

Optional Reform Module / SR0.1

Use by agreement

The 40 core designs and 58-card starter remain unchanged. This optional module adds one face-up Reform per player beside their commander. Both players must agree to use it; otherwise leave both SR cards out. Each faction uses its own Reform. SR is a premium treatment label, not random availability.

Setup and timing

Do not shuffle Reforms into either deck or place them on the battlefield. Each begins ready. During your own action step, you may use your ready Reform instead of your normal action. Rotate it 90 degrees when spent; it never refreshes. It cannot move, attack, be targeted, discarded or concealed. It does not count as a unit and provides no adjacency or aura.

Qin / Shang Yang's Reforms

MERIT AND MOBILISATION: Once per battle, instead of your action: move one friendly Infantry one space without combat, then attack with a different friendly Infantry. The attack is optional.

Zhao / Hufu Qishe

MOUNTED ARCHERY: Once per battle, instead of your action: reveal one friendly Cavalry and one enemy adjacent to it. You may then move that Cavalry one space without combat.

Resolution and limits

Qin must have a legal first move. Reveal selected Infantry before resolving type-specific instructions. The second Infantry must be different and have a legal adjacent enemy to attack. Zhao needs a friendly Cavalry and an adjacent enemy; either may already be face up. Reveal both simultaneously. Zhao's optional move is one normal orthogonal step into an empty walkable space, not the printed two-space Cavalry move. No ranged combat or casualties occur from revealing.

Interactions

All normal movement, terrain, occupancy and commander rules apply. Command Camps cannot be moved. Li Mu may cancel the optional Qin attack normally; the Reform is still spent and the first move remains. A cancelled or declined optional attack does not grant another action. No Reform grants a Rank bonus, returns casualties, resets commanders or changes deck size.

Balance status

These are new optional playtest abilities. No completed match-balance study is claimed. Keep the core starter available for comparison. Historical reforms inspire the names; their effects are game abstractions.