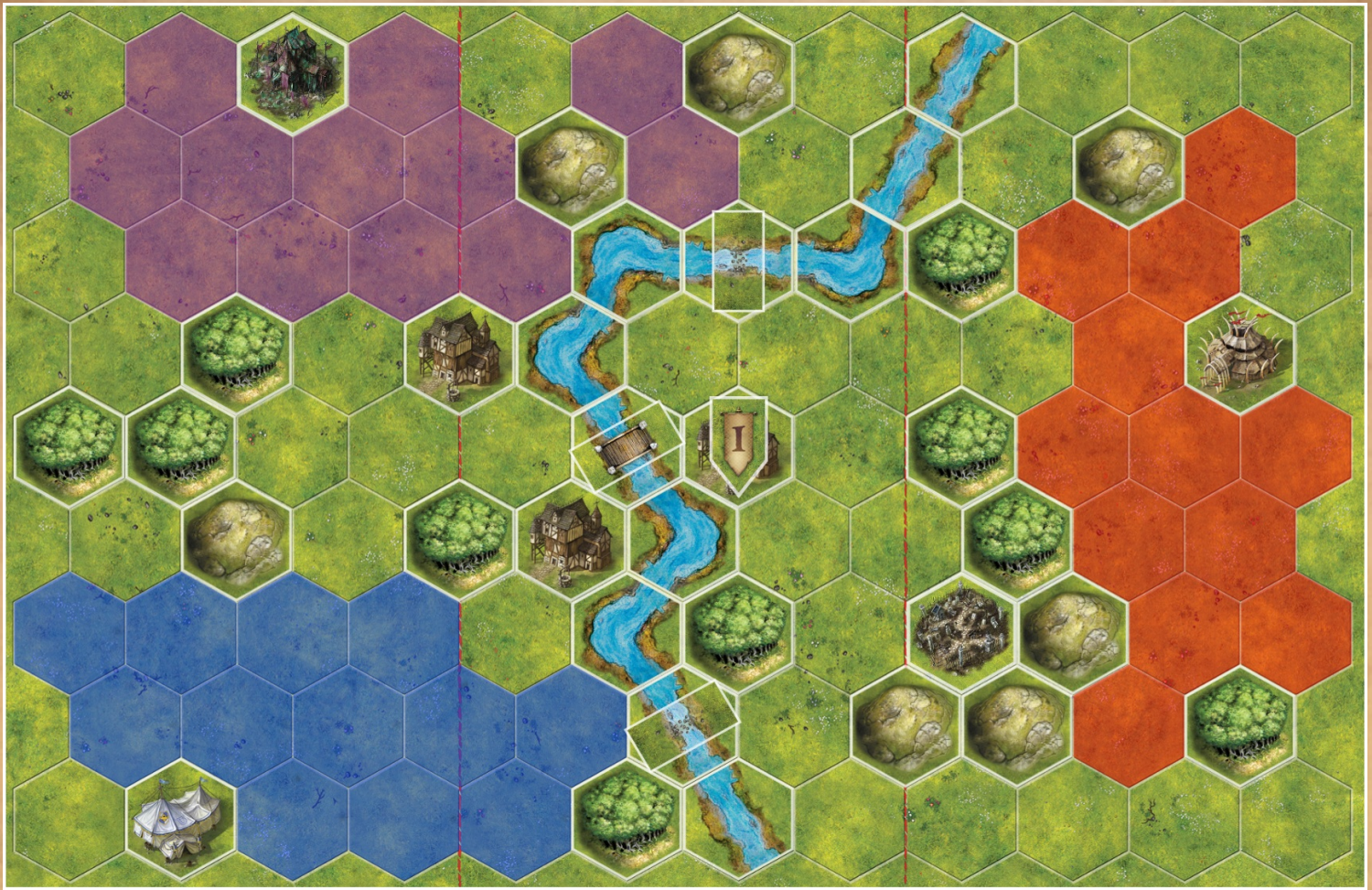


BATTLE OF THREE ARMIES



SETUP

Each army has 55 setup points.

The map starts with Command Tents and one Graveyard already placed, as indicated. No more of these can be placed on the map. Place the 2 VP banner on the Ruins (rubble tile) in the middle of the map. Determine starting player randomly.

SPECIAL RULES

Any reference to the map left, right or center or to the "your" and "opponent's" side of the map is disregarded. Occupying an enemy Command Tent does not grant any VPs, and occupied enemy Command Tents are not removed from the map. However, occupying both enemy Command Tents grants immediate Victory (see Objective).

OBJECTIVE

The standard victory conditions apply: the game ends triggered by a faction reaching 16 VP and whoever has the most VPs at the end of that round will win. Break ties in favour of the faction with most VPs, then with most units left. If still a tie, take more complete game rounds till the tie is resolved. A faction can achieve immediate victory by eliminating all enemy units or by occupying both enemy Command Tents.