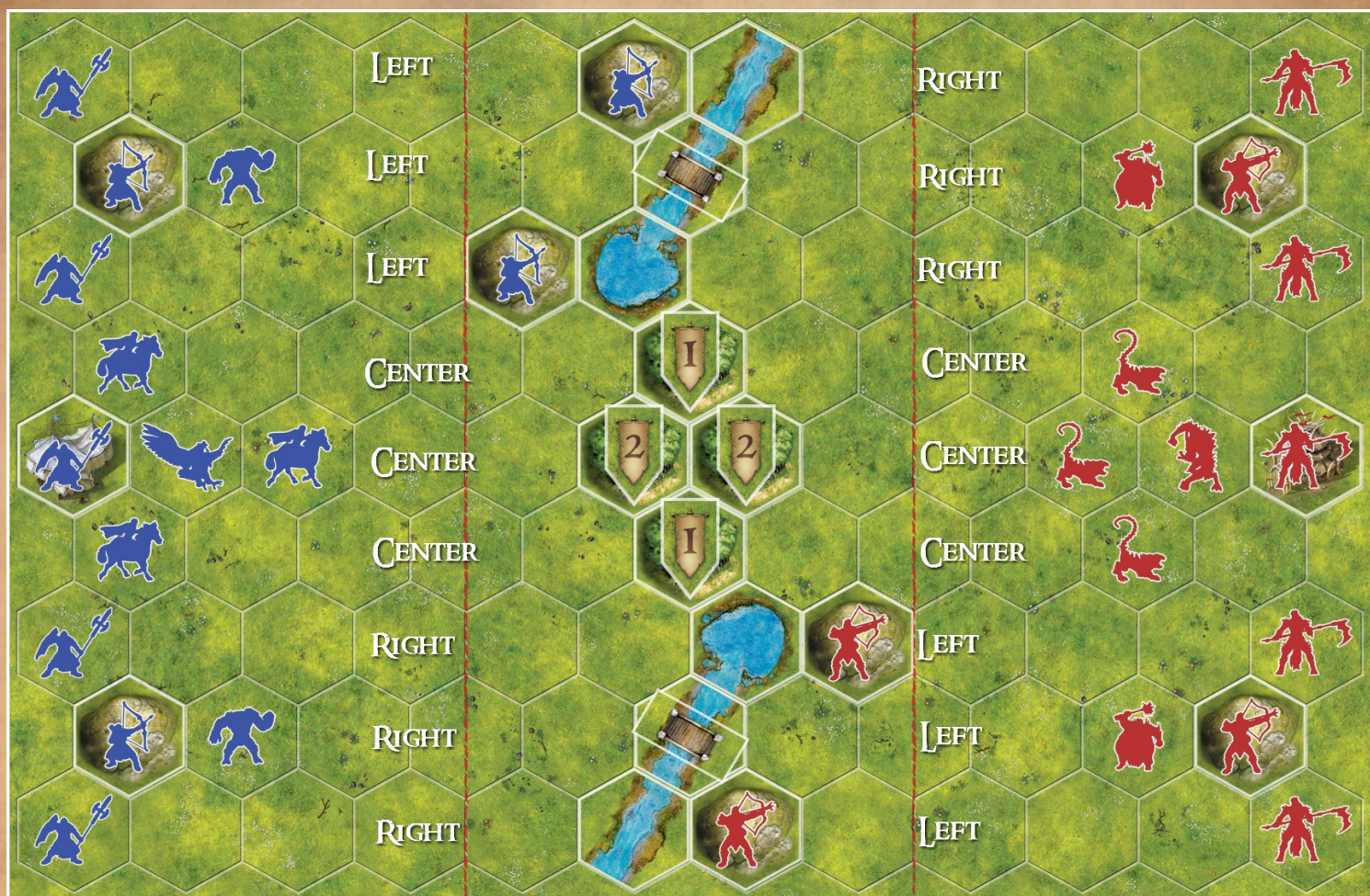


THE LONG BATTLE



SETUP

Turn the board long ways. Each Army starts out with 4 command cards, 2 lore cards and 2 lore tokens.

SPECIAL RULES

During upkeep phase each team can only draw 2 lore cards. The banners in the forest represent how many lore tokens player can receive at the end of each turn for every unit that occupies that space. There is no half of the game board for the lore cards.

OBJECTIVE

You win when your army occupies both bridges and the other army's command tent. Whenever a player accomplishes this the other player has one last turn to stop the occupation from happening.

You also win if you are able to eliminate other player's army.