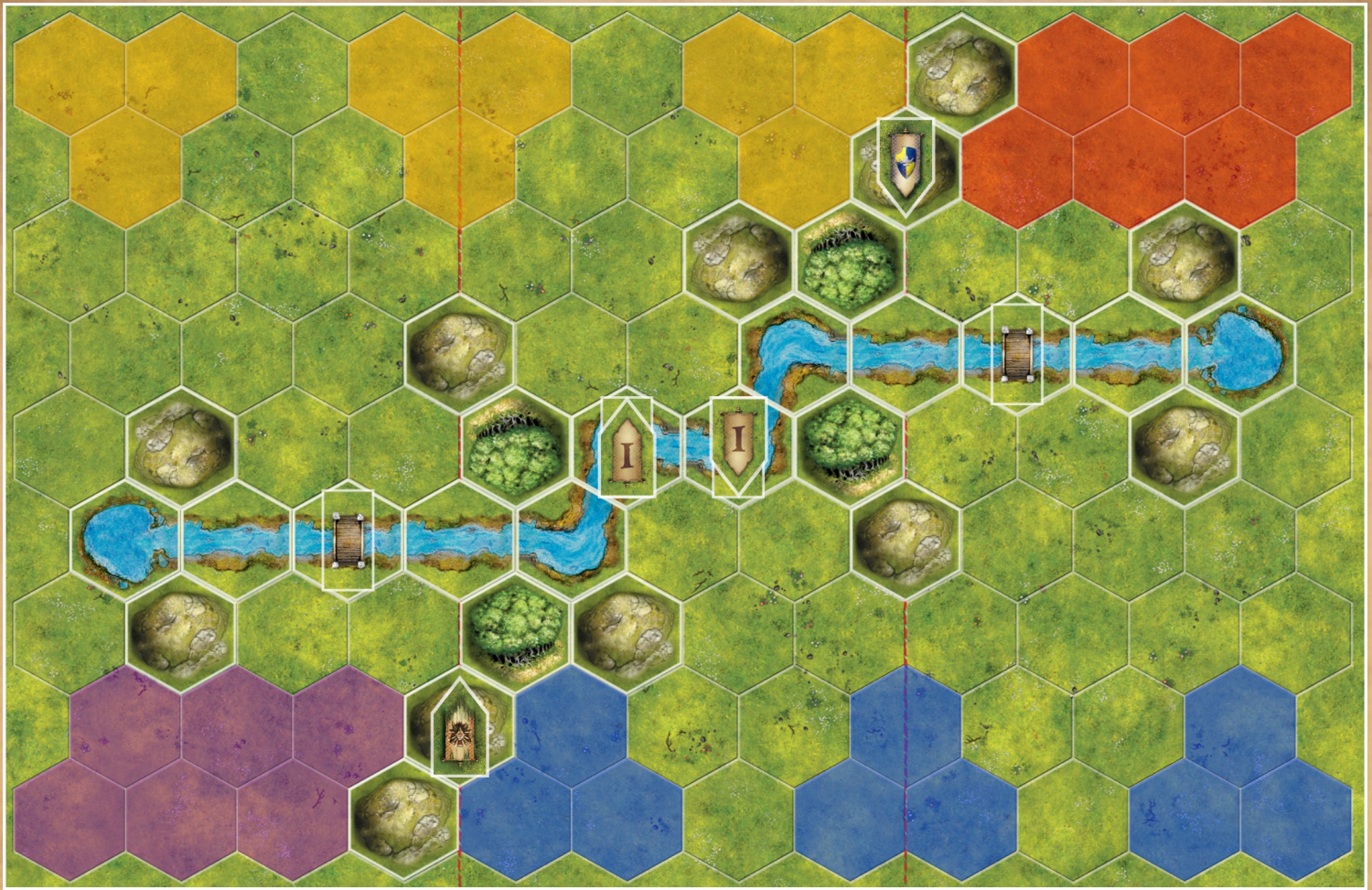


THE BATTLE OF FOUR ARMIES



Winning and losing have taken a toll on the Guardians. The price of victory, from both sides, is a splintered army. As the armies collide, the battle rages.

SETUP

Each faction is split into two armies (blue/red and yellow/purple). 25 (smaller army) mustering points to one army, and 35 (larger army) to the other. The Command Tent can be used, but the mustering points go to the side that has the Command Tent. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Extra armies and Legendary units can be added.

SPECIAL RULES

The battle begins with the larger armies. The smaller armies are not revealed until after the fourth round. Rounds one, three, and five are diplomatic rounds; during these rounds, three units from any region can be ordered. During rounds one, three, and five, you can only move (you cannot attack, use lore cards, gain VP, or use command cards). After round four, the smaller armies are deployed. Nondiplomatic rounds follow normal play. During your Command step, you may replace up to 4 Command cards with new Command cards; this counts as your Command, Order, and Movement step (you may still earn VP at the end of your turn). When replacing cards, this must be done as a single action. Attacking from a hill gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Gain one VP when you control both bridges in the middle at the end of your turn.

OBJECTIVE

The army that has at least 9 VP at the end of the round wins!