FieldShift Complete Game Manual

Introduction

FieldShift at its core is a game of wits. It is a game of quick thinking and of shrewd decisions, of remaining sharp under pressure. Yet it is all of these things in tandem that make FieldShift ultimately known for none of them in particular. Any skilled FieldShift player will opt instead to describe the game as a game of strategy. To succeed in FieldShift is to best your opponent in the full utilization of the mind. That is to say, even a particularly shrewd player can be bested by a nobody if the nobody is merely thinking hard enough to overcome the opponent's wit. With this in mind, arm yourself with the knowledge contained below and set forth onto the field. And remember - there is no such thing as luck in FieldShift.

Ruleset Overview

FieldShift games can be conducted using one of three (read: Two and a half) rulesets. The LSTD, for launch standard, was the original intended ruleset. It is characterized by its restrictive maximum argument number of one. The STDEX, for extended standard, allows each command two arguments. This significantly extends the limit of what a player can accomplish within a single command and removes the slow process of selection. There is additionally a third ruleset, STDEX Type-A. However, this ruleset only affects stat balancing to make the optimal move less optimal. These changes will be detailed in the quick reference sheet at the end of this manual.

Command Issuance Standards

Actions in FieldShift are conducted through the turn-based issuance of commands. This system was chosen for its adherence to the following principles:

1. Brevity - Commands are concise and efficient

2. Security - Commands are unintelligible to laymen
3. Integrity - Commands are clear and unmistakable

A command as per the LSTD ruleset consists of two digits. The initial digit represents the instruction, and the final digit represents the argument. An instruction is an action and its argument is the target of the action. The STDEX ruleset introduces a postfinal digit for an additional argument. Additionally, the STDEX allows some instructions to be chained together with another command in the same turn, separated with a space. This allows a maximum of two commands to be executed in a single turn, assuming the first command is chainable.

The table of instructions below details each initial digit. Instruction 1 is different between rulesets, as SWC is unnecessary in the STDEX.

#	Instruction
0	AUX
1	SWC/SWP
2	MOV
3	HIT
4	RNF
5	WDR
6	RGP
7	OVW
8	SKL
9	SPT

Each instruction is important, and none are without their uses. However, the AUX (Auxiliary) instruction is unique. It is largely unimportant for gameplay, but is used for communication between players. The AUX table, shown below, defines the meaning of each digit when used as an argument for the AUX instruction.

#	Definition
0	Deny
1	Confirm
2	Request suspension
3	Concede
4	Initiate contact
5	Request change ruleset
6	Dispute
7	Good game
8	Request draw
9	Commend

The dispute mechanic activated by the 06 command can be invoked by a player who observes a rule violation from their opponent. If the disputed player agrees that they have violated the rules, they are encouraged to respond with the 01 command, forfeiting the game but maintaining their dignity. Conversely, a response of the 00 command denies that a rule has been broken and resumes the game. If the disputing player is confident that a rule has in fact been broken, they may follow up with the 02 command to request that the game be suspended to discuss the issue. The disputed player may still deny the request at this point, however this action will invalidate the game.

If a player concedes, the game immediately ends with their loss.

A player can commend their opponent for a particularly impressive move. The other player must then respond with 01 to accept the commendation, or 00 to prohibit future commendations during the active game.

Instruction Details

For any instruction referring to "a friendly operator", the operator must be the selected operator if the LSTD ruleset is in place.

- SWC – Switch: Change the currently selected operator. The opponent must immediately acknowledge with 01 or respond with a selection of their own
- SWP – Swap: Swap the sectors of two friendly operators. Chainable in STDEX
- MOV – Move: Move a friendly operator to a sector. Chainable in STDEX
- HIT – Hit: Attack an enemy operator in range. Argument number directly corresponds to enemy unit number.
- RNF – Reinforce: Add 1 supply crate to a facility, the STDEX extra argument allows one to specify the number of crates allocated. Chainable in STDEX
- WDR – Withdraw: Take 1 supply crate from a facility. Does not end turn. Can be more than one during STDEX games, the STDEX extra argument allows one to specify this number. Chainable in STDEX
- RGP – Regroup: When called with the number of a deployed operator, retreat the operator from the battle and gain 1 supply crate (legal in all circumstances). When called with the number of a reserve operator, deploy that operator to the battle and lose 1 supply crate (illegal if 5 operators are already deployed or if supply crate balance is zero).
- OVW – Overwatch: Give a specified operator overwatch status: The next time an enemy operator moves in or out of attack range, deal damage equal to the operator's attack stat to the enemy operator. Lasts one turn.
- SKL – Skill: When called with the number of a deployed operator, activate that operator's class skill. Illegal otherwise. Cooldown affects all friendly operators and lasts five friendly turns. Skill is on cooldown at the beginning of the game and after usage.
- SPT – Support: When called with the number of a facility, activate that facility's support skill. Cooldown affects all friendly facilities and lasts five friendly turns. Support is on cooldown at the beginning of the game and after usage.

Supply crates

Each player begins with one supply crate. Killing an enemy operator earns one supply crate. Supply crates can be used to deploy an operator from reserve or can be allocated to facilities.

Game Initiation Ritual

A player may initiate a game with the 04 command. The responding player may then confirm or deny the request, or alternatively request a switch to the STDEX ruleset with the 05 command. If the responding player requests a ruleset change, the initiating player may then respond with 00 to deny the request, 01 to accept request, or 05 to switch to STDEX Type-A. If they choose instead to confirm, the initiating player may make the ruleset change request. Following this process, the responding player must use 01 command to begin the game.

Terrain

There are three types of terrain in FieldShift, and ten sectors of the battlefield. Sectors 0 and 9 are ruins, which protect operators at their immediate deployment location. Sectors 1 and 8 are tall grass, which serves as a line of defense outside of the ruins on either side. Sectors 2-3 and 6-7 are plains, which make for a well-rounded battlefield. Sectors 4-5 are mountains, a high-risk high-reward terrain in the center of the battlefield. The table of terrain properties is detailed below.

Terrain	Properties
Ruins	Cover: -2 damage taken, -2 to range of incoming attacks
Tall grass	Concealment: -1 to range of incoming attacks
Mountains	High ground: +1 to damage dealt Out in the open: +1 to damage taken
Plains	N/A

Operators

The units controlled in FieldShift are known as operators. Each player has two of each class. Operators 0-4 are brought onto the field at the beginning of the game. Operators 5-9 are in reserve, and can be brought out via the RGP (regroup) instruction. All five of the initiating player's operators will start on sector 0. All five of the responding player's operators will start on sector 9. In the LSTD ruleset, operator 0 is the operator selected at the beginning of the game. Operators can belong to a small variety of classes, each with different statistics and properties. Each operator class is associated with a skill. The skills for each class are as follows:

- Longwatch: Longshot - Takes a shot for 5 damage to the operator in the longshot's range that most recently moved. Cannot be activated unless a hostile operator is within the longshot's attack range and has moved.
- Technician: Tactical jamming - Prevents the opponent from executing a SKL, SPT, OVW, or RGP for three turns. Ends early if the technician is defeated.
- Blade: Assassinate - Ensures that the blade's next HIT deals +1 damage, has infinite range, and executes a free MOV to the target's sector.
- Medic: Extend - Restores up to 3 vitality points of damage for all friendly units on the medic's sector and applies invincibility to the medic for one turn.
- Specialist: Quick draw - The specialist's next HIT does not end the turn. In the LSTD, the opposing player must acknowledge a quick draw HIT action with 01.

Class statistic table

Class	Vitality	Attack	Range
Longwatch			5
Blade			0
Technician	5	3	3
Medic			3
Specialist			3

Support facilities

Each player has access to several support facilities located on the tile their operators start on. Support facilities start with 5 vitality points and zero supplies. Support facilities are immune to artillery. Using the RNF instruction to allocate supply crates to a facility will increase its operating capability for each allocated crate.The facilities are as follows:

- Artillery: Facility 0. Support skill readies the artillery and cancels the cooldown for the SPT instruction. The next time the SPT instruction is used, the argument will be interpreted as a sector number rather than a facility number, and the artillery will deal one point of damage to every hostile unit in that sector. The damage amount is increased by one for each allocated supply crate.
- Medbay: Facility 1. Restores the vitality points of all reserve operators by one every 4 turns. The healing cooldown is decreased by one for each allocated supply crate. Once enough supply crates are allocated to decrease the cooldown to one turn, further allocated crates will instead increase the amount healed. Does not apply to operators with full vitality. Support skill restores the health of all deployed operators below 5 vitality by two.
- Command center: Facility 2. Decreases the cooldown for the SPT instruction by one turn for each allocated supply crate. Support skill swaps the reserve status of all friendly operators

Win Condition

A game is won if the enemy has no operators deployed to the field.

Quick Reference Sheet

Instructions:

0	AUX
1	SWC/SWP
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8	SKL
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Auxiliary:

0	Deny
1	Confirm
2	Request suspension
3	Concede
4	Initiate contact
5	Request change ruleset
6	Dispute
7	Good game
8	Request draw
9	Commend

Terrain Types:

0	Ruins
1	Tall Grass
2	Plains
3	Plains
4	Mountain
5	Mountain
6	Plains
7	Plains
8	Tall Grass
9	Ruins

Operators:

Class	#	Vitality	Attack	Atk. (Type-A)	Range	Rng. (Type-A)
Longwatch	0	5	3	2	5	5
Blade	1				0	0
Technician	2				3	2
Medic	3				3	2
Specialist	4				3	2

Facility numbers:

0	Artillery
1	Medbay
2	Command Center