

Mastery of Command

Artwork by Chen Chi huei Game design, direction, and development by Justin D Leingang Published by El Jay Play Copyright© 2017 El Jay Play / Justin D Leingang

RULES VERSION 1.02



Dilemmas in this Book

Flaym 001 4	
Frost 001 5	
Timber 001 6	
Sey 001 7	
Flaym 002 8	
Frost 002	
Timber 002 10	
Sey 002 11	
Flaym 003 12	
Frost 003 13	
Timber 003 14	
Sey 003 15	

Achieve Mastery of Command

The kingdoms of Soroyland invest innumerable resources into military education and the mastery of martial practice. The peoples of the land are students of warfare. In the year 402, a codification of training was developed, colloquially referred to as "tactical dilemmas training"—lessons which help to sharpen a commander's situational awareness and tactical coordination skills.

This book collects some of the more well known lessons of the Frost, Timber, Sey, and Flaym kingdoms. These tactical dilemmas will help you sharpen your understanding of each kingdom's unique majikal powers, and also generally sharpen your fundamental command skills.

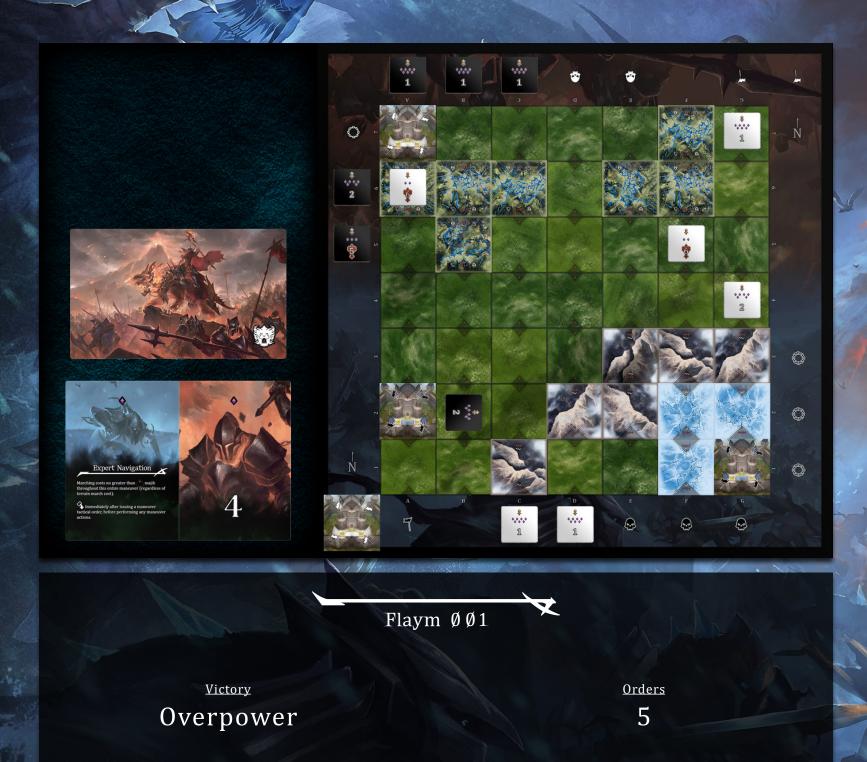
- This game mode supports only [1] player.
- This game mode requires you to be well familiar with the Warline "Battle Canvas" core game rules.

Setting Up Dilemmas

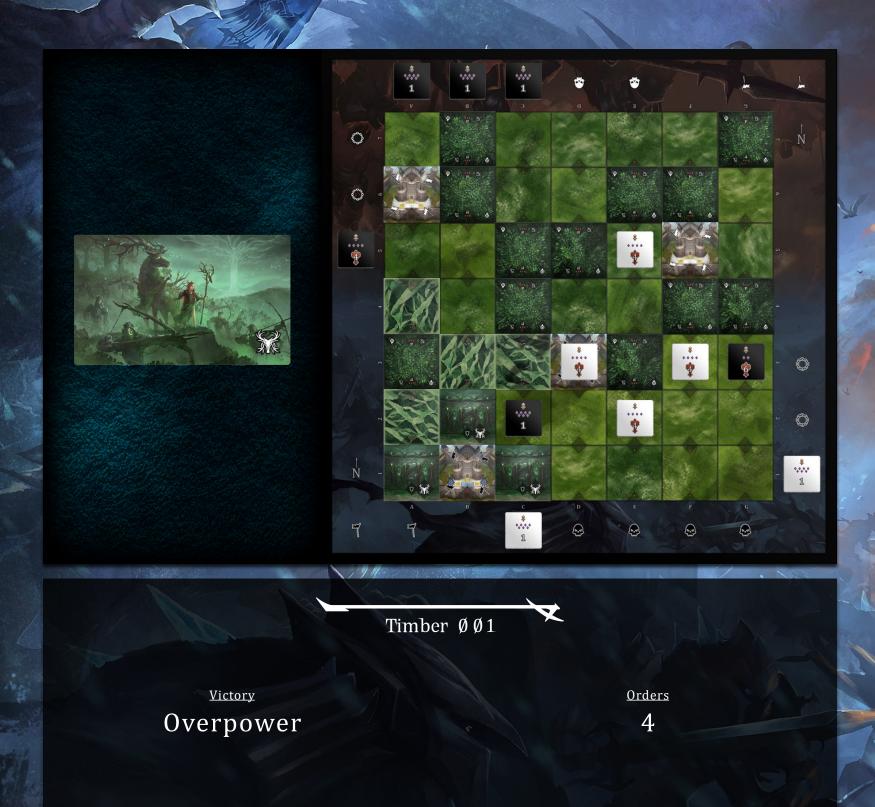
- Your kingdom is defined by a dilemma's title and also reflected in the set up graphic.
- Set up the battlefield and other components according to the map and table graphic. Your hand of support cards and rampart resources are shown on the table (if there are no cards shown, you have no support cards—if no rampart resources are shown, you have none).

Playing Dilemmas

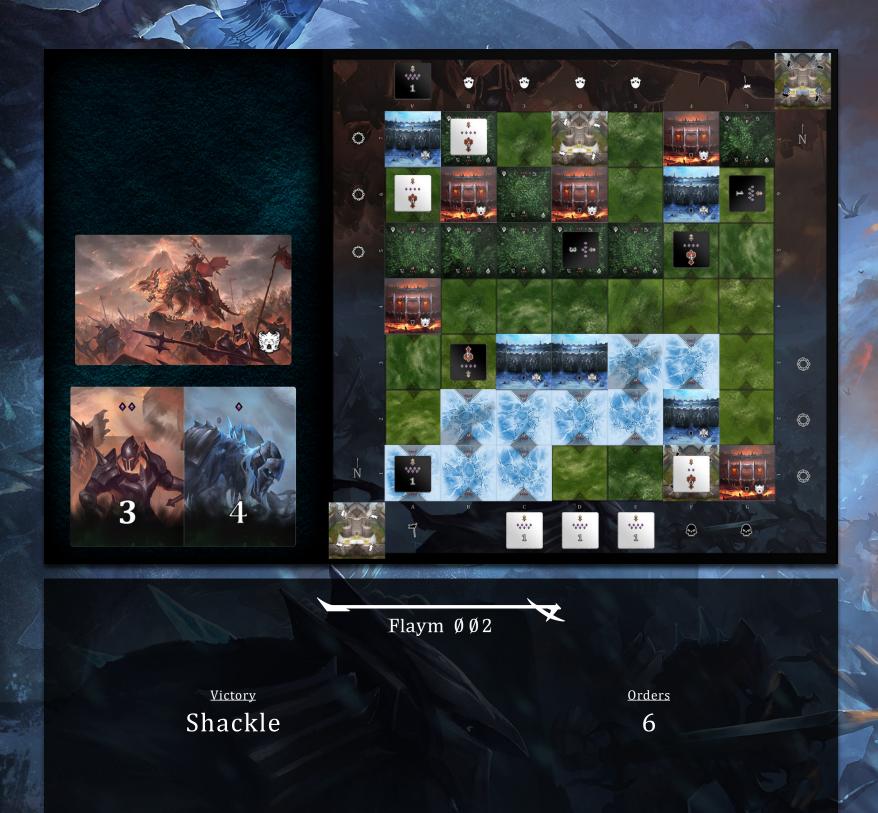
- Skip all game Stages prior to Stage V : Battle.
- You always command the black army. The white army is a dummy; there is no kingdom assigned.
- You face no acting opponent; the white army will never act.
- To complete a dilemma successfully, you must achieve the victory condition noted as "Victory" by issuing no more tactical orders than are allowed the number specified as "Orders".
- You must issue [1] tactical order per turn, until you either achieve the specified victory condition (success) or run out of allotted orders (failure).
- Adhere to the following special restrictions and guidelines:
 - You must not order the same battalion twice in succession. If it helps, you should use an engaged mark to signify the just-ordered battalion.
 - You must not issue the sacrifice tactical order.
 - Do not apply vigor or stunned marks, as their functions are irrelevant.
 - After each order, be sure to resolve counter attacks and optionally torment any prisoners!
 - You must not forego orders to acquire new support cards. You only have at your disposal the cards specified in set up.
- If it helps, you should utilize extra support cards to track orders issued: In set up, lay out a number of face-down cards equal to the allotted number of orders. To begin each order, turn a card sideways.

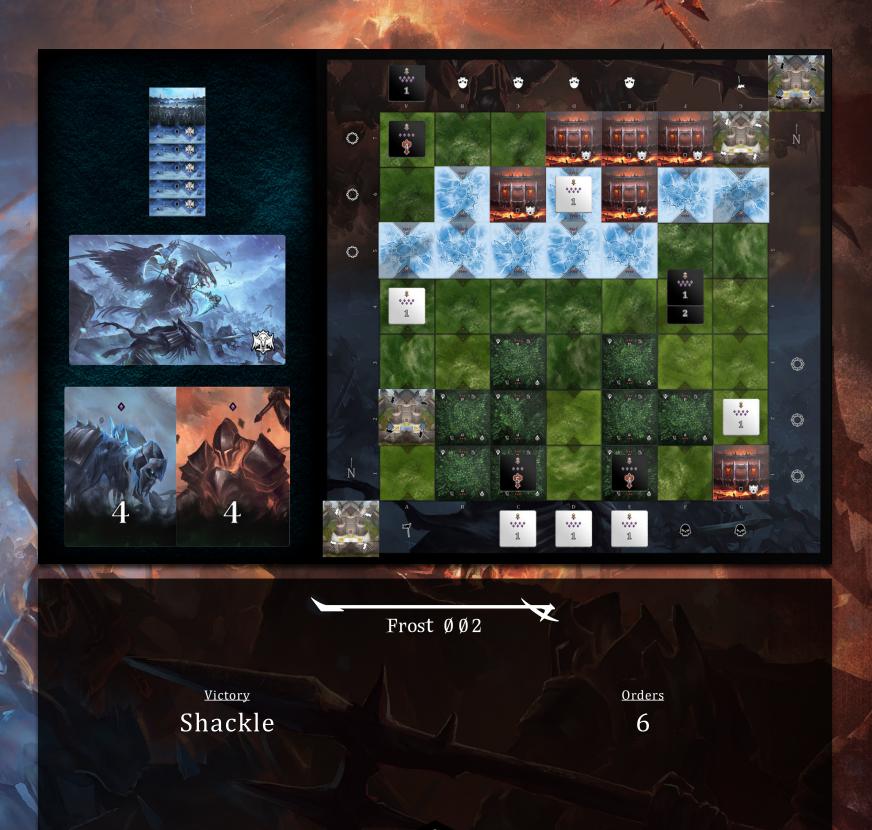


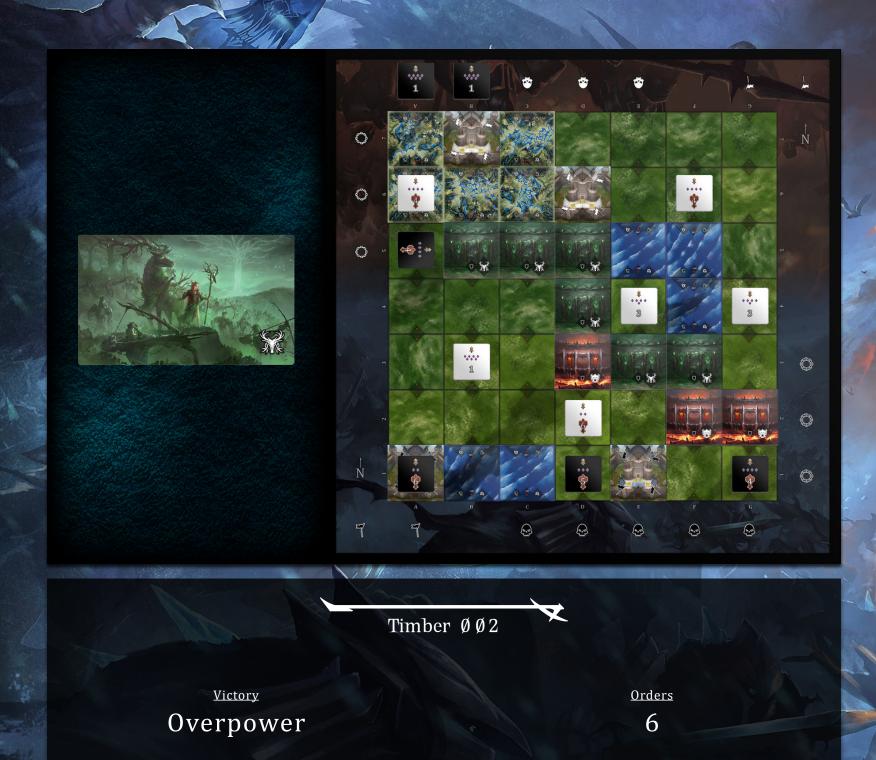


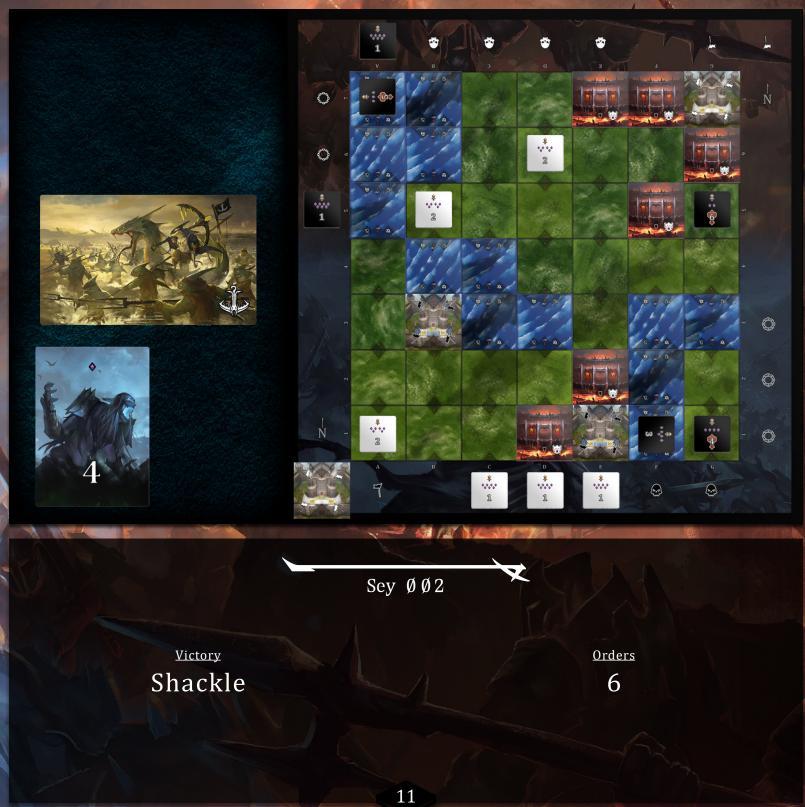






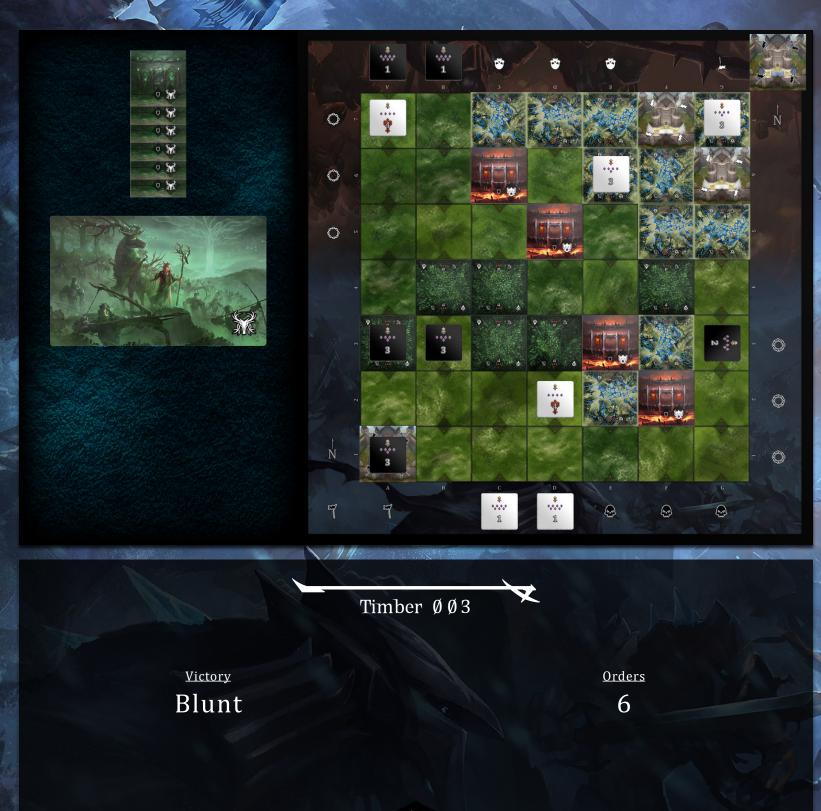


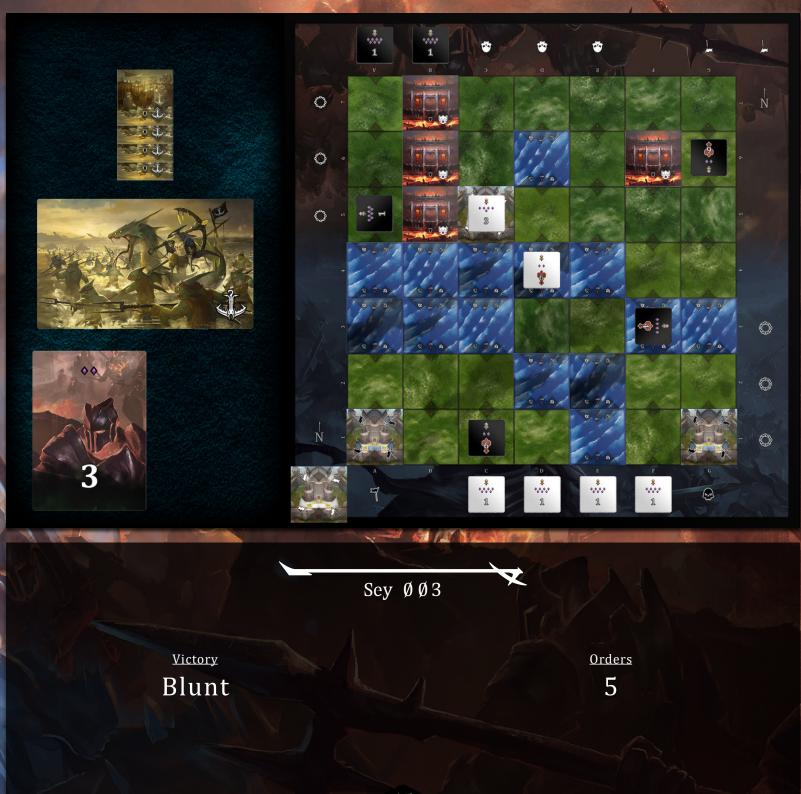












Credits & Links

- Director, Designer, Developer | Justin D Leingang
- Illustrator | Chen Chi Huei
- Terrain art | Aaron Sacco
- Development and Design Support | Jason Norton
- **Chief Testers** | Journey Jennings, David King, Tobias Fenner, Feuerdrache (Fire Dragon)
- **Special Thanks** | Andrea Leingang, the Warline Discord community, fellow employees at HookBang and VCA, Warline players across the globe
- **Production and Publishing** | El Jay Play

Warline Social Media | We hope to see you on the various social media outlets, discussing Warline and sharing your exploits!

Twitter https://twitter.com/ElJayPlay

Facebook Group https://www.facebook.com/groups/warlinegame

YouTube https://bit.ly/3GXOqzc

Instagram https://www.instagram.com/eljayplay

Warline Player-generated Dilemmas Tools | You may create and share your own custom Warline tactical dilemmas by way of the free web tools available at the official web portal.

https://warline.eljayplay.com/warline-gameresources

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