



This is a battle that can be fought alone or as part of a double board/set battle. This is the Right Flank (2 sections right) and Right Center (leftmost section). When playing double boards it's divided this way:
L/L/C/C/R/R

SETUP

Setup as illustrated above. Each player draws 6 Command Cards (1 deck per side) and keeps 4 - may switch 1 card with his partner. Each then draws 3 Lore Cards and keeps 2 from personal Lore Deck. Each Player places a Ford on their Battlefield.

1st Player: Each Side starts with 10 Lore to bid or keep. Both sides draw a Lore Card and the one with the highest value bids 1st (re-draw if tied). 0 can be an opening bid, players then alternate bids until 1 side passes or spent their 10 Lore. After bidding is over subtract the Lore bid by both sides from their starting 10 and re-shuffle all 4 Lore decks.

SPECIAL RULES

FOREST: All infantry may battle **out** of the woods with no dice reduction.

HILLS: If fighting a unit on a Hill you are -1 die unless on an adjacent hill or firing from another hill within LOS.

TURNS: If playing the 4 Player game each **side** takes their turn simultaneously. When drawing cards back to your hand you may then switch one card with your partner. Lore is accumulated to a common pool and each partner may play 1 Lore card each turn on **their** battlefield only. You may only order units that are on **your** battlefield (L/L/C or C/R/R). You may freely move units to your partners battlefield.

OBJECTIVE

VP's may only be gained on your Opponents side of the board except for the bridge in the middle of the board. Normal point conditions for victory exist.