

5 TURN-BASED STRATEGY RULES

That Instantly Make You Better

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Rule 1: Know Your Win Condition

Every turn-based game has a goal. Read the victory conditions before you place your first unit. Are you capturing a flag, eliminating all enemies, or surviving a set number of rounds? If you do not know where the finish line is, every decision you make is a guess. Winners start with the end in mind.

Rule 2: Position First, Attack Second

New players move toward the enemy and attack immediately. Veterans know that where you stand matters more than what you hit. High ground gives accuracy. Cover reduces damage. Chokepoints let you fight one enemy at a time. Before you take a shot, ask: can the enemy punish me for standing here?

Rule 3: Action Economy Is the Real Health Bar

Every move, attack, and ability you use consumes part of your turn. Wasting actions is worse than taking damage. A common mistake is spending movement when already in range, or using an expensive ability when a basic attack gets the job done. Treat each action like gold. Spend it wisely.

Rule 4: Plan Two Turns Ahead, Not Ten

Beginners either do not plan at all or try to plan ten moves ahead and freeze. The sweet spot is two turns. Ask yourself: what will my position look like after my next move, and what can the enemy do about it? Two-turn thinking avoids traps without slowing the game down.

Rule 5: Learn From Losing, Not From Winning

You learn almost nothing from a victory. When you lose, rewind the last three turns. Where did you overextend? When did you waste an action? Find that moment, remember it, and you will not make the same mistake again. That is how you get better.