FieldShift Complete Game Manual
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Introduction

FieldShift at its core is a game of wits. It is a game of intuitive thinking and of shrewd decisions, of remaining sharp under pressure. Yet it is all of these things in tandem that comprise the game's core element. Any experienced FieldShift player will opt not to describe the game as a game of wits, intuition, or focus, but as one 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 overcome by a nobody if the nobody is merely thinking hard enough to overcome the opponent's wit. With this in mind, victory will show itself before you — you need only grasp it. Now, arm yourself with the knowledge contained below and set forth onto the field. And remember - there is no such thing as luck in FieldShift.

Board Control Tool

The FieldShift Board Control Tool (FS BoardCT) is a software tool takes each player's command as input and modifies the board accordingly, displaying the updated information. The tool is written in Python with cross-platform consideration, and thus runs on Linux systems and Windows 10/11 machines. It is available at https://github.com/JJ-Shep/fieldshift-boardct

Command Issuance Standards

Actions in FieldShift are conducted through the turn-based issuance of commands. The default ruleset by which commands are issued is called the LSTD, an abbreviation of "launch standard". A command per the LSTD ruleset consists of two digits, called arguments. The initial digit is used for the instruction, an action to take. The final digit specifies the target of the action. 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, solid, and unmistakable

The table of instructions below details each initial digit and the corresponding instruction. Instruction 1 is different when using an alternative ruleset.

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

Auxiliary Instruction

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 supplementary functions. The AUX table, shown below, defines the meaning of each digit when used as an argument for the AUX instruction.

AUX Table

#	Definition
0	Deny
1	Confirm
2	Suspend game
3	Resume suspended game
4	Initiate game
5	Request change ruleset
6	Dispute
7	Good game
8	Request draw
9	Concede

Auxiliary Processes

A player can suspend a game with 02. FS BoardCT will then write a list of instructions to the file. The 03 instruction will prompt the user for the path to a suspended game file.

A player may initiate a game with the 04 command, after which they become player 1. The other player may then confirm or deny the request, or alternatively confirm but request a switch to the STDEX ruleset with the 05 command. If player 2 requests a ruleset change, player 1 may then confirm or deny the request, accept but STDEX Type-A with 05. With FS BoardCT, this process is done before the program is started. However, a ruleset change must be done in the program on the first turn.

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 has in fact violated the rules, the official FieldShift Board Control Tool (FS BoardCT) will end the game as a loss for the player who had made a rule violation.

The 08 command allows a player to request a draw, and prompts the other player for their response.

A player can concede with the 09 command, after which the game immediately ends with their loss.

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 player 1's operators will start on
sector 0. All five of player 2's operators will start on
sector 9. In the LSTD ruleset, operator 0 is the operator
selected at the beginning of the game.

If an operator's vitality reaches zero, the operator begins
bleeding out for five turns. A game is won if the enemy has no
operators with at least 1 vitality deployed on the field.

Operators can belong to a small variety of classes, each with
different statistics and properties. The class statistics in
the LSTD are as follows:

Class statistic table

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

Alternative Rulesets

In addition to the LSTD, there exist one-and-a-half more rulesets. The STDEX, from "extended standard", introduces an additional digit in between the initial and final digits. As a result, the target of the instruction becomes the third digit. The second digit now provides additional information whose purpose changes based on the instruction.

The most common application of this is in commands that order the selected operator to conduct an action. By using the second digit for the operator conducting the action, the slow process of switching the selected operator becomes unnecessary. For example, attacking hostile operator 5 with friendly operator 2 would require two commands in the LSTD: One to select operator 2, and another to attack operator 5 with the selected operator. In the STDEX, this can be done with one command. These commands have not been listed, as the manual section on the next page (Instruction Details) will explain command instructions. However as a proof of concept, the LSTD command sequence for the above example is [12, 35]. The STDEX command would be [325].

There is additionally a modified variant of this ruleset, STDEX Type-A. However, its only difference from the STDEX is changing stats to make the optimal move less optimal.

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. Does not end turn.
- SWP - Swap: Swap the sectors of two friendly operators.
- MOV - Move: Move a friendly operator to a sector.
- 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 the player to specify the number of crates allocated.
- WDR - Withdraw: Take 1 supply crate from a facility. Does not end turn. The STDEX extra argument allows the player to specify the number of crates allocated.
- 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 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, land a free attack on the enemy operator. Expires on next friendly turn.
- SKL - Skill: When called with the number of a deployed operator, activate that operator's class skill. Cooldown affects all friendly operators and lasts five friendly turns. Skill is on cooldown at the beginning of the game.
- 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.

Supply crates

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

Terrain

There are four 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

Operator Skills

Each operator class is associated with a skill, all of which are considerably effective if used correctly. The skills for each class are detailed as follows.

Longwatch: Longshot - Take a shot for 7 damage to the next hostile operator that moves. No range limit.

Blade: Assassinate - Guarantees that the blade's next HIT deals 5 damage, executes a free MOV to the target's sector, and does not end the turn.

Technician: Tactical jamming - Prevents the opponent from executing a SKL, SPT, or RGP for the next three hostile turns. Ends early if the technician is eliminated.

Medic: Extend - Does not end turn. The next time the medic's skill is activated, the argument specifies a friendly operator that is bleeding out. The specified operator is then revived and restored to 5 vitality.

Specialist: Quick draw - The specialist's next three HITs do not end the turn. Activating this skill also does not end the turn.

Support facilities

Each player has access to several support facilities located on the tile their operators start on. Support facilities start with zero supplies. 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. Passively restores the vitality of all injured 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. Support skill restores the health of all deployed but injured operators 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

Quick Reference Sheet

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Auxiliary

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3	Resume suspended game
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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	1	2
Facility	Artillery	Medbay	Command Center