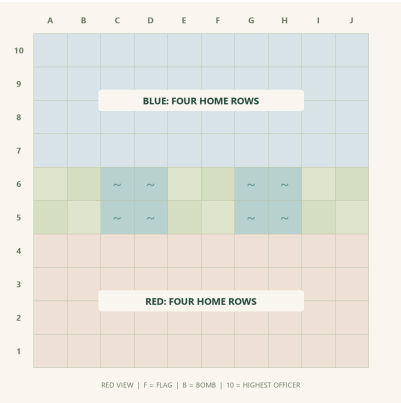
Stratego Rules

A printable classic reference | strategogame | Updated 14 November 2026

1. Prepare the board

Two players each deploy 40 pieces in their four nearest rows. Leave the two middle rows empty. Hide identities from the opponent. Red begins. Capture the enemy Flag, or leave the opponent without a legal move, to win.

Piece	Count	Movement
Marshal	1	One orthogonal square
General	1	One orthogonal square
Colonel	2	One orthogonal square
Major	3	One orthogonal square
Captain	4	One orthogonal square
Lieutenant	4	One orthogonal square
Sergeant	4	One orthogonal square
Miner	5	One orthogonal square
Scout	8	Any clear straight distance
Spy	1	One orthogonal square
Bomb	6	None
Flag	1	None



10 x 10 board; eight lake squares are blocked. In Red-view coordinates, A1 is at the bottom left. Count check: 33 mobile soldiers + 6 Bombs + 1 Flag = 40.

Movement and Battle

2. Make one legal action

Move one soldier or attack once on your turn. Most soldiers move one square horizontally or vertically. Do not move diagonally, jump a piece, enter a friendly square, or enter/cross water. Bombs and Flags never move after setup.

A Scout may move along any clear row or column and attack an enemy at the end. It cannot turn during the move. A long move identifies it as a Scout. Example: A4 to A7 is legal only if A5 and A6 are empty and A7 is empty or enemy-occupied.

3. Resolve the attack

Both players show the participating identities. A winning attacker occupies the target square. A winning defender stays. Equal ranks remove both pieces. The battle finishes the turn.

Attacker	Defender	Result
Higher officer	Lower officer	Higher officer survives
Same rank	Same rank	Both are removed
Captain 6	Bomb	Captain removed; Bomb stays
Miner 3	Bomb	Bomb removed; Miner takes square
Spy 1	Marshal 10	Spy wins because it attacks
Marshal 10	Spy 1	Marshal wins
Movable soldier	Flag	Flag captured; game ends

Direction matters

The Spy exception applies only against the Marshal and only when the Spy attacks. A General defeats a Spy in either direction. A Bomb cannot initiate an attack. Two Bombs therefore cannot fight each other in classic play.

Not a score system

The officer number compares fighting strength. It does not grant extra movement or award points that decide the match. Losing the Flag ends the game regardless of how many officers remain.

Disputes and Editions

4. Apply the rule to the piece, not its old square

A revealed Bomb stays fixed and still requires a Miner to remove it. A moving soldier cannot be a Bomb or Flag. If a known survivor moves away, its identity follows that piece; an unrelated replacement on the old square is not automatically the same rank.

5. Repetition is not the same as a draw

The classic leaflet limits repeatedly moving the same piece between two squares more than three times. Our local implementation permits three consecutive crossings, then blocks the fourth return. A no-legal-move position is a loss, not a draw.

The browser preview separately declares a draw after the same full position, with the same side to move, appears three times. This is a local house rule, not a universal classic or tournament draw law. Agree on clocks, pursuit adjudication and other event rules before competitive play.

6. Read your own edition

This reference uses Marshal 10, General 9 down to Spy 1. Some older sets reverse the printed officer numbers. Match by name. Optional figures, Battle Cards, Junior procedures and fantasy powers are not automatically part of the forty-piece classic army.

7. Hidden faces in this preview

Enemy faces turn hidden again after battle, while the public log records the encounter. Remembered identities remain valid information. Same-device play conceals the board at handover; the computer receives only its allowed observation snapshot.

Sources and attribution

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Jumbo publisher reference
PlayMonster publisher reference
https://strategogame.com/rules