



He who controls the bridges and cities, controls the Rivers.

SETUP

Each army begins with 90 muster points. The command tent can be used, and does not restrict unit placement. Each side starts the game with the Command Cards: Line Advance, Attack Left, Attack Center, and Attack Right. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Neutral units can be added.

SPECIAL RULES

During your Command step, you may use any Command card to order any two units. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Hill hexes stop movement, and are blocking terrain. Gain 1 VP for controlling more cities than your opponent at the end of your turn; gain 1 lore for each city not counted towards VP. Gain 1 VP for controlling your flag marker at the end of your turn. Occupying an enemy command tent at the beginning of your turn earns 4 VP! Command tents act as a city (not for lore or VP) for friendly units. Rounds 1, 3, 5, and 7 are diplomatic rounds. During diplomatic rounds, move any 4 units; movement is the only action. The army controlling the most cities at the end of round 6 earns 1 additional VP (in the event of a tie, both sides gain 4 lore).

OBJECTIVE

16 VP for the win.