or other small generals early in the game to act and scouts and gain control of the battlefield right from the start.

This is the reason why the player that starts first does not get to draw a card, for he has the advantage of controlling the battlefield.

## 6.2 Confuse the enemy

*Announce your arrival aloud but not the direction you are coming from. With your men concentrated on one battle location and the enemy's attention divided in 10 different locations, your attack will be 10 times more powerful.*



*There is an easy way to announce your attack, and that will be to stall your hand cards until it is reaching the maximum limit, as your opponent knows that when your hand size exceeds the maximum limit, you are going to attack him. However, do not reveal your entire hand and intentions to him at one go, but rather hide them and make your opponent guess. you may have 8 useless cards in your hand currently, but when they are covered and seen from the enemy's point of view, those 8 cards are suddenly more dangerous than they actually are.*

*[i]Use baits to attract the enemies to the places where one wants them to go. Threaten the enemy so that they can't arrive at their destinations*



You can control your opponent's movements without the use of any blue movement cards, but through baits and threats. Your opponent sure isn't going to come if you "accidentally" reveal your 曹仁 in your hand, and if you "accidentally" leave your 诸葛亮 hanging around outside his city, you can see him rushing out to try and kill him. Through these, you can threaten your enemy to call off an attack out of fear of getting killed by your 曹仁, or trying to attack your 诸葛亮 and march out his army to 诸葛亮's location, when you can pick them off one by one. Yes, it is a little bit like fishing.

## **7. Manoeuvring**

### **7.1 From adversity to advantage**

*A good strategy is getting to the frontline first for an advantageous position against the enemy. Learn the short-cuts to a long and winding route so that you can arrive before your enemy.*





It has been stressed again and again that gaining control of the battlefield first is of utmost importance in this game, and there are shortcuts available to be faster than your opponent. These refer to cards that allow you to summon generals directly onto the battlefield, such as 援军令 or 夏侯渊. By doing so, you can be faster than your opponent in arriving on the battlefield and setting up the offense and defense.

## 7.2 Caution

*In fighting for favourable conditions, be wary that what is advantageous can also be dangerous*



If you can prepare traps for your opponent, so can they! If something is amiss, like when it's too good to believe (his 周瑜 just rushed over next to your strongest general!). For all you know, attacking him will result in a 对策 + 同一阵线 and wipe out your 夏侯惇. Thus, always be cautious, and look out for traps laid by your enemy.

### 7.3 Haste makes Waste

*An army advancing together with all equipment cannot move very fast. While an army without equipment and supplies can move faster, they risk losing their provisions which they left behind. Although the troops are lighter and speedier, they move without rest. They will soon become disorganised and in the end, only 1/10 of the troops will arrive at the battlefield. It is impossible to win a hasty fought battle.*



This refers to rush decks. Rush decks (or people who like to empty the whole hand on the first turn to summon a big general) may be fast, but it is at the expense of their hand cards, and hence their "equipment" and "resources". When rush decks rush you, their armies are relatively easy to clear, as they don't even have enough cards to use 诡计识破 against your 落石.

## **8. Intelligence**

### **8.1 The use of intelligence**

*A commander who does not want to buy information about the enemy is not a good military leader, and can never win in battles! Intelligence is the most important work in warfare because there can be no effective battle plans without information about the enemy, and only the best commanders can put intelligence to good use.*



Knowing your opponent is very important as it provides you the information for you to start your plans. If you have absolutely no idea about your enemy, how are you going to come up with a solid plan? Knowing the colours of his deck and his 军令 is a good start for your plan. For example, if he plays 军令. 特效 and Green 吴 then you will probably know that he is playing a defensive green deck that has strong healing, and may opt for a swift attack to destroy him before his defences are ready. You may even go further and use 窥探军情 to look at his hand cards to better plan against his movements. If you see 曹仁 in his hand, you better send your 祖茂 and 朱治 forward to protect your forces from the ambush.

Intelligence also includes giving the wrong information to your opponent. For instance, your deck may not have a single Green 事 card, but you still summon 阚泽, giving your opponent the wrong impression that you have the formidable Green 事 in your deck, and force your opponent to play differently based on the false information. For example, your deck may not have even a single 誓死守城 and yet your opponent will be afraid to attack you in case you were to use this card against him.

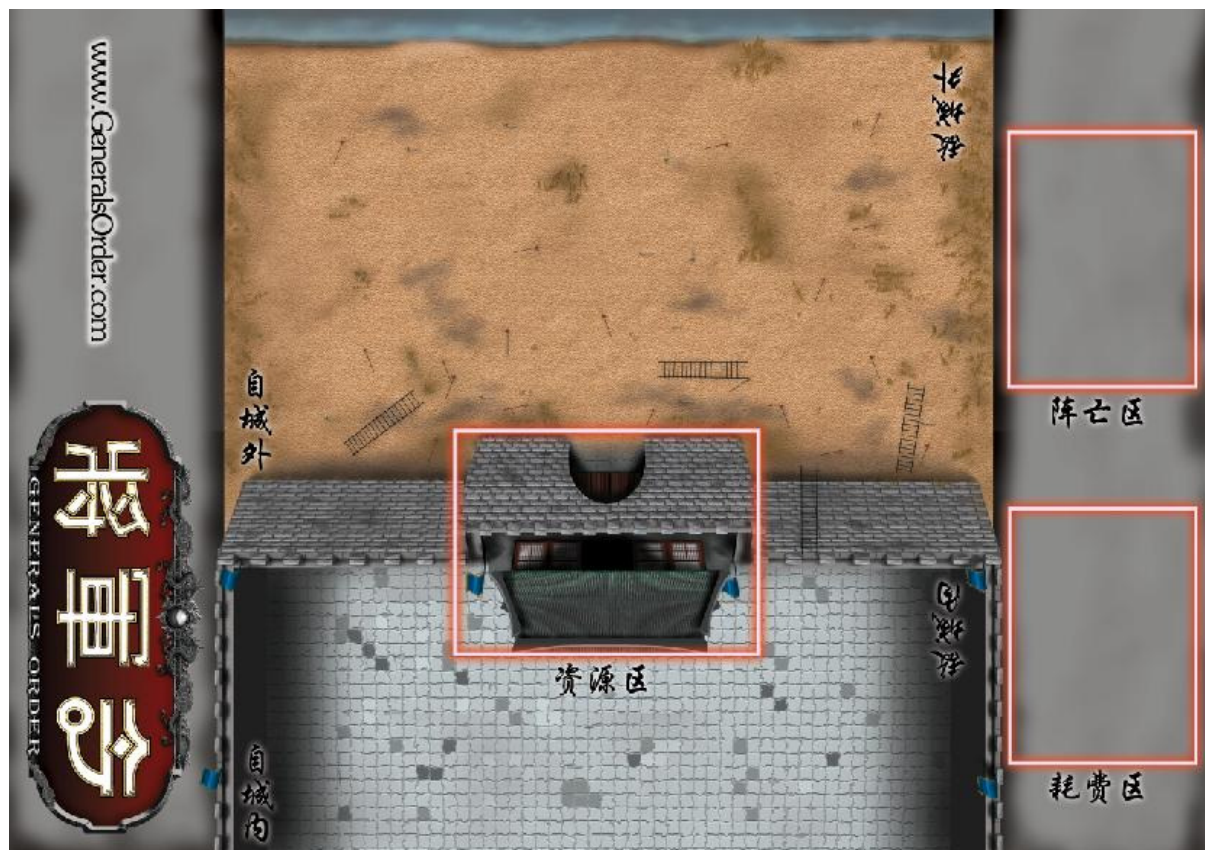
## 9. Closing statements

Thus, we have come to the end of my interpretation of the Chinese classic, 孙子兵法. While not all parts of the 孙子兵法 are applicable to the game (and are omitted in this guide), the knowledge in military tactics that you will gain from mastering the contents of the book will definitely give you and edge in 将军令 and allow you to play even better than before, just like me.

## Movement and Deployment of Generals

This guide is meant as a tool to assist new players to understand and make their gameplay better. For this guide, experience in playing will almost polish your skills in this aspect of recruitment and deployment.

First, know how the battlefield map looks like.



The 4 main zones to note are: inside own castle, outside own castle, outside enemy's castle and inside enemy's castle. With this knowledge in mind, you will know what cards to use in the game.

Just remember 2 things that you learn from this guide:

**KNOW THE COLOURS.**

**BE FLEXIBLE.**

So simple? Yes, it is but do you really know how each colour works and be flexible in your thinking in each situation?

This 2 simple concepts will cover the following topics in detail.

- a) Which general to recruit and deploy at which stage of gameplay?
- b) Which card to use at which early, mid or end stage?
- c) When to offensive or defensive?
- d) How to deploy or move general based on faction or opponent faction?

So let's see how this theory of KNOW THE COLOURS and being FLEXIBLE is applied in the 4 topics.

a) Which general to recruit and deploy at which stage of gameplay?

### **KNOW THE COLOURS.**

Before each game starts, your opponent is required to declare what colour he or she is using. With this information, you will know what kind of danger and surprises to expect. For example, if opponent is not playing red and purple, then you don't need to worry about ambush generals like Cao Ren or Cheng Yu.

Generally, most players will deploy small or weaker generals to economize the cards so that they will be able to summon bigger generals in the later stages of the game.

HOWEVER, this does not apply to concept decks. An example is a deck exploiting Qiu Cai cards, where a big general will appear within the first 3 turns of the game. Then, that player does not need to summon any weaker generals in the first place.

Another deck of pure colour like Shu deck, will require the players to store his hands first to about 8 cards or maximum and deploying generals in one turn. This strategy is used to reduce the amount of ration you need to pay at the end of each turn. Again, if your opponent is also playing a deck with similar concept, you have to BE FLEXIBLE and deploy some generals first.

b) Which card to use at which early, mid or end stage?

### **KNOW THE COLOURS and BE FLEXIBLE.**

There are no fast and hard rules about what cards to play first. It depends on factors like:

- playing style of the player
- the player's ability to think a few steps ahead in the game
- what COLOURS both of you are playing
- what situation both of you are in, the amount of cards in your opponent and



your hand  
- and finally luck.

The general rule of thumb is keep playing the game. Some players will say do this, some will say otherwise. There is not really a right and wrong in using what cards first. However, if you are betting on a simple factor such as luck that you will draw the winning card next turn, then feel free to implement the less effective strategy.

c) When do you need to be offensive or defensive?

The same answer as b.

d) How to deploy or move general based on faction or opponent faction?

This is the part I will talk about each colour for manoeuvres and movements in detail.

## Blue

This colour has the best manoeuvres in the whole game. They have so many 假密令 that allows them to move virtually anyway in the whole battlefield. When your opponent plays blue, you will try to put your generals in the castle, but if they have the right cards, nowhere is safe. It is the safest move since he has to use 2 cards that are a 假密令 出城 + 长驱直入 假密令 进攻 to clear your general.





Red

You have to be afraid of the famous ambush armies – Cao Ren and 程昱. They can flood you or kill off your generals before you can response. This can be countered by counting the number of cards in their hand before going to outside their castle. A minimum hand of 4 cards is needed to execute the 程昱 + 水淹计 if there are no jun lings and any red generals on the battlefield. Think of the best case scenario (least number of cards) for him to execute his combo. The only movement card in red is 实则虚之



## Green

援军令 and 紧急回城 are the 2 cards to take note of. 援军令 + 黄盖 is almost an instant surprise but the worst nightmare will be 援军令 + 周瑜 where he will almost annihilate your whole army. Another card that is often overlooked is 弓箭手突袭. This card will kill off even the strongest generals if they are executed with precision by your opponent.

Otherwise the cards you have to lookout for 绕道袭 and 前后夹攻. This can be prepared beforehand since generals will be deployed in massive numbers and opponent has at least 2 cards in his hand to use the cards. You will normally have at least another turn to counter.



## Yellow

No movement cards at all.

## Purple

徐荣 is the only ambush general in this faction. Fairly decent card which can ambush. The next card rarely used by players is 赤兔马. It allows players to go to any zone (except inside of opponent castle).





## Brown

Only movement card is 勇者无惧 (Yǒng zhě wú jù). A very powerful card since there is no cost involved in playing the card. A clue is looking at what generals are already present in the castle. If there is 文丑 (Wén chǒu) in the castle and he still doesn't move him outside the castle at his next turn, be prepared for 勇者无惧 (Yǒng zhě wú jù).



Colourless

擒贼擒王, 同归于尽, 行刺and 空城计.



You can almost know your army will be wiped out if opponent uses擒贼擒王  
This card is very versatile and easily executable with blue or red cards.

Few people play 同归于尽 but if you get hit by this card before, learn it the hard way and next time, attack with your full force instead of single deployment to **outside your opponent's castle**. Take note of the zone where this card effects activates.

行刺 aims at the general in your castle. If you foresee or your opponent has used such a card on you before, do not hesitate to move your generals to outside your castle.

A more commonly used card in burn decks. 空城计 is activated when the battlefield on his side is empty. (inside own castle and outside own castle) Be very prepared for this card to be used on you, only way to counter is 世事无绝对 which is rarely put in the main deck or seen in the deck at all.

With this knowledge of the colours, you only improve the probability that something could or may not happen on you or in the situation. The rest is whether you have the guts to play against the chances that the opponent might pull off the combo, thinking a few steps ahead in the game and experience through endless hours of playing with other players.

So what 2 concepts do you have to remember?

**KNOW THE COLOURS.**

**BE FLEXIBLE.**

### **Extras**

To become a better player, know the metagame of the tournament or weekly play sessions.

There were some periods whereby everyone was almost playing yellow turban deck, pure green/Wu deck, and then evolve to almost everyone playing Qui Cai deck. Now, it has changed back to burn decks and slowly becoming a partial burn and pure repair deck.

Be ready for the decks you are going to meet with your sideboard (in monthly tourneys) or change your playing style to try and fight with a particular theme deck.

Written by: Kobe (July 2009). In Movement / Deployment and Recruitment

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