

Game setup:

- One player will be black and the other player will be red.
- Decide how many units you should have in the game. There are 48 unit cards in the game. When you have agreed how many units you shall have, you each place this amount of units in front of you on the table facing up. (Doesn't matter what type of unit you get)
- Shuffle the "strategy" card deck and place this deck in the middle of the table.
- Each player draw 3 strategy cards (don't show the other player these cards)
- Each player takes there color of battle deck (black or red) and shuffle them up.
- Each player takes there color of "Force" cards (3 cards) and place them on the table.

After you have shuffled your battle card deck you get to look at all your cards, but you can't switch places on any of the cards in the deck.

During the game you will play your cards by holding your deck like the picture here to the right. You should have the focus on the First 5-6 cards on the right. (the "first card" is the card to the right)
Decide how will start being the attacker and you are ready to go...



Strategy cards:

Before every battle but after the attacker has stated what weapon he will use, both players get to play one strategy card each at the same time. You place the strategy card in front of you. You will see on the cards what your card do in the battle. When both players has played there strategy card they pick up a new one from the deck. Both players shall always have 3 strategy cards on their hand. Once the strategy cards have been placed on the table the attacked player also state what weapon he will use and the battle begins.

Every time the players gets to shuffle there battle decks, the Strategy deck shall also be shuffled. The three cards each player has on their hands don't have to be returned when this happens.

Example of strategy cards (there's 15 different strategy cards):

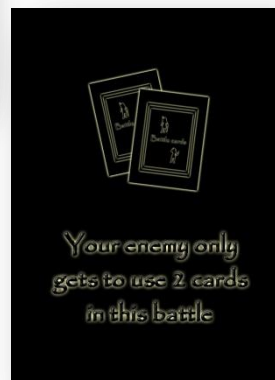
You get 2 extra point if your enemy use swords and you are using bows.



If you win the battle you get one unit back. You turn one lost unit over from gravestone to unit.



You force your enemy to use bows in the battle



You force your enemy to use max 2 cards in the battle.

Battle:

The attacker always has to say what weapon he will use first. After that both players will play there strategy cards at the same time and then the attacked player will say what weapon he will use.

(If not strategy card will say otherwise).

The winner of a battle will always be the one to attack in the next round.

In every battle you can choose to use up to 3 battle cards. You can use the first card or the first and the second card or the first, the second and the third card. Meaning you can choose to use up to 3 cards but they have to be in the stated order they are placed in the deck.

When you have decided how many cards you are going to use in a battle you take your 3 "Force" cards and pick the card with that number and place it face down in front of you.

Both players do this without showing the other player the number on there "force" card.

Example: If you want to use 2 battle cards in a battle, you pick your "force" card that say "2 cards" and place this card in front of you, face down.

When both players have done this you both turn your "force" cards over at the same time and show the other player how many cards you will use.

After this you place the battle cards you use on the table (as the picture here to the right) to show the other player how many points your chosen cards will give you. If you use more than one card you take the "power" of the first card and then add the "extra" from the other card/cards you are using. The total value will be your total battle points. If you only use one card (the first card) you only use the "power" number on this card. In the example here to the right, the attacker has chosen to attack with bow and to use 3 cards.

Extra points for card 2 and 3

Power point from card 1

Makes a total of 9 points

The player that has the highest value of the cards he has used wins the battle. If both players have the same value nobody wins. If you lose a battle, you lose a unit and have to turn one of your unit cards over so the gravestone is showing. (It doesn't matter what unit you decide to lose)

After each battle you place the used battle cards in a deck on the table. (Black for black, red for red) These cards are for now taken out of the game.

When all battle cards have been taken out of the game for one of the players, that player loses two units. Turn the units over so the gravestones are showing. Both players then take all there battle cards and shuffle them. Once the 2 decks are shuffled both players can turn their deck over so they can see all the cards again and the game continues as before.

Note: Even if a player has cards left in his deck he still has to take all cards back and shuffle them when the other player run out of cards. But he doesn't lose two units.

The first player that loses all his units has lost the game.

Unit cards:

In the battle deck you will also find unit cards. When a player has a unit card in the top 3 cards of his deck he has to place this card on the table. This card will say how the next battle will be played.

If both players have a unit card in there top 3 cards the cards will take out one another and both cards will for now be removed from the game.

Battle in short:

- The attacker states what weapon his going to use.
- Both players play a strategy card at the same time, and each draw a new one.
- The attacked player state what weapon his going to use.
- Both players place a “force” card on the table with the number of card/cards they going to use.
- Both players turn over there “force” card and show how many card/cards they going to use.
- Both players place the battle cards they have used on the table and sum up there points.
- Players then compare the points they have and the player with highest points wins the battle. (same points = nobody wins but card still gets taken of the game)
- Both players place there used cards in a deck on the table
(The cards are for now taken of the game)
- The player that lost the battle turns one of his unit shards over to the gravestone side.

The battle round is over and the winner will be the attacker in next battle round. If nobody won the player that last won a battle will be the attacker in next round.