



L'ATTAQUE

VARIANT LIBRARY

Hidden-rank warfare — the original family that spawned Stratego

4

VARIANTS

2

PLAYERS

10+

AGE

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L'Attaque

L'Attaque is a hidden-information strategy game designed by Hermance Edan, patented in France in 1908 and first sold in 1910. H.P. Gibson & Sons acquired the rights in 1925 and published the game — and a family of themed variants — in Britain. All games in this hub share the same core system: pieces with hidden ranks, higher rank defeats lower, and a unique win objective per game.

VARIANTS IN THIS HUB

VARIANT	PLAYERS	WIN CONDITION	DESCRIPTION
Standard L'Attaque	2	Capture the opponent's Flag	Original 1909 rules; 36 pieces per side on a 9×10 board with three 1×2 lake areas.
Dover Patrol	2	Get both Flags to your own Base	Naval CTF game; 40 pieces per side. Flying Boat crosses the Harbour Wall; Mine Layers are movable mines; Submarines sink all except Motor Torpedo Boats.
Aviation	2	Land a Troop Carrier on opponent's Aerodrome	42 pieces including Searchlights, AAA Guns, and Observation Balloons. Searchlight + Gun ranging system.
Tri-Tactics	2	Any of three service win conditions	1932 combination of L'Attaque, Dover Patrol, and Aviation on a single board.



Printed 22 July 2026

V0.4.0

L'ATTAQUE · VARIANT 1 OF 4

Aviation

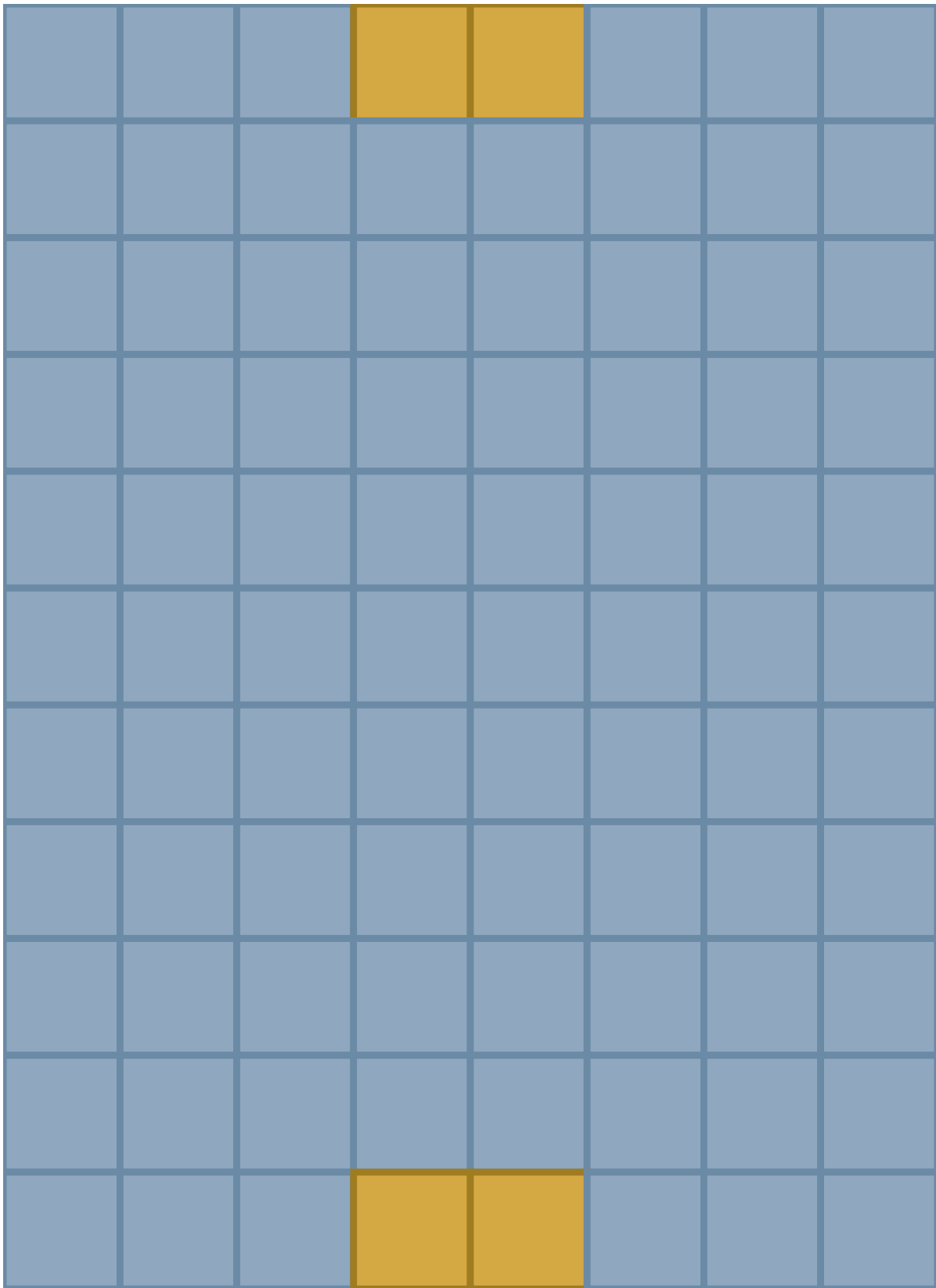
8×11 (Aerodrome board)

BOARD

2

PLAYERS

AVIATION



Aviation — starting position

<https://engine.moddable.games/play/?game=lattaque&variant=aviation>

Published by H.P. Gibson & Sons Ltd., London. One of the four games in the Gibson hidden-rank warfare series (alongside L'Attaque, Dover Patrol, and Tri-Tactics). This description is sourced from the original H.P. Gibson Aviation rulebook (recovered from a 2004-digitised scan).

BOARD

8 columns (A–H) × 11 rows (1–11). The entire playing surface is the aerial theatre (no land/sea distinction for movement).

Each player has an **Aerodrome** — a 2-square area in the middle of their back rank. The Aerodrome is the victory capture point; a Troop Carrier landing here wins the game.

Aerodrome positions:

PLAYER	AERODROME SQUARES	ROW
Player 1	D1–E1 (cols 4–5, middle of row 1)	Row 1 (back rank)
Player 2	D11–E11 (cols 4–5, middle of row 11)	Row 11 (back rank)

Setup: Each player places their 42 pieces face-down on their nearest 5 rows (rows 1–5 for Player 1, rows 7–11 for Player 2). Row 6 is the neutral mid-board row.

PIECES (42 PER PLAYER)

Fleet — 32 numbered flying units:

COUNT	NAME	VALUE
1	T.S.F. Squadron	10
1	S.S.F. Squadron	9
1	Bomber Squadron	8
2	Flight of T.S. Fighters	7
2	Flight of S.S. Fighters	6
3	Airships	5
2	Troop Carriers	4½
3	Twin-Seater Fighters	4
3	Single-Seater Fighters	3
8	Bombers	2
6	Reconnaissance Planes	1

Auxiliaries — 10 unnumbered support pieces:

COUNT	NAME	ROLE
3	Searchlights	Reveal hidden pieces; enable AAA Gun ranging
3	Observation Balloons	Stationary; spotting role
2	Anti-Aircraft Guns (3-mile range)	Engage pieces revealed by Searchlights
1	Anti-Aircraft Gun (4-mile range)	As above, extended range
1	Anti-Aircraft Gun (5-mile range)	As above, extended range

Total per player: 42 pieces.

TROOP CARRIER SPECIAL RULES

- ♦ Troop Carriers move **only diagonally** (one square diagonal per move).

When attacked by a piece of **value 5 or higher** (Airship, Flight of S.S. Fighters, Flight of T.S. Fighters, Bomber Squadron, S.S.F.

- ♦ Squadron, T.S.F. Squadron): Troop Carrier is **driven back** one square (not removed). If driven back onto own Aerodrome, it remains there.

- ♦ When attacked by a piece of value **below 5**: normal combat rules apply.

- ♦ Win condition: move a Troop Carrier onto the **opponent's Aerodrome** square.

- ♦ If both sides lose all Troop Carriers: draw.

SEARCHLIGHT AND ANTI-AIRCRAFT GUN SYSTEM

The Searchlight + AAA Gun ranging system is unique to Aviation:

- ♦ A **Searchlight** may illuminate an area around it, revealing the identity of hidden enemy pieces within a defined radius.

- ♦ An **Anti-Aircraft Gun** can engage enemy pieces that have been **revealed** by a Searchlight, at range up to the Gun's rated distance (3-mile, 4-mile, or 5-mile).

- ♦ **Observation Balloons** are stationary support pieces; they assist spotting but cannot move.

- ♦ AAA Guns auto-defeat any piece moving adjacent to them except for Bombers (which destroy the Gun instead).

MOVEMENT

- ♦ One square per turn: orthogonal (forwards, backwards, sideways). **Never diagonally** — except Troop Carriers which move diagonally only.
- ♦ Pieces stand face-down throughout; hidden from opponent until revealed by combat or Searchlight.

COMBAT

- ♦ Attack declared when moving adjacent to an enemy piece. Both reveal; higher value wins; equal values: both removed.
- ♦ Troop Carrier exception: driven back rather than removed when attacked by value 5+.
- ♦ Airships can attack Troop Carriers in their own Aerodrome.

ATTRIBUTION

Aviation. Published by H.P. Gibson & Sons Ltd., London. Part of the Gibson hidden-rank warfare series alongside L'Attaque, Dover Patrol, and Tri-Tactics. Also included as the air component of Tri-Tactics (revised edition uses "Battle of Britain" theme with different piece names). Public domain rule set. Source: original H.P. Gibson Aviation rulebook (scanned from physical copy, 2004 digitisation).

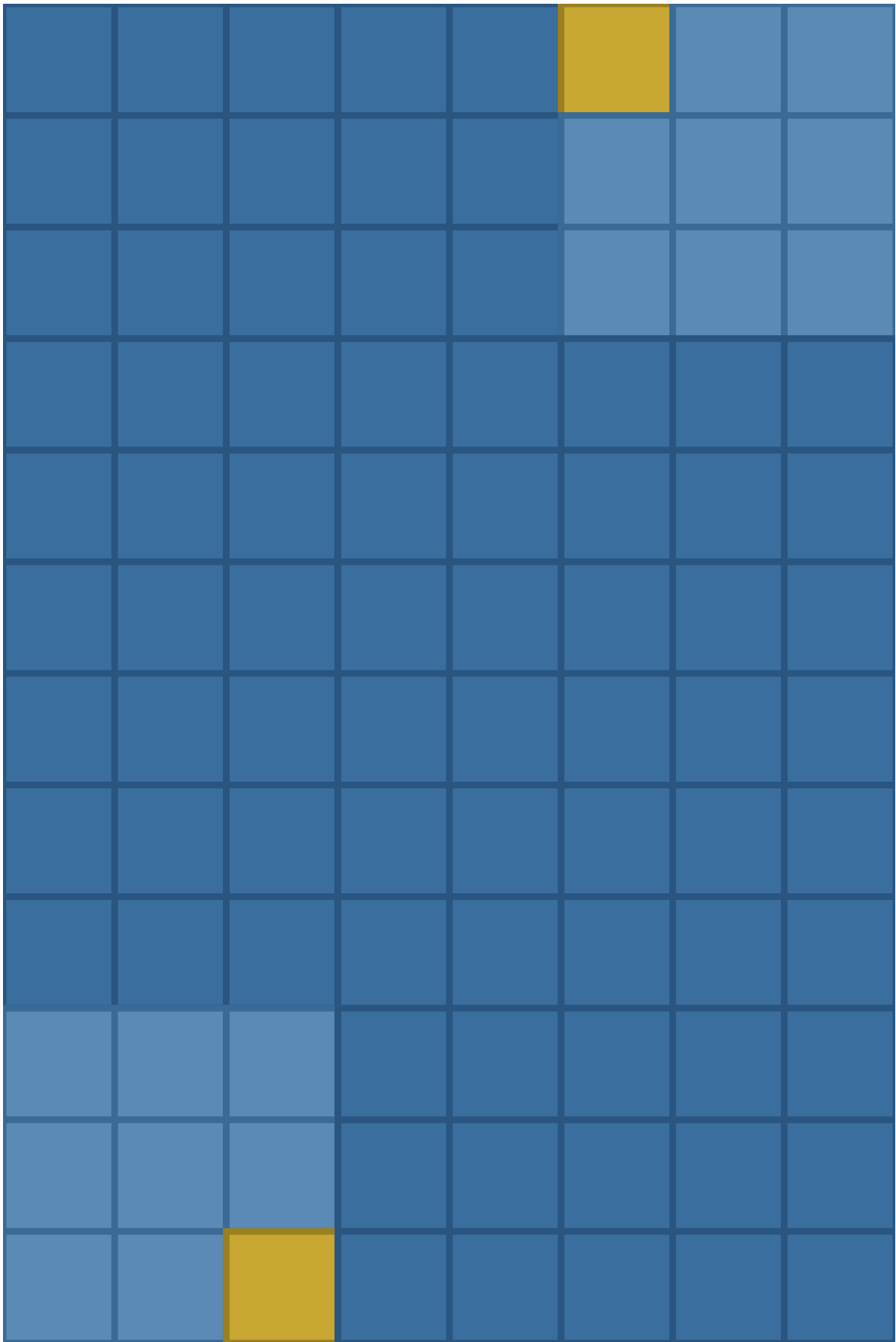
L'ATTAQUE · VARIANT 2 OF 4

Dover Patrol

8×12
BOARD

2
PLAYERS

DOVER PATROL



Dover Patrol — starting position

Also titled **Naval Tactics**. Published by H.P. Gibson & Sons, London. One of the four games in the Gibson hidden-rank warfare series (alongside L'Attaque, Aviation, and Tri-Tactics).

Dover Patrol is a Capture the Flag game, not a piece-elimination game. The object is to seize the opponent's Flag from their Base and convey it to your own Base, while keeping your own Flag safe.

An Australian edition was published under licence by Moldex Ltd as **Pacific Patrol**, using HMAS ship names at equivalent ranks.

BOARD

8 columns (A–H) × 12 rows (1–12). The entire playing surface is Sea; there is no land terrain. All movement and combat uses naval rules throughout.

Each player's side has a **Harbour** — a 3×3 walled area in the corner of their side of the board. The Harbours are in **opposite corners** of the board (not symmetric on the same side). Within each Harbour is the **Base**: the single square where the Admiral's Flag is placed at the start of the game.

Harbour positions (1-indexed, A=col 1, H=col 8):

PLAYER	HARBOUR COLUMNS	HARBOUR ROWS	BASE SQUARE
Player 1	A–C (cols 1–3)	Rows 1–3	C3 (inner corner, facing open sea)
Player 2	F–H (cols 6–8)	Rows 10–12	F10 (inner corner, facing open sea)

The **Harbour Wall** runs along the open faces of the 3×3 Harbour area (the top and right faces for Player 1; the bottom and left faces for Player 2), forming a partial enclosure. The single gap or the Wall itself blocks normal piece movement. Only the **Flying Boat** can cross the Harbour Wall via its 2-square jumping move.

Setup: Each player places their 40 pieces face-down on their nearest 5 rows. Player 1 sets up on rows 1–5 (the Flag on Base = C3); Player 2 sets up on rows 8–12 (Flag on Base = F10). Rows 6–7 are the open contest zone. Each player has their Harbour on the left (row 1 or row 12).

PIECES (40 PER PLAYER, PLUS 1 FLAG)

The FLAG is a separate clip (not a standing piece). It is placed on the Base at the start of the game. It is not a piece in its own right but is clipped to whichever ship carries it.

Fleet — 30 numbered ships:

COUNT	VESSEL	VALUE
1	Flagship	10
1	Vice-Flagship	9
1	Battle Squadron	8
2	Battleship	7
3	Battle Cruisers	6
4	Light Cruisers	5
4	Destroyers	4
4	Auxiliary Cruisers	3
5	Motor Torpedo Boats	2
5	Patrol Vessels	1

Fleet Auxiliaries — 6 unnumbered ships (part of the 36-piece Fleet):

COUNT	VESSEL	ROLE
1	Mine Layer	Movable floating mine
2	Mine Sweepers	Remove Mines; carry the Flag
3	Submarines	Sink all ships except Mine Layers and Motor Torpedo Boats

Special pieces — 4 pieces (outside the Fleet):

COUNT	PIECE	ROLE
1	Flying Boat	Crosses Harbour Wall; 2-square move; Scout
3	Mines	Stationary; blow up any ship that approaches

Total per player: 40 ships + 1 Flag clip.

MOVEMENT

Players alternate turns. Each piece moves **one square** — forwards, backwards, or sideways. **Never diagonally.** This applies even when carrying a Flag.

Flying Boat exception: The Flying Boat moves **two squares** in a straight line (as in Draughts when taking a piece — it physically passes through the intermediate square). It can move two squares backwards, forwards, or sideways, but not diagonally. This two-square move allows it to cross the Harbour Wall, which blocks all other pieces.

COMBAT

Pieces cannot move into an occupied square. When a piece moves adjacent (back to back) to an enemy piece, the player **may choose to attack** by declaring “Attack!” Attacking is optional; the move passes whether or not an attack is declared. A player who declines to attack cannot be attacked back by that same piece without the opponent first moving away.

Combat result: Both pieces are revealed. The lower-valued ship is **sunk** (removed). The higher-valued ship remains on the square from which it attacked. Equal values: both sunk.

This rule applies to numbered Fleet pieces. For Auxiliaries, see special rules below.

SPECIAL PIECE RULES

MINES (stationary):

- ♦ Mines never move. Pretending to move a Mine to deceive the opponent is not permitted.
- ♦ Any ship — except Mine Sweepers, Mine Layers, and Flying Boats — that moves into the attacking position adjacent to a Mine is immediately **blown up**. This is automatic regardless of whether “Attack!” is declared.
- ♦ Mine Sweeper declares “Attack!” on a Mine: Mine is **destroyed** (removed).
- ♦ Flying Boat moves adjacent to a Mine: nothing happens.

MINE SWEEPERS (unnumbered):

- ♦ Used primarily to destroy Mines.
- ♦ Also useful for carrying the Flag.
- ♦ Cannot be sunk by Mine Layers, other Mine Sweepers, or Flying Boats (nothing happens).
- ♦ Any other piece sinks them.

MINE LAYERS (unnumbered):

- ♦ Act as **floating Mines**: any ship (other than another Mine Layer) that moves into attacking position adjacent to a Mine Layer is **blown up**.
- ♦ May move like any other ship.
- ♦ **Cannot attack** — Mine Layers never declare “Attack!”
- ♦ Can only be sunk by a **Destroyer (4)**.
- ♦ Mines have no effect on Mine Layers.
- ♦ Mine Sweepers, Submarines, and Flying Boats adjacent to Mine Layers: nothing happens.

SUBMARINES (unnumbered):

- ♦ Sink **all ships** except Mine Layers (see above) and **Motor Torpedo Boats (2)**, which sink Submarines instead.
- ♦ Submarines are blown up by Mines.
- ♦ Submarine vs Submarine, Submarine vs Mine Sweeper, Submarine vs Flying Boat: nothing happens.

FLYING BOAT (special):

- ♦ Moves **two squares** in a straight orthogonal line only; always moves two squares.
- ♦ The only piece that can **cross the Harbour Wall**, enabling it to reach the Base from outside.
- ♦ When flying over the Harbour Wall, this must be declared.
- ♦ May fly over a Mine if desired.
- ♦ Can be **brought down only by a Motor Torpedo Boat (2) or a Destroyer (4)**.
- ♦ Used as a **Scout**: when it attacks or is attacked by any piece other than 2s or 4s (including Mines), nothing happens and both remain — but both pieces must be shown, revealing their identities.

THE FLAG AND THE HARBOUR

Capturing the Flag:

- ♦ The Flag remains on the Base until a ship moves onto the Base square to capture it.
- ♦ Only the Flying Boat can approach the Base through the Harbour Wall. All other ships must enter the Harbour from the open side.
- ♦ The capturing ship must move off the Base on its **next move**, carrying the Flag. If enemy pieces prevent this, the ship is **run aground** (removed) and the Flag remains on the Base.

Carrying the Flag:

- ♦ A ship carrying a Flag cannot attack the ship carrying the other Flag.
- ♦ If a Flag-carrying ship is attacked by an equal-valued ship: both are sunk. The Flag is placed on the square the escort had occupied.
- ♦ If a Flag-carrying ship is blown up by a Mine: the Flag is placed on the escort's square. Only a Mine Sweeper can then recover it from this position.
- ♦ Once the Flag has left the Base, the holder may transfer it to any adjacent ship (not diagonally) — this counts as a move.

Winning:

- ♦ A player wins by getting **both Flags** — their own and the enemy's — onto their own Base.
- ♦ A player **cannot** deposit the enemy Flag on their Base unless their own Flag is already in their possession and on their own side of the board.
- ♦ A player also wins if their opponent cannot move any piece on their turn, **provided** the winner's own Flag is on their own Base. If not, the game is a draw.

SHORTER GAME VARIANTS

The rulebook includes four shorter variants:

1 First Capture: Same rules but the winner is the first player to capture the opponent's Flag (occupy the opponent's Base).

2 Flagship Hunt: Ignore the Harbour Wall; the first player to capture the opponent's Flagship wins.

3 Pitched Battle: Ignore the Harbour Wall; victory goes to the side that sinks the entire opposing Fleet and Auxiliaries (excluding Mines).

4 Capturing the Base (24 pieces each): A reduced-set game using 3 back rows for setup. No Flag; win by first occupying the opponent's Base. Attack declaration is mandatory (not optional). Piece set: 1 Vice-Flagship, 1 Battle Squadron, 1 Battleship, 2 Battle Cruisers, 2 Light Cruisers, 2 Destroyers, 1 Auxiliary Cruiser, 4 Motor Torpedo Boats, 3 Patrol Vessels, 1 Mine Sweeper, 1 Mine Layer, 2 Mines, 2 Submarines, 1 Flying Boat.

ATTRIBUTION

The "Dover Patrol" or Naval Tactics. Published by H.P. Gibson & Sons Ltd., London. Part of the Gibson hidden-rank warfare series alongside L'Attaque, Aviation, and Tri-Tactics. Public domain rule set. Source: original H.P. Gibson & Sons rulebook (scanned from physical copy).

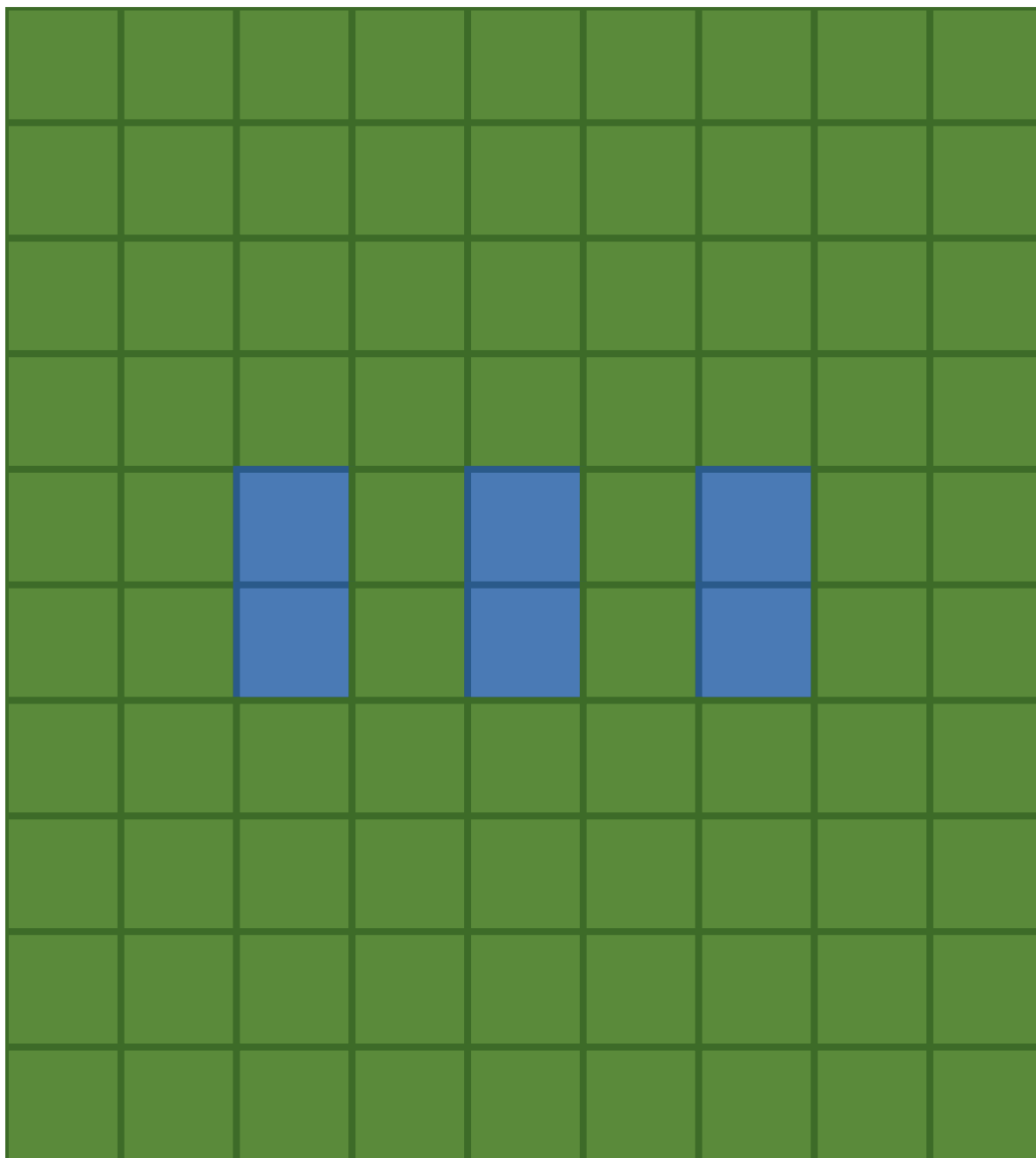
L'ATTAQUE · VARIANT 3 OF 4

L'Attaque (Standard)

9×10
BOARD

2
PLAYERS

L'ATTAQUE (STANDARD)



L'Attaque (Standard) — starting position

<https://engine.moddable.games/play/?game=lattaque&variant=standard>

Designed by Hermance Edan. Patent filed France 26 November 1908; game first sold 1910 by Au Jeu Retrouvé. Rights acquired 1925 by H.P. Gibson & Sons, London, who published it in Britain until at least the 1970s. The first mass-market hidden-information rank game; direct ancestor of Stratego.

BOARD

9 columns × 10 rows. Three lake areas in the centre of the board are impassable — no piece may enter or pass through a lake square. Each lake occupies 1 column × 2 rows. The three lakes are positioned in the two middle rows (rows 5–6), spaced across the board at columns 3, 5, and 7, with two clear columns on each outer edge and one clear column between each lake. This layout is distinct from the 2×2 lake blocks of Stratego (1946).

PIECE SET (36 PER PLAYER)

RANK	PIECE	COUNT	MOVEMENT	SPECIAL ABILITY
10	Commander-in-chief	1	1 step ortho	Defeated only by Mine or by an attacking Spy. Beats Spy if Commander-in-chief attacks first.
9	Brigadier General	1	1 step ortho	Standard capture.
8	Colonel	2	1 step ortho	Standard capture.
7	Commandant	2	1 step ortho	Standard capture.
6	Captain	4	1 step ortho	Standard capture.
5	Lieutenant	4	1 step ortho	Standard capture.
4	Sergeant	4	1 step ortho	Standard capture.
3	Sapper	4	1 step ortho	Only piece that can capture a Mine without being removed.
2	Scout	8	Slides unlimited ortho	May not leap over pieces or lake squares.
1	Spy	1	1 step ortho	Defeats the Commander-in-chief when the Spy attacks. Loses to the Commander-in-chief if Commander-in-chief attacks first; loses to all other pieces.
	Flag	1	Immovable	Capturing the opponent's Flag wins the game.
	Mine	4	Immovable	Any piece attacking a Mine is removed — except a Sapper, which captures the Mine safely.

Total: 36 per player. (Commander-in-chief 1 + Brigadier General 1 + Colonel 2 + Commandant 2 + Captain 4 + Lieutenant 4 + Sergeant 4 + Sapper 4 + Scout 8 + Spy 1 + Flag 1 + Mine 4 = 36)

SETUP

Each player positions all 36 pieces face-down on their own half of the board (the four rows nearest their side), in any arrangement they choose. The opponent cannot see piece ranks. Lake squares remain empty.

MOVEMENT

Players alternate turns. On each turn, a player moves one piece:

- ♦ **Most pieces:** 1 step orthogonally (up, down, left, right). Cannot enter a lake square or a square occupied by any piece.
- ♦ **Scout:** Slides any number of squares orthogonally in one direction. Cannot leap over other pieces or lake squares; must stop before any occupied square or lake.
- ♦ **Mines and Flag:** May not move.

COMBAT

Pieces cannot move into a square occupied by another piece. Instead, when a player moves a piece adjacent to an enemy piece (back to back), the active player may **choose to attack**.

If the player chooses to attack:

- 1 Both pieces are flipped face-up and ranks are revealed.
- 2 The lower-ranked piece is permanently removed from the board.
- 3 Equal rank: both pieces are removed.

Special combat rules:

- ♦ **Spy vs. Commander-in-chief:** If the Spy attacks the Commander-in-chief, the Spy wins. If the Commander-in-chief attacks the Spy, the Commander-in-chief wins.
- ♦ **Any piece vs. Mine:** Any piece (except Sapper) that attacks a Mine is removed; the Mine remains in place. A Sapper attacking a Mine captures the Mine safely.
- ♦ Capturing the Flag immediately wins the game.

HIDDEN INFORMATION

Piece ranks remain hidden from the opponent until revealed in combat. Once a piece has been revealed in combat, its identity is known to both players.

WIN CONDITIONS

- ♦ Capture the opponent's Flag: immediate win.
- ♦ Leave the opponent with no movable pieces (all remaining pieces are Mines and Flag): win.

ATTRIBUTION

L'Attaque. Designed by Hermance Edan. French patent No. 396,795 filed 26 November 1908. First published 1910 by Au Jeu Retrouvé, France. Rights acquired 1925 by H.P. Gibson & Sons, London. Public domain rule set. Sources: Wikipedia (L'Attaque); Solomon, Eric, *Games & Puzzles* No. 24 (May 1974); V&A Museum collection; patent diagram (lake positions confirmed from original patent No. 396,795).

L'ATTAQUE · VARIANT 4 OF 4

Tri-Tactics

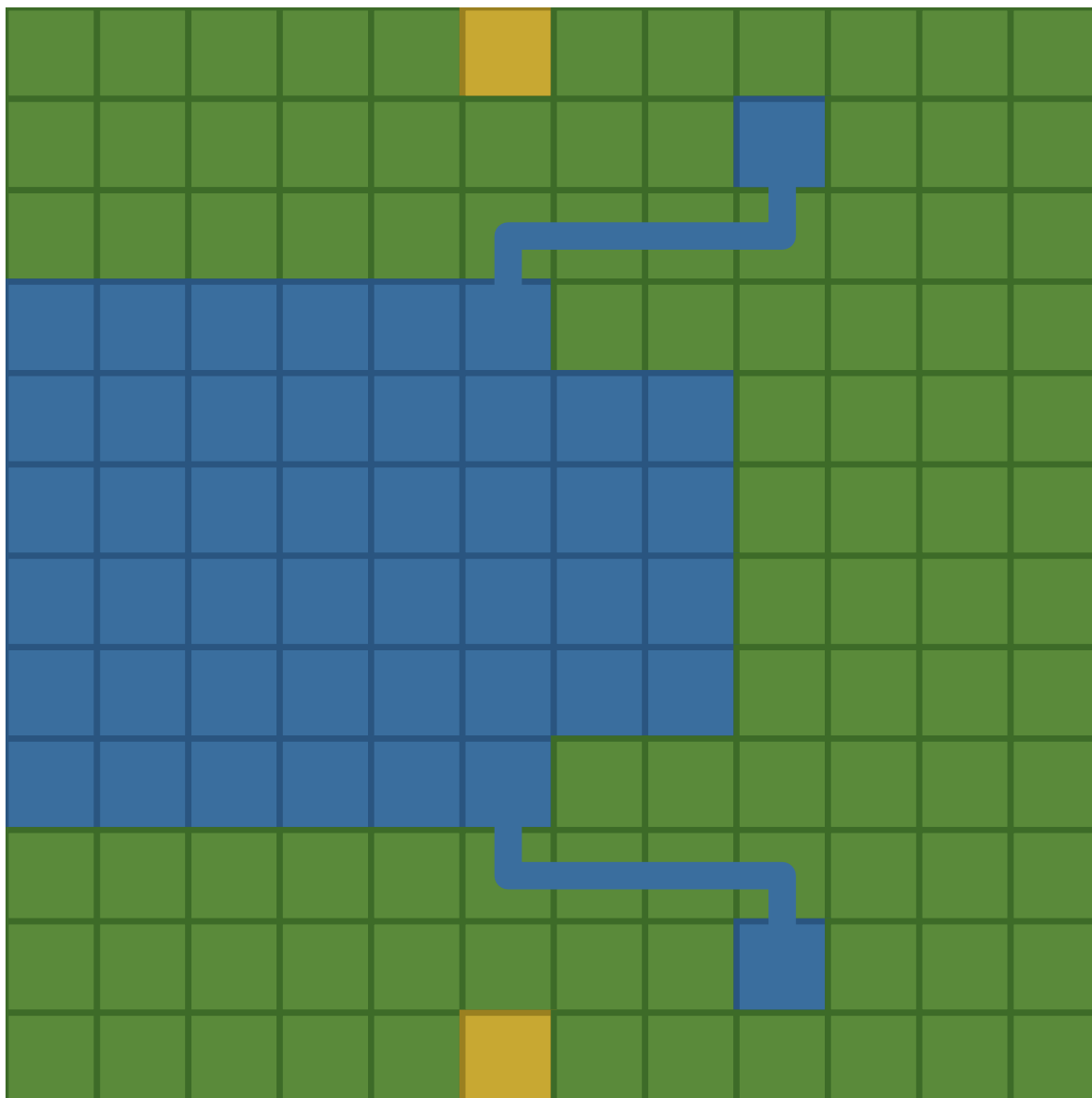
12×12 (combined land/sea terrain)

BOARD

2

PLAYERS

TRI-TACTICS



Tri-Tactics — starting position

<https://engine.moddable.games/play/?game=lattaque&variant=tri-tactics>

Also titled **The Great Game of Tactics on Land, Sea and in the Air**. Published by H.P. Gibson & Sons Ltd., London. Revised edition. A combination of the three Gibson hidden-rank games — Dover Patrol (Naval), Battle of Britain (Air), and L'Attaque (Army) — played simultaneously on a single board.

Two editions exist:

- ♦ **Older edition:** Air pieces named Scout/Bomber/Battle Plane/Sea Plane; naval named Destroyer/Cruiser/Dreadnought/Flagship.

- ♦ **Revised edition** (this file): Air pieces named Reconnaissance Plane/Bomber/Two-Seat Fighter; naval named Destroyer/Cruiser/Battleship/Aircraft Carrier plus Flying Boats and Submarine.

BOARD

12 columns (A–L) × 12 rows (1–12). A custom printed board combining land (green) and sea (blue), bilaterally symmetric. Each player’s half of the board contains an equal portion of both. The coastline is **irregular** (not a straight vertical line); the rules specify squares that are mostly-sea count as SEA, mostly-land as LAND.

Terrain types:

TYPE	DESCRIPTION
LAND	Green squares. Infantry and Artillery’s native element.
SEA	Blue squares. Naval pieces’ native element.
RIVER	Channel connecting the Sea to the Lake on each player’s side. Takes the element of whichever piece currently occupies it.
LAKE	Player’s Naval Base — 1 square. Victory capture point for Ships (including Submarine, excluding Flying Boat). Cannot be permanently occupied (max 1 move transit).
H.Q.	Player’s Headquarters — 1 square. Victory capture point for Land Infantry (1–5) only. Cannot be permanently occupied.

Approximate terrain layout (based on physical board):

The sea area on each player’s half occupies approximately **8 columns wide × 6 rows deep**, with the land on the remaining 4 columns. The coastline is irregular and expands: narrower at the front rank, wider toward the center of the board. H.Q. is in the center of each player’s back rank (front rank from their perspective) — column 6 (on the land side at the coastline). Each River is **4 squares long**, running from the sea area toward the Lake; the Lake is **1 square** at the end of the River.

Key squares (Player 1 perspective, rows 1–12 with row 1 = Player 1’s front rank):

FEATURE	SQUARE	NOTES
Player 1 H.Q.	F1 (col 6, row 1)	Land side; center of front rank
Player 1 Lake (Naval Base)	Approx. B6 (col 2, row 6)	Sea side; 1 sq at end of River
Player 1 River	Approx. B2–B5 (col 2, rows 2–5)	4 squares; connects Sea to Lake
Player 2 H.Q.	G12 (col 7, row 12)	Land side; center of back rank
Player 2 Lake (Naval Base)	Approx. K7 (col 11, row 7)	Sea side; mirrored from Player 1
Player 2 River	Approx. K8–K11 (col 11, rows 8–11)	4 squares; mirrored

Engine note: The exact per-square terrain map requires measurement from the physical board (photos available). The above coordinates are the best approximation from available photo references. The coastline is the primary uncertainty; all other rules are exact.

Setup: Each player places their 56 pieces face-down on their nearest 5 rows (rows 1–5 for Player 1; rows 8–12 for Player 2), excluding H.Q. and Lake squares. Exactly 2 squares per player will be left empty after placing all 56 pieces.

PIECES (56 PER PLAYER)

LAND FORCE — Infantry (native element: Land):

COUNT	NAME	ID
5	Battalion	1
4	Brigade	2
3	Division	3
2	Army Corps	4
1	Army	5

LAND FORCE — Artillery (native element: Land):

COUNT	NAME	ID
4	Anti-Aircraft Gun	AA
3	Field Artillery	FA
2	Heavy Artillery	HA

NAVAL FORCE (native element: Sea; Flying Boat is exempt from out-of-element forfeiture):

COUNT	NAME	ID
4	Destroyers	1
3	Cruisers	2
2	Battleships	3
1	Aircraft Carrier	4
1	Submarine	SM
4	Flying Boats	FB

AIR FORCE (native element: Air; operates on both Land and Sea without out-of-element forfeiture):

COUNT	NAME	ID
4	Reconnaissance Planes	1
3	Bombers	2
2	Two-Seat Fighters	3

AUXILIARY (no native element; immune to out-of-element forfeiture; may operate on Land or Sea):

COUNT	NAME	ID
8	Searchlights	SL

Total per player: 56 pieces.

MOVEMENT

- ♦ One square per turn: backwards, forwards, or sideways. **Never diagonally.**
- ♦ Pieces move onto unoccupied squares only.
- ♦ **Searchlight exception:** may move any number of squares in a straight orthogonal line, provided all intervening squares are vacant. This extended move may **only be used to attack a piece** (destination must be adjacent to an enemy piece being attacked). Searchlights **may not** use the extended move as a positional move without attacking.
- ♦ Players alternate turns; one piece per turn.
- ♦ First move settled by lot; no advantage to moving first.

ATTACK

- ♦ Optional: when adjacent to an enemy piece, a player may say “Attack!” or “No Attack.”
- ♦ On “Attack!”: both players reveal their pieces; lower-valued piece is removed; higher piece remains on its current square.
- ♦ Equal values: both pieces removed (X).
- ♦ If a player declines to attack (“No Attack”), the opponent **cannot** attack that piece in return without first moving one of their own pieces. You must move a piece in order to attack.
- ♦ A player cannot ask an opponent to declare a piece’s value without attacking.
- ♦ Attacker has no inherent advantage — purely value-based.

OUT-OF-ELEMENT FORFEITURE

Pieces may move out of their native element for tactical purposes, but are **immediately forfeit (removed)** if attacked while out of element:

- ♦ **Land piece (Infantry or Artillery) on Sea**, attacked by: ANY Naval piece, ANY Aircraft, or Searchlight → Land piece forfeit.
- ♦ **Naval piece (excluding Flying Boat) on Land**, attacked by: Infantry, Artillery, Aircraft, or Searchlight → Naval piece forfeit.

Exempt from forfeiture:

- ♦ Flying Boats: may go on land without out-of-element penalty.
- ♦ Air Force pieces (Recon, Bomber, TSF): operate over both Land and Sea without penalty.
- ♦ Searchlights: no native element; immune to forfeiture.

These forfeiture rules override the Value Table entirely.

THE LAKE (NAVAL BASE)

- ♦ **No permanent occupation:** a piece may move onto the Lake square but must move off on its very next turn. Any piece remaining on the Lake for more than one move is forfeit.
- ♦ **Entry restriction:** to capture the opponent's Lake, a Ship must enter from the **River mouth** and move up the River. A Ship that went on Land and returns to a River space **may not** then attack the Lake — it may only use the River to return to Sea.
- ♦ **River combat:** while a Ship is on a River space, it captures all Land pieces (when attacked or attacking) **except Heavy Artillery** — Heavy Artillery beats Ships on River spaces.
- ♦ **Naval victory:** only Ships (Destroyers, Cruisers, Battleships, Aircraft Carrier, Submarine) may capture the Lake. Flying Boats are **excluded**.

H.Q. (HEADQUARTERS)

- ♦ **No permanent occupation:** same rule as the Lake. Piece may transit through but must move off next turn; any piece remaining more than one move is forfeit.
- ♦ **Infantry victory only:** only Land Infantry pieces (Battalion 1, Brigade 2, Division 3, Army Corps 4, Army 5) can capture the H.Q. Artillery pieces **cannot** capture the H.Q.

RIVER

- ♦ River squares may be used by Land, Sea, or Air pieces.
- ♦ The element of a River square is **dynamically determined** by whichever piece currently occupies it.
- ♦ If a Land piece is on the River mouth, that square is Land, and its connection to the Sea counts as Coastline.
- ♦ If a Ship is on a River square, that square is Sea, and Ship-on-River rules apply.

COASTLINE RULES

- ♦ Squares mostly-Sea = SEA; mostly-Land = LAND.

Cross-coastline attack (Ship vs Land or Land vs Ship): the **attacker** is forfeit and removed — EXCEPT:

- ♦ Heavy Artillery attacking Ships across the Coastline: HA wins (ships forfeit). (# in table)
- ♦ Ships attacking Anti-Aircraft Guns across the Coastline: Ships win (AA forfeit). (+ in table)

- ♦ **Anti-coastal-defence exception:** Bombers and Flying Boats may destroy Infantry 1–5 AND Field Artillery across the Coastline. (& in table)

- ♦ **Aircraft vs Aircraft over Coastline:** when Flying Boats and Air Force are in conflict across the Coastline, nothing happens; both remain. (* at coastline)

SEARCHLIGHTS: SPECIAL RULES

- ♦ Can move any number of squares in a straight orthogonal line (not diagonal) to **attack only**.
- ♦ May operate on **Sea as well as Land** without penalty.
- ♦ Trigger out-of-element forfeiture when attacking out-of-element pieces.
- ♦ From Value Table: defeated by Flying Boats (FB wins). Defeats Reconnaissance Planes (value 1) and Battalions (value 1).

WIN CONDITIONS

First player to achieve either of the following wins:

- 1 Occupy the opponent's **H.Q.** with a Land Infantry piece (Battalion 1, Brigade 2, Division 3, Army Corps 4, or Army 5). Artillery cannot capture H.Q.
- 2 Occupy the opponent's **Lake** with a Ship (Destroyer 1, Cruiser 2, Battleship 3, Aircraft Carrier 4, or Submarine SM). Flying Boats cannot capture the Lake.

Only one base needs to be captured.

VALUE TABLE

Full cross-service combat resolution table. **Row = Attacker; Column = Defender.**

Table key:

- ♦ **[blank]** = nothing happens, both pieces remain.
- ♦ **X** = both pieces removed.
- ♦ **Piece ID** (e.g. 4, FA, SM) = that piece wins; the other is removed.
- ♦ **&** = Coastline special: Bomber or Flying Boat destroys Infantry (1–5) or Field Artillery across the Coastline.
- ♦ ***** = Element-conditional: Flying Boat wins over Recon/Bomber/TSF **on Sea**; Recon/Bomber/TSF win over Flying Boat **on Land**; nothing happens **over the Coastline**.
- ♦ **#** = River/Coastline special: only in conflict on a River space or with Coastline between; Heavy Artillery sinks the Ship.
- ♦ **+** = River/Coastline special: only in conflict on a River space or with Coastline between; Ship destroys the Anti-Aircraft Gun.
- ♦ **FB** = Flying Boat wins.
- ♦ **SM** = Submarine wins.

ATTACKER	Bat1	Brig2	Div3	AC4	Army5	AA	FA	HA	Rec1	Bom2	TSF3	FB	SM	D
Battalion (1)	X	2	3	4	5	1	FA			2		&		
Brigade (2)	2	X	3	4	5		FA	HA		&	3	&		
Division (3)	3	3	X	4	5		X	HA		2		&		
Army Corps (4)	4	4	4	X	5	4		HA		&		&		
Army (5)	5	5	5	5	X		5	HA		&		&		
Anti-Aircraft AA	1						FA		AA	AA	AA	AA	+	
Field Artillery FA	FA	FA	X	4	5	FA	X	HA		&	3	&		
Heavy Artillery HA	HA	HA	HA	HA	HA		HA	X		2			#	
Recon Plane (1)						AA			X	2	3	*		
Bomber (2)	2	&	2	&	&	AA	&	2	2	X	3	*		
Two-Seat Ftr (3)		3				AA	3		3	3	X	*		
Flying Boat FB	&	&	&	&	&	AA	&		*	*	*	X	FB	
Submarine SM						+		#				FB		
Destroyer (1)						+		#				1	SM	
Cruiser (2)						+		#					SM	
Battleship (3)						+		#					SM	
Aircraft Carrier 4						+		#					SM	
Searchlight SL	1								1			FB		

Key interactions summary for engine:

- ♦ Anti-Aircraft (AA) defeats all Air Force (Recon, Bomber, TSF, Flying Boat) in normal combat.
- ♦ AA loses to Battalion (1) in direct combat; Infantry 2–4 do not interact with AA (blank).
- ♦ Heavy Artillery (HA) beats all Infantry and FA, ties HA, loses to Bomber (2); has River/Coastline (#) rule vs Ships.
- ♦ Flying Boat (FB) beats Submarines (SM) and Destroyers (1) in naval combat.
- ♦ Submarine (SM) beats all other Ships but loses to Flying Boat.
- ♦ Searchlight defeats Battalions (1) and Reconnaissance Planes (1); is defeated by Flying Boats (FB).
- ♦ Division (3) vs Field Artillery (FA): X (both removed).

ATTRIBUTION

“Tri-Tactics” or The Great Game of Tactics on Land, Sea and in the Air (Revised Edition). Published by H.P. Gibson & Sons Ltd., London. Part of the Gibson hidden-rank warfare series alongside L’Attaque, Dover Patrol, and Aviation/Battle of Britain. Public domain rule set. Source: original H.P. Gibson & Sons revised-edition rulebook (scanned from physical copy) and Value Table card.