

L'ATTAQUE · VARIANT 4 OF 4

Tri-Tactics

12×12 (combined land/sea terrain)

BOARD

2

PLAYERS

- ♦ **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.