

*Run the Gauntlet*

Build. Advance. Contend.  
Capture.

The operating guide for Command, Orders, Military Leaders, and the Military path through the Gauntlet.

GAUNTLET.RUN



Gauntlet v0.7.2 · Military Guide

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*A field guide to institutional power*

# Gauntlet

## Military Guide

Modular Rules Publication

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TACTICAL CARD-AND-TERRITORY GAME

GAUNTLET.RUN

*Begin here*

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Rules and Reference

Keep your **Leader Card** visible; it contains the three Orders you can use and their exact timings and costs.

Use the **Player's Guide** for the shared turn, movement, battle, Occupation, Capture, and victory rules. When an unusual card interaction or timing question comes up, ask the **Rules Arbiter**. Use the **Comprehensive Gauntlet Rules** when you want the exact technical rule behind the ruling.

You do not need the Military-specific edge cases before your first game. Learn Command, keep your three Orders in view, and play the battlefield.

**Reading guide.** Start with the opening sections, then use chapter headings to find the procedure you need. Exact edge cases belong in the Complete Rules.

## 8 Your First Game

For your first Military game, keep four ideas in mind:

1. **Fight for useful wins.** Command comes from winning battles, so look for fights that also improve your position rather than battling only to generate the resource.
2. **Watch both players' turns.** Your first win on the opponent's turn can generate Command too. A successful defense may fund an Order immediately or prepare your next turn.
3. **Do not save Command automatically.** With a normal cap of 2, holding Command has an opportunity cost. Spend it when an Order materially improves the battle or battlefield.
4. **Orders do not spend your Action.** Your normal Action and your Orders are separate. A turn can include an Action card or Asset as well as any Orders whose timings you reach and can afford.

### Choosing your first Leader

Choose the **General** if you want to be the player creating pressure: Advance, attack, win, and keep moving.

Choose the **Commandant** if you prefer to punish attacks and turn defensive victories into control: hold, survive Counterattacks, push the opponent back, and capture from strong positions.

### Common mistake

Do not gain 1 Command for every battle you win. You gain it only for the **first** battle you win during each turn.

## Military

### *Command the advance.*

The Military plays the shared game more directly than any other faction. You still win by advancing, winning battles, holding enemy ground, and running the Gauntlet. The Military simply gets better at turning one successful fight into the next advantage.

Your extra resource is **Command**. The first battle you win each turn gives you Command, and your Leader lets you spend that Command on **Orders**. The General uses Orders to keep an attack moving. The Commandant uses them to make defensive victories hurt and to turn held ground into control.

The basic Military rhythm is:

Win a battle → gain Command → spend Command where it changes the battlefield most.

# 1 How the Military Changes Gauntlet

The Military adds very little extra machinery to the shared game:

- you track **Command**, normally from 0 to 2;
- the first battle you win during each turn gives you 1 Command; and
- your Leader provides three **Orders** that spend Command at specific moments.

That is the faction system. You do not have a separate alternate victory condition, special progress track, or second objective to manage. Your goal remains to **run the Gauntlet**.

This makes battlefield decisions especially important. Command is useful only when it becomes movement, battle strength, retreat pressure, or Territory control. A Military player is usually asking not only, “Can I win this battle?” but also, “What can this win let me do next?”

# 7 Putting It Together

Suppose you are playing the **Commandant** with **0 Command**, and your opponent advances into you and starts a battle.

You defend without spending Command because you do not have any yet. You win the battle. Because this is your first battle win during that turn, you immediately gain **1 Command**.

The battle then continues through its Aftermath. Your opponent makes the normal retreat. **Repel** is an Aftermath Order that costs 1 Command, so the Command you just gained is available in time to use it. You spend that Command and make the opponent retreat one additional Position, if able.

One defensive win has therefore done three things: stopped the attack, generated your faction resource, and created extra battlefield space.

That is the Military's core idea. Your victories do not merely resolve the current battle; they can supply the tool that improves what happens next.

## COMMANDANT · CONTINUED

**Fortify** can turn occupation into control immediately after the right victory. It still follows the normal Front Line restriction, so you cannot use it to create non-contiguous control.

## 2 Your Faction Components

You need:

- one Military Leader: the **General** or the **Commandant**;
- one **CommandTracker**; and
- the Military cards included in your Deck.

Place your Leader face up in front of you. Put the CommandTracker beneath it, fully covered, to show **0 Command**. As your Command changes, slide the Leader so its bottom edge lines up with 1 or 2 on the tracker.

You begin the game with **0 Command**.

### 3 Command

You can normally have no more than **2 Command**. An effect that explicitly raises your Command cap can let you exceed 2.

The **first time each turn you win a battle**, gain 1 Command. This can happen on either player's turn. If you defend successfully during your opponent's turn, that victory can give you Command just as an attack on your own turn can.

"Each turn" matters. You can gain Command from your first win on your turn and then gain Command again from your first win on your opponent's turn.

If you are already at your current Command cap when you score that first win, you remain at that cap. That battle still counts as the first Military victory of the turn; another win later in the same turn does not generate Command instead.

After a battle has a winner, gain the normal Command before resolving later effects caused by that victory. This means Command you just earned can be available for an Order whose timing comes during the Aftermath.

**Remember:** Command rewards winning, but its normal cap is only 2. It is a resource to turn into tempo and position, not a score to accumulate.

#### 6 • YOUR LEADERS

### Commandant

*We hold. They break.*



**Playstyle:** defense, holding occupied ground, and battlefield control.

- **Entrench** — 1 Command · No Action · Before dice · Defending. Add +1 to your battle total in a battle you did not initiate.
- **Repel** — 1 Command · No Action · Aftermath · Win as defender. After the opponent's normal retreat, they retreat one additional Position, if able.
- **Fortify** — 2 Command · No Action · Aftermath · Win while occupying enemy Territory. Capture the Territory you occupy, if able.

The Commandant's Orders reward you for absorbing an attack, winning on defense, and holding enemy ground long enough to turn position into control.

**Entrench** is the defensive counterpart to Rally: spend Command before the dice to improve the battle you did not initiate.

**Repel** turns a defensive win into extra distance. The opponent first makes the normal retreat from losing, then retreats one additional Position if possible.

## GENERAL · CONTINUED

**Rout** happens only after you win as the attacker and the Aftermath reaches its end. It creates a new Advance after that battle is complete, so it can carry your pressure into a new position or even another battle.

## 4 Orders and Military Features

**Orders** are the Military's defining Faction Feature. Your chosen Leader supplies three different Orders.

Every Order tells you:

- how much **Command** it costs;
- exactly **when** you may use it; and
- what it does.

Orders are marked **No Action**. Spending Command on an Order does **not** use the one normal Action you receive during your turn. You can still play an Action card, bank an Asset, or use another legal Action normally.

To use an Order, wait for its listed timing, spend the required Command, and resolve it. You cannot use an Order before its timing arrives or without enough Command.

A withdrawal has no winner, so it does not generate Command and cannot satisfy an Order that requires you to win.

Your Leader Card carries the Orders you need during play. You do not need to memorize all six Military Orders—only the three belonging to your Leader.

## 5 Your Path to Victory

The Military has no alternate victory condition. You win by **running the Gauntlet** like any other faction:

- control the entire battlefield by advancing your Front Line across all six Territories; or
- force your opponent to make a Last Stand and win the resulting battle.

Your Orders help you reach those shared victories in different ways.

The **General** is best at extending pressure. Extra movement can create an attack, a battle bonus can help secure the win, and a successful attack can lead directly into another Advance.

The **Commandant** is best at making the opponent's advances costly. Defensive strength helps repel attacks and survive Counterattacks, extra retreat creates space, and Fortify can convert a victory on enemy ground into immediate control when the capture is legal.

Neither Leader changes what victory means. They change how you create and exploit the battlefield position that gets you there.

### 6 • YOUR LEADERS

## General

*Forward. Again.*



**Playstyle:** movement, attacking, and sustained forward pressure.

- **Onward — 1 Command • No Action • During Movement.** During your Movement, move one additional Position. This may start a battle.
- **Rally — 1 Command • No Action • Before dice • Attacking.** Add +1 to your battle total in a battle you initiated.
- **Rout — 2 Command • No Action • End of Aftermath • Win as attacker.** Advance one Position. This movement may initiate a battle.

The General's Orders reward you for choosing the moment to attack and for keeping momentum after a win.

**Onward** extends the Movement you are already taking. If that movement starts a battle, the movement sequence ends normally.

**Rally** is the General's direct battle tool. You must already have the Command to use it before the dice are rolled.