

# Air, Land, & Sea

## Goal

First player to reach 12 Victory Points wins!

## Game Overview

The game is played over a series of battles (rounds). To win a battle, you must either control more theaters than your enemy after both players have played all of their cards, or convince your enemy to withdraw. When you win a battle, you earn Victory Points (VPs). The game ends when a player reach 12 VPs.

## Setup

1. Randomly place 3 theater boards in any order to create a row between 2 players.
2. Shuffle the 2 Supreme Command cards and deal 1 facedown in front of each player. Players then turn their Supreme Commander cards faceup. The player who received the 1<sup>st</sup> Player card will take the 1<sup>st</sup> turn.
3. Shuffle the 18 battle cards that have the same color and icon as the 3 theaters and randomly deal 6 to each player to form their starting hands. Players should keep their hands secret from each other.
4. Set the rest of the cards to one side of the play area without revealing them.
5. Put all the tokens in a pile on the other side of the play area.

## Components

During a battle, players taken turns playing one card at a time into a theater, trying to control more theaters than their enemy.

### Theaters

Each of the 3 theater boards creates a "column" between the players. These columns are called theaters. Cards are always played into these 3 theaters. If a card is in a particular theater's column, we say that the card is "in that theater".

Theaters that are next to each other are called **adjacent theaters**. Adjacency doesn't wrap around.

A player owns all cards on their side of the theater boards. During your turn, you will play cards **only** on your side of the theaters.

### Battle Cards

Cards are played to advance your war effort and how they are played will ultimately determine who wins the battle.



**Strength:** The large number on each card (1). If the total strength of all the cards, supply tokens, and strength granted by card effects on your side of a theater is higher than the total strength of all the cards, supply tokens, and strength granted by card effects on your enemy's side of that theater, you **control** that theater.

**Tactical Ability:** Most cards have a tactical ability (2) next to their strength, which takes effect as soon as the card is played **faceup** to a theater or flipped **faceup**. Abilities are either **instant** (3) or **ongoing** (4).

**Type:** Represented by color and icon under strength which relate to the theaters. Normally, you may only play a card faceup to its matching theater.

Facedown cards always have a strength of 2 and no tactical abilities.

## Battle Structure

During a battle, players take turns starting with whoever has the 1st Player Supreme Commander card.

On your turn, you must take 1 and only 1 of these 3 actions: Deploy, Improvise, and Withdraw.

**Deploy:** Play 1 card from your hand, **faceup**. When you play a card, you must follow these **deployment restrictions**:

- You can only play cards on your side of the theaters.
- The card must be the same type as the theater you play it to.
- If you have other cards in that theater already, you must place the new card so that it covers (partially overlaps) those cards while still showing the top portion of all of them.

Remember: After you play a card faceup, any tactical ability of that card takes effect immediately.

**Improvise:** Play 1 card from your hand, **facedown**. Follow the same deployment restrictions as Deploy with 1 exception: facedown cards are treated as "wild cards," and can be played to any theater regardless of which type they are.

**Withdraw:** If you think your chances of winning the current battle are low, you may withdraw. If you do, your enemy wins the battle. *Sometimes, it may be best to withdraw in order to deny your enemy VPs!*

Once you have finished your action, your enemy begins their turn. The players continue to alternate taking turns until one of them withdraws or both players have played all of their cards, then the battle ends.

Remember: You **DO NOT** draw cards from the deck during a battle unless a tactical ability allows you to.

## Battle End

There are 2 ways that a battle can end:

- If either player withdraws: If you withdraw, your enemy wins the battle.
- Both players have played all cards in their hands: After this point, the player who controls the most theaters wins the battle.

In order to control a theater, you must have a higher total strength there than your opponent. If your strengths are tied or both of you have no strength there, the 1st Player wins the tie and controls that theater.

If you win a battle, you score VPs.

## Scoring

If you win a battle, you score VPs which are tracked with score markers. The number of VPs you score depends on if and when your enemy withdraws:

- If **neither** player withdraws before both players have played all of their cards, the winner of the battle scores 6 VPs.
- If **1** of the players withdraws, the other player scores the VPs show on the withdrawing player's Supreme Commander card, based on how many cards the withdrawing player has left in their hand. The longer you wait to withdraw, the more VPs your enemy will score!

After scoring, check to see if the victor has enough VPs to win the game. If not, setup and fight another battle.

When you are first learning how to play *Air, Land, & Sea*, you can use a simplified method of scoring instead. See the Beginner Mode section near the end of the rulebook.

## Setting Up for the Next Battle

1. Collect all of the battle cards and shuffle them together to create a new deck. Deal each player a new hand of 6 cards and set the rest of the deck off to the side of the play area, just like you did at the beginning of the game.
2. Return all supply tokens to the pile.
3. Move the rightmost theater card to the left of the leftmost theater card. Rightmost is determined from the POV of the player who sets up the theaters at the start of the game.
4. Players exchange Supreme Commander cards. The player who was the 1st Player will be the 2<sup>nd</sup> Player in the next battle.

## Game End

After each battle, check if the winner of the battle has enough VPs to declare victory. The first player to reach a total of 12 VPs wins the war (and the game).

**Optional Rule:** You can adjust the length of the game by changing the number of points you need to win. If you want to play a longer game, play until one player reaches 18 VPs instead.

## Battle Cards Rules

**Faceup Cards:** You may only play a card faceup to its matching theater.

**Facedown Cards:** Cards can be played facedown as a "wild card" in **any** theater. You may examine your own facedown cards at any time, but you may not examine any owned by your enemy.

**Covered Cards:** When a player plays a card to a theater that already contains cards of that player, the newly played card is placed so that it overlaps the previously played card while still showing the top portion of it. Any card overlapped by another is called a **covered card**. Similarly, any card that is not overlapped by another card is referred to as an **uncovered card**. Ongoing abilities of covered cards still function as normal.

## Tactical Abilities Rules

Most cards have tactical abilities described on the card. After you play a card faceup from your hand or flip over a facedown card, its tactical ability takes effect immediately.

There are 2 kinds of tactical abilities: instant and ongoing, indicated by the symbol next to the ability.



**Instant Abilities:** These take effect immediately after the card is played or if the card is flipped faceup. Once the instant ability is resolved, it has no further effect (unless that card is played or flipped faceup again).

Because instant abilities take effect when flipped faceup, it is possible for multiple instant abilities to take effect around the same time. In these situations, always resolve the instant abilities in the order they happened and fully resolve each ability before moving on to the next.

Once an instant ability begins taking effect, it always resolves fully, even if it gets flipped facedown before completing.



**Ongoing Abilities:** These are always in effect as long as the card is faceup. If a card with an ongoing ability is flipped facedown, the ability no longer has any effect (unless that card is played or flipped faceup again).

You **must** carry out the effects of tactical abilities unless they contain the word "may."

If a part of a tactical ability is impossible to perform, that part is ignored and has no effect.

A card's tactical ability can affect the card itself unless stated otherwise.

"You" always refer to the owner of the card. If you flip a card of your enemy faceup, the enemy will be the one who carries out the tactical ability of the card.

## Terms

**Covered:** A card overlapped by another is called a covered card. If an ability does not specify uncovered or covered, the ability can affect any card.

**Draw:** Drawing a card means taking the top card from the battle deck and put it in your hand.

**Destroy:** If an ability instructs you to destroy a card, you can destroy cards **in play** only. When a card is destroyed, it is placed facedown at the bottom of the deck. If a card is destroyed immediately after it is played, such as by Blockade, then that card does not get to use its tactical ability.

**Flip:** Flipping a card means either turning a faceup card so it is facedown or turning a facedown card so it is faceup. Unless the ability states otherwise, you may flip any card - yours or your enemy's. If you flip a card of your enemy faceup, the enemy will be the one who carries out the tactical ability of the card.

**Higher:** When determining if a card is higher or lower than another card, compare the 2 cards' strength values. If a card is in a player's hand, always use the strength on the front of the card. If a card is in play, use the strength value that is currently active (so a facedown card would have a strength of 2).

**Lower:** See Higher.

**Move:** When a card moves, it stays on the same side of the theater it was already on and remains owned by the same player. Always place the moved card on top of any other cards already in the theater it was moved to, so that it covers those cards.

**Name:** Naming a card means saying both its theater type and strength number, as in "Intelligence 6". You cannot name a card by using only its title. The back of each theater board features a quick reference guide.

**Non-Matching Theaters:** It is possible that a card may end up in a theater that does not match the card's type. When this happens, the card does not suffer any penalty for being in the "wrong" theater. The card remains where it is, and its strength is counted towards control of that theater.

**Note:** You are never required to use the battle card **Supply Lines**. If you have another way to play to a non-matching theater, you can ignore its tactical ability.

**Occupied:** When determining how many cards occupy a theater, always count both players' cards towards the total.

**Play:** Playing a card means taking a card from hand and placing it in a theater. Unless otherwise specified, playing a card as a result of an ability follows all normal rules: you must play on your own side, you must play faceup cards to their matching theater, and you must cover any previous cards in that theater.

**Note:** Effects that don't specifically use "play" but other terms like "move" and "flip" are not the same as playing a card, so cards such as Blockade that affect the playing of cards do not affect them.

**Reveal:** Revealing a card means choosing a card in your hand and show it to your enemy. Revealed cards go back into the owner's hand after being revealed. If you do not have any cards in your hand, you cannot reveal a card. If you are unable or unwilling to reveal a card, you will not get the benefit of any tactical ability that requires you to do so.

**Supply:** A token worth 1 strength. Supplies are placed in theaters on either your side or your enemy's side.

**Uncovered:** A card that is not overlapped by another card is called an uncovered card. If an ability does not specify uncovered or covered, the ability can affect any card.

## Card Clarifications

- **Aerodrome:** Its tactical ability changes the deployment conditions, not allows you to immediately play a card after playing Aerodrome.
- **Envoy:** Its tactical ability only resolves after you have fully resolved the player card's ability and any abilities that chain off of it.
- **Supply Lines:** The supply is gained the moment you play a card, before any ability is triggered.

## Beginner Mode

When you are first learning how to play *Air, Land, & Sea*, you can use this simplified method of scoring:

- The winner of each battle score **1VP**.
- The first player to reach **3VPs** wins the game.

Ignore the Withdraw chart on the Supreme Commander cards when you are playing Beginner Mode.

Playing in Beginner Mode allows you to concentrate on learning how all of the Tactical Abilities of the cards work, without worrying about giving your opponent a lot of VPs by withdrawing "too late."

## Mixing with Other Games

You can mix this game with other games in the series *Air, Land, & Sea*, provided that the battle cards have the same back artwork so that they don't give away information and that there is no duplication of theaters, in 1 of 2 ways:

1. **Standard Mode:** Select any 3 theaters from any game. Use only the theater boards and battle cards from these 3 selected theaters. All other cards will not be used. Otherwise, the game plays as normal.

2. **Epic Mode:** Select any 5 theaters from any game instead of 3. Use only the theater boards and battle cards from these 5 selected theaters. Draw a starting hand of 10 cards instead of 6, and use the special Epic Mode Supreme Commander cards instead of the regular ones. If neither player withdraws, the winning player is the one that controls at least 3 theaters. **A card's ongoing abilities only affect the theater the card is in and any adjacent theaters.** Since Epic games are longer, we recommend playing to 6 VPs instead of the usual 12.

## 3-4 Player Team Variant

The Team Variant is a way to play with more than 2 players. It can be combined freely with both the Standard and Epic game modes.

### Setup Modifications

Divide the players into 2 teams. You can play 1 vs. 2 or 2 vs. 2. The 2 teams should sit on opposite sides of the table from each other, with teammates sitting next to each other on the same side of the table.

When playing 1 vs. 2, if a team struggles too much against the other, you can try to balance things by either putting the more experienced players on the same team, or have the weaker team go second AND wins ties.

A **solo player** (on a team by themselves) draws the normal number of cards at the start of the game: 6 cards in Standard Mode and 10 cards in Epic Mode.

A **team player** (on a team with one other player) draws half the normal number of cards: 3 cards in Standard Mode and 5 cards in Epic Mode.

After each player has looked at their starting hand, each team has their players simultaneously choose 1 card in their hand and swap with each other facedown.

## Turn Order

Teams alternate taking turns. When a team takes its turn, only 1 member of that team plays.

The team player with more cards in their hand is always the one who plays. If both team players have the same number of cards in their hands, the team players decide together which of them will play.

## Scoring & Withdrawal

When team players withdraw, they should add together all of the cards in both of their hands to determine how many VPs to give to their enemy.

Since team games tend to be longer, we recommend playing to 6 VPs in Standard Mode and only a single battle in Epic Mode.

## Communication

Players can say whatever they want, provided it is said out in the open so that all players on both teams can hear.

**Strategy Tip:** The cards you swap at the beginning of the game are a great touchstone for coded communication with your teammate. For example, you might say something like "I'm strong in the theater of the card I gave you."

Other than the initial card swap, you are not allowed to show cards in your hand to another player unless a tactical ability allows you to do so.

All players of a team can peek at any facedown cards on their team's side of the table.

When a card is revealed, all players from both teams get to see it.

## Tactical Abilities

Whenever a tactical ability refers to "you," it is referring to your whole team. Likewise, whenever a card refers to "the enemy," it is referring to the whole enemy team.

A card's ongoing abilities can be used by both players of a team.

## Clarifications

- **Aerodrome:** Ongoing tactical abilities can be used by both team players.
- **Air Drop:** Tactical abilities that affect "the next time you play" affect the next team member of your team who plays, regardless of who played the tactical ability.
- **Envoy:** See *Aerodrome*.
- **Give & Take:** When a team draws a card, the team players decide together who will draw. Likewise, when a team is given a card, the team players decide (before looking at the card) which of them will receive it.
- **Leverage:** When a team must reveal a card, the team players can decide together which of them will reveal.
- **Neutralize:** If either team player has the named card, that player must reveal it and play it the next time their team takes a turn, whether it would normally be that player's turn or not.
- **Redeploy:** The team players decide together which of them will put a facedown card in their hand. That same player must then play a card.
- **Requisition:** See *Leverage*.
- **Supply Lines:** See *Aerodrome*.
- **Surveil:** See *Leverage*.

## Card List

From *Air, Land, & Sea* and *Air, Land, & Sea: Critters at War*:

- Air:
  - 1) Support: You gain +3 strength in each adjacent theater.
  - 2) Air Drop: The next time you play a card, you may play it to a non-matching theater.
  - 3) Maneuver: Flip an uncovered card in an adjacent theater.
  - 4) Aerodrome: You may play cards of strength 3 or less to non-matching theaters.
  - 5) Containment: If any player plays a facedown card, destroy that card.
  - 6) Heavy Bombers: <No tactical ability>
  
- Land
  - 1) Reinforce: Draw 1 card and play it facedown to an adjacent theater.
  - 2) Ambush: Flip any uncovered card.
  - 3) Maneuver: Flip an uncovered card in an adjacent theater.
  - 4) Cover Fire: All cards covered by this card are now strength 4.
  - 5) Disrupt: Starting with you, both players choose and flip 1 of their uncovered cards.
  - 6) Heavy Tanks: <No tactical ability>
  
- Sea
  - 1) Transport: You may move 1 of your cards to a different theater.
  - 2) Escalation: All of your facedown cards are now strength 4.
  - 3) Maneuver: Flip an uncovered card in an adjacent theater.
  - 4) Redeploy: You may return 1 of your facedown cards to your hand. If you do, play a card.
  - 5) Blockade: If any player plays a card to an adjacent theater occupied by at least 3 other cards, destroy that card.
  - 6) Super Battleship: <No tactical ability>

## Card List

From *Air, Land, & Sea: Spies, Lies, & Supplies* and *Critters at War: Flies, Lies, & Supplies*:

- Diplomacy
  - 1) Relinquish: You may destroy 1 of your other cards to destroy any uncovered card.
  - 2) Envoy: After you play a card in an adjacent theater, you may move this card so that it covers that card.
  - 3) Manipulate: Flip an uncovered card in an adjacent theater.
  - 4) Leverage: You may reveal a card to flip an uncovered card lower than or equal to your revealed card.
  - 5) Give & Take: Draw 1 card. Either give it to your enemy and draw another, or keep it and your enemy draws 1.
  - 6) Grand Betrayal: <No tactical ability>
  
- Economics
  - 1) Retrofit: Choose 1 of your uncovered cards in any theater. Gain supplies in that theater equal to the chosen card's strength. Then, flip the card.
  - 2) Supply Lines: On your turn, you may play to a non-matching theater. If you do, your enemy gains 1 supply in that theater.
  - 3) Manipulate: Flip an uncovered card in an adjacent theater.
  - 4) Requisition: You may reveal a card to gain 2 supplies in that card's theater.
  - 5) Arms Race: Gain 2 supplies in any theater. Then your enemy chooses a different theater and gains 2 supplies there.
  - 6) Production Surge: <No tactical ability>
  
- Intelligence
  - 1) Incite: Use any uncovered card's instant ability as if it were on this card.
  - 2) Spy Network: For each of your facedown cards in adjacent theaters, gain +3 strength in this theater.
  - 3) Manipulate: Flip an uncovered card in an adjacent theater.
  - 4) Neutralize: Name a card. If it's in your enemy's hand, they must reveal it and play it facedown next time they play.
  - 5) Surveil: Your enemy must reveal a card. You may reveal a lower card to flip any uncovered faceup card.
  - 6) Covert Operations: <No tactical ability>