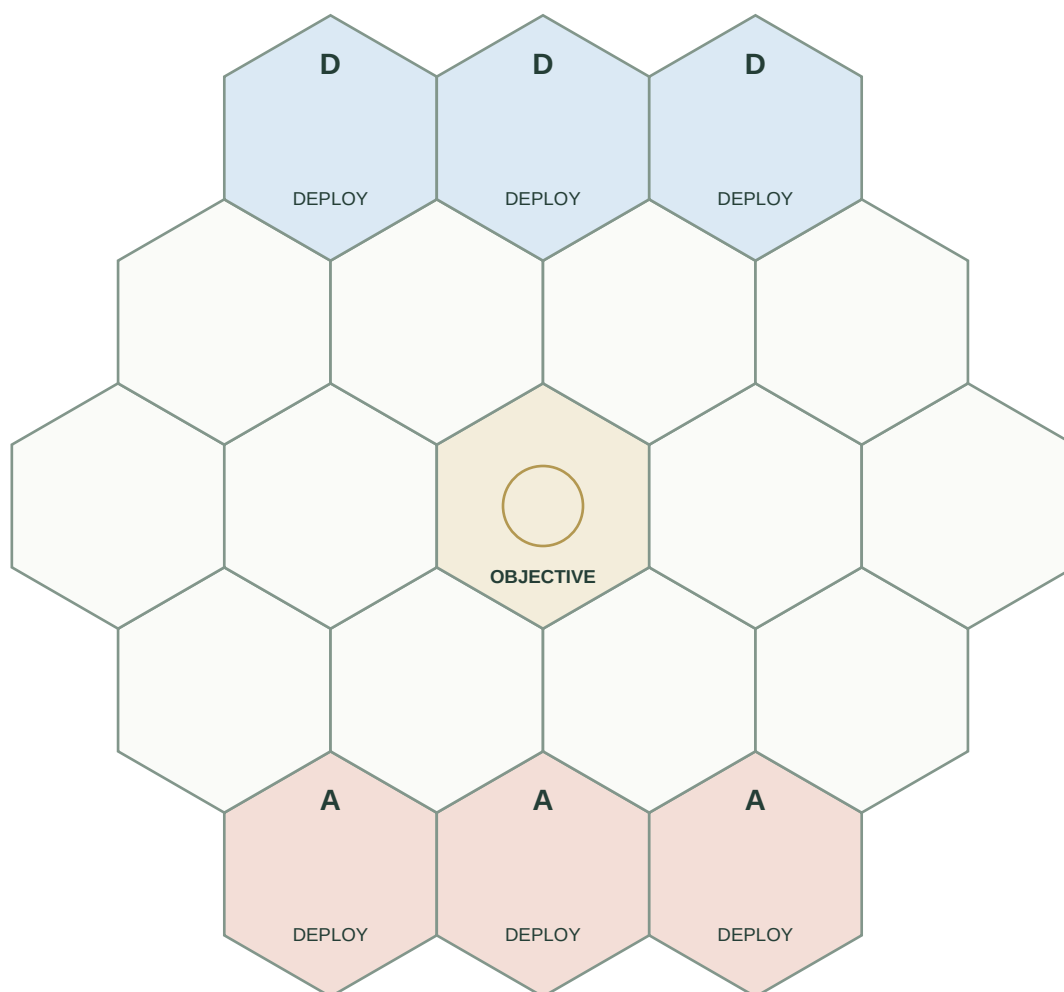


Battle board

19 open-ground hexes | Up to three soldiers per side | Attacker takes the first turn

DEFENDER TURNS

0	1	2	3	4	5	6	7	8	9	10
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ATTACKER TURNS

0	1	2	3	4	5	6	7	8	9	10
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BATTLE PRIZE



Two matching
tile resources*

ONE TURN

Check center control. Activate one soldier.
Move up to one hex; attack an adjacent enemy.
Hit on 4-6. Two hits knock a soldier out.

* Ruins, Heartland or unused corner: one food + one iron.

Center control wins at the start of your turn only when no enemy is adjacent. Limit: ten turns each.

US Letter | Print at 100% / Actual size. No scaling or Fit to page.

Print single-sided, or duplex on the long edge. Cardstock or lamination recommended.

Trade board

Both players must agree to trade. Exchange resources only; armies stay on the main map.

After trading, the attacker returns to its previous tile. The defender stays. No passage is granted.

ATTACKER OFFER

Place the moving player's offered resources here.

SHARED EXCHANGE

Move agreed resources here, then swap simultaneously.

DEFENDER OFFER

Place the defending player's offered resources here.