Stratego Bluffing Rules
All normal rules of Stratego apply. Additionally, players can bluff about movement, attack, and defense.

Movement
- You may move a piece that is ordinarily stationary (i.e. a bomb or flag), or move one piece in the way another piece moves (i.e. move any piece as a 2). If the bluff is correctly called, that piece doesn't move and play proceeds to the next player. The rank of the piece doesn't need to be revealed, only whether or not the piece can move as it did.

Attack
- When attacking, you may claim your piece is any rank. If a bluff is correctly called, the attacking piece is instantly declared and removed- if the actual attacking piece (including tokens) beats or ties the actual defending piece, then the defending piece is also killed (This includes bombs- a bomb can attack a bomb, and if the bluff is called, both pieces are killed).

Defending
- When defending, you may claim the piece is any rank. If the bluff is correctly called, the defending piece is instantly declared and removed. If the actual defending piece beats or ties the actual attacking piece (including tokens), then the attacking piece is also killed. Correctly calling a defending bluff also gives you one attack token (see below), otherwise there would be no disincentive to bluffing defense every time.

Attack Tokens
- If a bluff is incorrectly called (the other player was not lying), then the other player gets one attack token. You also get an attack token for correctly calling a defense bluff, as stated above. A player may use an attack token when initiating an attack to increase the rank of the attacking piece by one. The attack token is consumed and can only be used once. For the attack resolution the piece is treated as the buffed piece. Attack tokens cannot be used for defending.
- Multiple attack tokens can be used in one attack
- All attack tokens must be declared while declaring the rank of the attacking piece and before the defending piece is declared, e.g. "five plus one"
- You may bluff about the rank of the attacking piece and use an attack token in the same attack
- A spy buffs to become a 2+, but never loses the ability to kill a 10
- A 10 buffs to an 11, which can beat the opposing 10, but still loses to a spy
- 3s don't lose their ability to remove bombs

- A spy or 2 can buff to a 3 and remove bombs; buffing to a 4 (e.g. 2+2) doesn't let you destroy bombs
- Whether the attack succeeds or fails, the tokens are consumed

Technical Details
- When calling a bluff, a player does not need to correctly guess the actual rank of the piece, only that it was not the rank claimed or it can't move as it moved
- A movement bluff must be called before making your next turn if it was a passive movement, and before you declare the rank of the defending piece if it is an attacking movement. Successfully calling a movement bluff prevents that piece from making that attack so you don't need to declare the defending piece at all.
- An attacking bluff must be called before you state the value of the defending piece. Successfully calling the bluff immediately removes it from play so you do not have to declare the rank of the defending piece.
- A defending bluff must be called before combat is resolved