



SETUP

1st Player: Each player starts with 10 Lore to bid with or keep. Both players draw a Lore card and the one with the highest value (if tied then keep drawing until it isn't) bidding 1st - re-shuffle Lore decks. The bidding player now bids a number of Lore to go 1st, zero is an opening bid. The next player can either increase the bid or pass. This continues until 1 player passes or 10 Lore is bid. After bidding is done both players subtract any Lore bid from their 10 starting Lore and start with that amount.

BRIDGE: The 2 bridges actually represent one bridge - the massive Moonstone Bridge. Enemy units fighting each other from the 2 bridge tiles are considered adjacent.

Normal victory conditions apply.