

GeneralsTale — Concept Poster

Print this and pin it up — an at-a-glance map of the GeneralsTale cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
General Zhang	Decisive command — clear orders, clear outcomes
Elephant Wei	Powerful straight-line attack pattern
Knight Lu	Knight-jump tactical maneuver
Soldier Jin	Forward-advancing infantry — pawn structure
Chariot Che	The chariot — straight-line power that sweeps the whole open file
Advisor Shi	The advisor — palace-bound diagonal guard who never leaves the General
Marshal Shuai	The General piece — the calm center the whole game protects
River Chu	The central river — the boundary that divides the board and transforms soldiers who cross it
Palace Gong	The palace — the fortress home that shelters the General and advisors
Sightline	The flying-General rule — the watcher of the invisible line between the two Generals

Key ideas at a glance

The big concepts this cast helps you master:

- The Board & the River
- The General & Advisors
- The Elephant (Minister)
- The Horse

- The Chariot
 - The Cannon
 - The Soldier
 - Check, Checkmate & Stalemate
 - Piece Values & Strength
 - Opening Principles
 - Cannon Tactics
 - Horse & Chariot Tactics
 - The Endgame
 - Common Checkmate Patterns
 - Repetition Rules & Etiquette
 - Putting It Together
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