

Battleground

FANTASY WARFARE™



Quick Start Rules

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Using this Booklet

These Quick Start Rules will get you playing your first game quickly. They are streamlined to give you the feel of Battleground. A complete rulebook is included with this product. Once you’ve played a few times, we recommend examining it for a richer gaming experience.

Battleground

FANTASY WARFARE™

Millennia after the destruction of the Dark Lord, peace eludes the Known Realms. The Holds of Men defend their homes against the Undead tide. The dwindling High Elves launch desperate ambushes against Orc invaders. Regiments of indomitable Dwarves repel Dark Elf raids.

The Age of Fate has ended. It is now with cunning and boldness that heroes carve out their own destiny.

Battleground is a two-player miniatures game — only without the miniatures! Units are represented by cards portraying the warriors and their characteristics. Each player takes control of an army, however you cannot be everywhere on the battlefield at once!

Your units will move and attack the enemy according to orders you give them at the start of the game. Each turn you will have Command Actions to modify those orders or use special abilities. Seldom will you have as many Command Actions as you would like.

When half your opponent's army is destroyed, victory is yours!

Contents

The Men of Hawkshold faction box contains:

- This Quick Start Rulebook



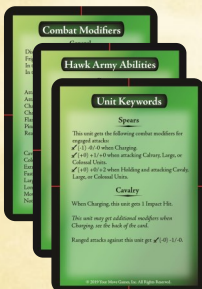
- The Main Rulebook



- 75 Unit Cards



- 3 Reminder Cards



- 30 Command Cards



Setting Up Your First Game

In addition to this box, you will need the following:

- A flat play area 36" x 30" in size
- A dozen (or so) six-sided dice
- A tape measure or ruler
- Some dry erase markers

Shuffle the command cards and set them to the side within reach. For your first game both players will be drawing command cards from the same deck. Place the reminder cards nearby both players as well.

One person plays as Bergan Temeraire, Grand Duke of Hawkshold, while the other is the rebellious Baron Dinant.

Players then find the unit cards for their army:

<u>Bergan Temeraire:</u>	<u>Baron Dinant:</u>
2 Spearmen	2 Militia
1 Swordsmen	1 Peasant Mob
1 Lancers	1 Scout Cavalry
	1 Knights

Each player then draws one command card. Use the next four pages to familiarize yourself with unit cards and command cards.

Once both players are ready, setup their units as shown by the scenario on page 10.

Unit Cards

Each unit card represents a single unit of troops in your army. On the front of each unit card is its Stat Bar and an overhead view of the unit. This side of the card will remain face up during the game.

Front Center Point



Rear Center Point

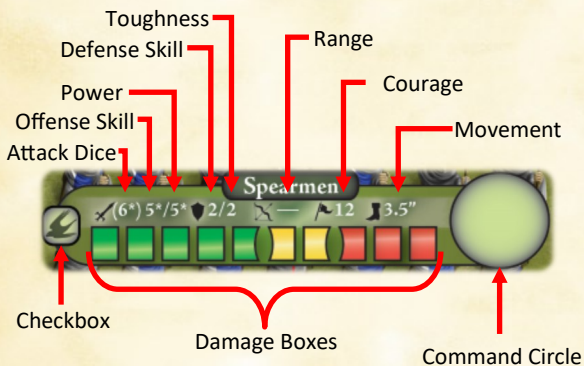
Stat Bar and Damage Boxes

Side Center Points

Keeping Track

Unit cards are designed so that you can record things like orders and damage by writing directly on the card with a dry erase marker. If you don't see a spot to record something, just write it wherever there is space.

On the stat bar are most of the relevant characteristics of that unit. If a stat has an *, then it is affected by a special rule which can be found on the back of the card.



The Green, Yellow, and Red Damage Boxes represent how many points of damage a unit can take before being destroyed.



The last Green box has a 'dimpled' side as a play aid. The first & last Yellow box and the first Red box also have those 'dimpled' sides.

The back of each unit card has a close up view of the unit, its point cost, and any special rules that apply to that unit

Keywords
and
Rules Text

Unit Name
and
Points Value



Close Up View

Background
Text

Command Cards

Command cards represent tactics, inspirational oratory, and mystical influences. Each player uses their faction's deck of 30 command cards. Players do not start with Command Cards unless stated otherwise by the scenario.

Command cards come in three colors: red, blue and green. Red cards can be played when your units are attacking, blue cards when they are being attacked, and green cards are played at other times.

The colors are just a reminder: the card itself always says exactly what it does and when you can play it.

Card Name

Echelon Defense

Rules
Text

Play during an attack, before your opponent rolls to hit.

The attacking unit gets \swarrow (-1) -0/-0 this attack, and choose one:

Your unit gets \heartsuit +1/+0 this attack.

OR

Your unit gets \heartsuit +0/+1 this attack.

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Hawkahold 25

Scenario 1: Insurrection!

Within days of being crowned, Bergan Temeraire faces revolt. The proud Baron Dinant resents kneeling to the “whelp Duke” and marches on the Free City of Montlac. The Baron claims he is ‘protecting’ the city from the Grand Duke’s plan to establish an outpost there. Bergan Temeraire must deal with this threat quickly or risk losing his entire kingdom!

Set Up: place your units as shown on the opposite page.

Standing Orders: players write **C** (for Close) in the Command Circle of each of their units.

Command Actions: each player gets 2 Command Actions at the start of every one of their turns.

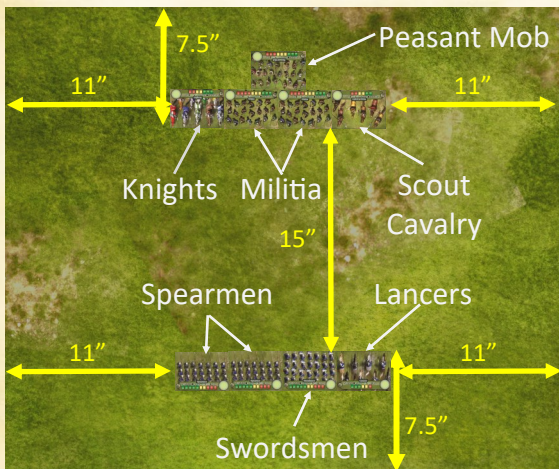
Victory: at the end of each turn players tally the points value of their destroyed units. When one player has lost more than 425pts, that player loses. If both players exceed 425pts on the same turn, Baron Dinant wins.

If Baron Dinant wins, play **Scenario 2: Civil War!**

If Bergan Temeraire wins, play **Scenario 3: Coup de Grace**



Baron Dinant commands: *"The Peasants are to stay behind the Militia. They are the reserves should the Militia fail."*



Bergan Temeraire advises: *"Before the enemy's Knights charge, command your Spearmen to Hold. Let their arrogance be their undoing."*

First Turn: Baron Dinant takes the first turn. Go to page 12 to start playing!

How to Play

During a game of Battleground, each player will alternate taking turns. The player taking a turn is known as the “active player.” During the active player’s turn that player will gain command actions and move his or her units. Then both player’s units will attack if they can. During any turn, units belonging to either player (or both) may have to roll Courage Checks. If they fail, they rout.

Once all movement, combat, and routs are completed, the player’s turn is over and the next player takes their turn. Continue doing this until one player has achieved the scenario’s victory condition.

A turn has the following phases:

- 1) **Movement & Command Phase:** The active player gains and spends Command Actions. The active player’s units move towards the enemy. Units may charge enemy units, becoming engaged.
- 2) **Combat Phase:** Both players’ units attack if they can. All attacks are simultaneous. Note: units that are pinched (see pg24) take a rout check before any attacks are made.
- 3) **Courage Phase:** Units belonging to either player roll Courage Checks for taking damage in the Combat Phase. If a unit routs, it will be attacked by engaged enemies.

Movement & Command Phase

During this phase you use Command Actions and move your units according to their Standing Order. You do this in any order, switching back and forth from spending Command Actions & moving units.

Command Actions

At the start of each of your turns, you gain 2 Command Actions. You can spend Command Actions to do any of the following:

- **Change Standing Order:** Erase the order of one unit and replace it with a new order. You cannot do this if the unit is engaged or has moved this turn.
- **Direct Control:** Take control of one unit for that turn. Ignore the unit's order and control it how you like. If it has a ranged attack, you choose the target.
- **Draw a Command Card:** Draw a command card from the command card deck. If there are none, shuffle discarded command cards to make a new deck.
- **Use Bravery ability:** Mark the Bravery checkbox on a unit. The details for Bravery and its effect are on one of the reminder cards that came with this set.
- **Rally:** Rally one routing unit before it moves.

Each of these actions costs one Command Action. You can mix & match however you like, e.g. spending one to draw a Command Card and then another to Rally a unit.

Unused Command Actions are lost at the end of your Movement & Command Phase.

Standing Orders

These are the orders you as a general give your units. They determine how the unit moves and fights. When you assign a Standing Order to a unit, it keeps that order for the entire game or until you change it or it routs.

The three main Standing Orders are:






Close: The unit will move towards the nearest enemy and engage them in melee combat.

Units with this order that become engaged are considered charging that turn, regardless of which player's turn it is. If the unit can shoot, it will do so while it advances.



Range: The unit will shoot at the nearest enemy with its ranged attack.

If the unit cannot see any enemy or the nearest enemy is beyond the unit's  stat, the unit will move towards the nearest enemy until it can see the enemy and the enemy is within range of its  stat. Units without a ranged attack (a dash for its  stat) can't have this order.



Hold: The unit remains where it is and does not move.

Units on Hold will still shoot at the nearest enemy, or fight if engaged. Some units get combat bonuses when they are Holding (for example, Spearmen Holding against charging cavalry).

Movement

When you are ready to move a unit, start by choosing any unengaged unit with the Close standing order. If you have multiple options you pick which one activates, but a unit can only move once per turn.

A unit on Close will move towards the nearest visible enemy unit and Final Rush if possible (pg 21).

First find which enemies are visible to your unit. A unit can see 180 degrees from its front edge. Any unit in that front arc is visible to your unit.



If multiple enemies are visible, determine the nearest by measuring from your unit's front center point to the nearest enemy center point.



5"

2.5"



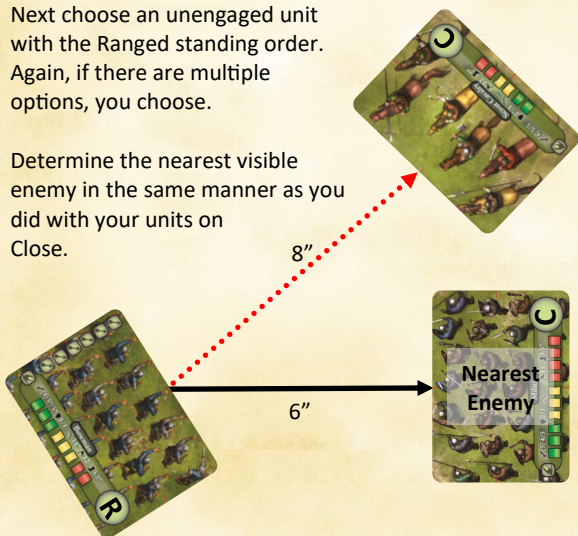
Once you have determined the nearest visible enemy move your unit on the fastest path towards that unit. The fastest path is the one that most reduces the distance between your unit's front center point and the nearest center point of the enemy unit. Unit's can't move through or overlap other units.


When your units with the Close standing order get near an enemy unit they will do a special kind of move called a Final Rush (pg 21).


After you finish moving your unit choose another unit on Close and move it the same way. Repeat this until all unengaged units on Close have moved.

Next choose an unengaged unit with the Ranged standing order. Again, if there are multiple options, you choose.

Determine the nearest visible enemy in the same manner as you did with your units on Close.



If the enemy is at or within the distance printed on your unit's  stat, then your unit does not move. Choose another unit on Range and activate it.

If the enemy is beyond that distance then move your unit towards the nearest visible enemy in the same manner as you did with units on Close until the enemy is in range of your unit's  stat. Once the enemy is within range, your unit will stop moving.


After you finish moving your unit, choose another unit on Range and move it the same way. Repeat this until all unengaged units on Range have moved.

No Visible Enemies: If no enemies are visible your unit will Reform or About Face (see maneuvers), so that an enemy is visible. It is your choice which maneuver to do and the direction the unit faces if it Reforms.

Direct Control: Any unengaged unit you direct control can be moved in any direction you wish and can treat any enemy unit as the nearest enemy.

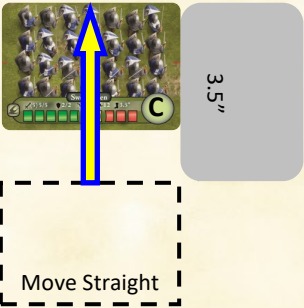
Engaged Units: Engaged units do not move or maneuver regardless of their Standing Order. You cannot direct control an engaged unit to maneuver.

Measuring: You can measure distances for movement and ranges at any time. This can be done before, during, or after any movement happens or any command actions are used.

Moving Units: Units move the distance printed on your unit's  stat. This distance is called the unit's Movement Category (MC). Battleground cards measure 3.5" on the long side (L) and 2.5" on the short side (S).

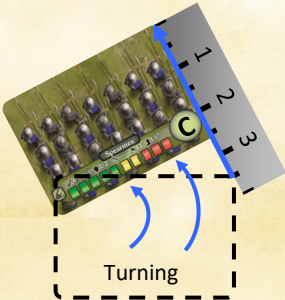
All the movement in Battleground is divisible by card sides. When a unit moves it will move straight, turn, or maneuver (or even some combination of all three!).

To move a unit straight, measure from the front of the unit, then move the unit to that spot.



To turn a unit measure from the outside front corner and move the unit at an angle.

No part of the unit may move more than the measuring (outside front) corner.



Maneuvers: Sometimes moving straight or turning isn't the fastest path towards an enemy. In this case, the unit will maneuver instead of (or in addition to) other moves.

The four types of maneuvers are:

- **Move Backwards**: move or turn the unit backwards.
- **Move Sideways**: slide the unit left or right
- **About Face**: rotate the unit 180 degrees
- **Reform**: rotate the unit to face any direction

Maneuvers slow a unit down, reducing its Movement Category. Each maneuver has its own MC penalty:

Move Backwards	-2 MC
Move Sideways	-1 MC
About Face	-1 MC
Reform	-2 MC

Penalties for maneuvers are cumulative, so a unit that Reforms and Moves Sideways gets a -3 MC penalty.

Since maneuvers slow a unit down, it will only maneuver if doing so most reduces the distance between your unit's front center point and the nearest center point of the enemy unit.

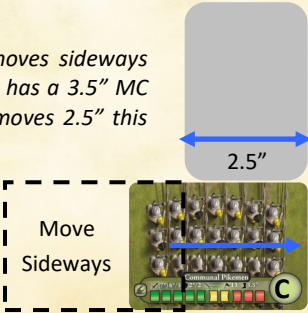
If you direct control a unit ignore the above restriction when moving the unit, but the unit stills gets any MC penalties from maneuvers.

Movement Categories: A unit that has its Movement Category reduced will move a shorter distance that turn. Below is a list of Movement Categories and their corresponding sides:

Movement (Inches)	Movement (Card Sides)
0"	Can't Move
1.25"	½ S
1.75"	½ L
2.5"	S
3.5"	L
5"	SS
6"	LS
7"	LL
8.5"	LSS

When a unit's MC changes, simply move the required number of steps up or down on the chart.

This unit moves sideways (-1 MC). It has a 3.5" MC so it only moves 2.5" this turn.




If a unit moves sideways or backwards that distance is deducted from the unit's movement for the turn, after applying the MC penalty. Once a unit has maneuvered, it

will continue to move if it has movement remaining.

In the example on the previous page, the unit moved 2.5" sideways, which was all the movement it had, and cannot move any further this turn.

Final Rush

The Final Rush is when a unit charges into combat, becoming engaged with an enemy. It is a special type of movement that only units on Close can do.

Final Rush Range: When you choose a unit on Close to move, first check to see if any visible enemy units are in Final Rush range. Measure from the front center point of your unit to the nearest center point of the enemy unit. If the distance is equal or less than your unit's  stat, your unit is in Final Rush range.



Facing Side: Next, make sure the facing side is open. To determine the enemy unit's facing side, extend imaginary lines diagonally through the corners of the enemy unit. The side of the imaginary line that your unit's front center point is on is the facing side.



Open Side: To determine if that side is open, check to see if you can fit at least half of your unit's front side against the enemy's side.



If the facing side was blocked (i.e. by another unit) **at the start of the turn**, check if you are in Final Rush range of the nearest open side.



If so then your unit will Final Rush that side. If not, it can't Final Rush this turn.

If the facing side was open at the start of the turn but became blocked, your unit can't Final Rush that enemy unit this turn.

Final Rush Move: Once you've determined the unit can Final Rush, it doesn't move straight, turn, or maneuver. Simply pick it up and place it so that the front of your unit touches as much of the enemy unit's facing side as possible.

If your unit can Final Rush two or more units, it will Final Rush the nearest enemy unit. Determine the nearest unit as you would for moving (pg 15).

If they are equidistant, then you choose which to Final Rush. (Remember, when you direct control a unit you can choose the nearest enemy unit).



End of Movement & Command Phase

Once you have moved all your units with the Close or Range standing order, your movement is done. Units on Hold will not move unless you direct control them. When you have spent all your command actions, your Movement & Command phase is over.

Combat Phase

During this phase all units will attack if they can. Engaged units will attack enemy units in melee and units with ranged attacks will attack enemy units that are in range. Both player's units attack every Combat Phase.

All the active player's units attack first, followed by the other player's units. Ranged attacks and melee attacks use the same process, and all attacks are simultaneous.

Effects of damage (such as being destroyed) or special abilities triggered by damage take effect at the end of the Combat Phase. Once all units that can attack have done so, the Combat Phase is over.



Pinched: Before any attacks, check to see if any units were pinched during the Movement & Command Phase this turn.

A unit is pinched if it is engaged on two or more sides.

If one or more of those units Final Rushed this turn, the pinched unit rolls a Rout Check before any attacks are made. See page 33 for details.



The Knights are pinched



Once you've check for pinched units, continue with the Combat Phase.

Attacking

Starting with the active player, pick one of your engaged units to attack. It can only attack units with which it is engaged. If engaged with multiple enemy units, choose which enemy your unit will attack this turn.

Note: Players can use Command Cards during attacks, but we suggest you don't for the first few attacks.

To attack, compare the attack (♣) stats on your unit's card and the defense (♠) stats on the enemy's card.



The attacking
Spearmen will
compare their
attack stats ...



...to the defense stats of the
enemy Knights.



Next roll a number of dice equal to the first attack stat, in parentheses on your unit card.



The Spearmen unit rolls six dice to attack, getting:
6, 4, 1, 3, 6, 6



Each die roll that is equal or lower to the target number is a hit. The target number is equal to your unit's Offensive Skill minus the enemy unit's Defensive Skill.



Your unit's Offense Skill is the second attack stat...

...while the enemy's Defensive skill is the first defense stat.



Continuing from above, the Spearmen have a target number 3 ($5-2=3$). This means they get two hits.



Now you roll to see if each hit causes a wound. Roll a die for each successful hit.



The Spearmen unit rolls two dice, one for each hit, getting: 4, 2

Each die roll that is equal or lower to the target number is a wound. The target number is equal to your unit's Power minus the enemy unit's Toughness.



Your unit's Power is the third attack stat...

...while the enemy's Toughness is the second defense stat.



Rolling to wound, the Spearmen have a target number 2 ($5-3 = 2$). This means they cause one wound.



For all die rolls during an attack, a 1 is always a successful hit/wound and a 6 is always a failure hit/wound.

Mark a damage box off on the enemy's unit card for each successful wound, starting with the left-most unmarked box.



The Spearmen have caused one wound, so the opposing player marks a damage box on the Knights.

Now your unit has finished attacking. Choose another engaged unit and repeat this process until every one of your engaged units have attacked. Then your opponent repeats this process until all of his or her engaged units have attacked.

Command Cards

During an attack, each player may play one command card. Command cards can provide a bonus to your attack stats or your defense stats (and maybe your opponent's attack stats) for that attack.

Most command cards are played before any dice are rolled, but some are played during the attack. Each card states when it is played.

The attacking player chooses first to play a command card or pass. Then the defending player chooses to play a card or pass.

Once the attack is concluded, played Command Cards are placed in a discard pile next to the Command Card deck.

As before, the Spearmen are attacking the Knights:



The Spearmen roll 6 dice. The target number to-hit is 3 (5-2), and the target number to-wound is 2 (5-3).



The Spearmen player plays Force, which gives +2 Power. The card is played before the to-hit roll because that's when the card says it can be played.

The target number to-hit stays 3, but the target number to-wound is now 4 (5-3+2).

The Spearmen roll 6 dice, getting 6 hits. Then all 6 dice successfully wound as well!




Not wanting the Knights to be destroyed, the opposing player plays Fortunes of War, forcing the other player to reroll the to-wound roll. This results in a more manageable 3 wounds.





Ranged Attacks

Once both players have attacked with all engaged units (or if there were no engaged units), units with ranged attacks must attack. An engaged unit cannot make a ranged attack.

Starting with the active player, choose a unit with a ranged attack. Check to see if the nearest visible enemy is at or within the distance printed on your unit's  stat. If so it will attack using the same process as an engaged attack. Ranged attacks can be made through intervening friendly units (i.e. shooting over their heads).



The Bowmen can make a ranged attack through the Spearmen at the Militia.

After a unit has made a range attack mark one  box on the card. If all the unit's  boxes are marked, it cannot make additional ranged attacks this game.

Combat Modifiers

Conditions affecting how a unit fights are represented by modifiers to your attack stats. These modifiers are:

- **Charging:** Your unit is on Close and became engaged on the front side this turn. Your unit still counts as charging if your opponent Final Rushes you.
- **Pinching:** The enemy unit is engaged on two or more

sides by your units. All units in a Pinch get the bonus.

- **Flanking or Rear Attacking:** Your unit is engaged on the side or rear of the target unit.
- **Attacking to your Flank/Rear:** Your unit is attacking an enemy engaged on your unit's side or rear.
- **In the Yellow/Red:** Your unit is in the Yellow when it has all its Green damage boxes marked. It is in the Red when all Green and Yellow boxes are marked.
- **Long Range:** The target unit is beyond 7" (ranged attacks only).
- **Move & Shoot:** Your unit moved this turn (ranged attacks only).

Modifiers are cumulative, so a unit that is Pinching and Charging gets both bonuses. Below are the affects of combat modifiers on attack stats:

Charging	✂ (+2)+0/+0
Pinching	✂ (+0)+1/+1
Flanking	✂ (+0)+1/+0
Rear Attacking	✂ (+0)+1/+1
Attacking to your Flank	✂ (-1)-0/-0
Attacking to your Rear	✂ (-0)-1/-1
In the Yellow	✂ (-1)-0/-0
In the Red	✂ (-2)-0/-0
Long Range	✂ (-0)-1/-0
Move and Shoot	✂ (-0)-1/-0

End of Combat Phase

Once all units that can attack have done so, the effects of the Combat Phase occur. Units that had their last damage

box marked are destroyed and removed from play. Then the Combat Phase is over.

Courage Phase

During this phase, units that took enough damage during the Combat phase will roll rout checks. Any that fail will rout towards the long table edge nearest to where they set up at the beginning of the game.



Rout Checks


Units take rout checks when the following happens:


- ◆ You mark the unit's last Green or Yellow damage box.
- ◆ You mark at least one Red damage box on the unit.

If the unit took enough damage to trigger several of the above, only rout check is rolled.

Courage Modifiers: The following modifiers apply to rout checks:

- **In the Yellow:** If all the unit's Green damage boxes are marked, it has -1 to its  stat.
- **In the Red:** If all the unit's Green and Yellow damage boxes are marked, it has -2 to its  stat.

Rolling a Routing Check: When a unit has to take a rout check, roll three dice and total the results together. If the result is equal to or lower than the unit's  stat, it passes. If the roll is higher, the unit fails.

The Knights took 3 more damage in the last Combat Phase and must roll a Rout Check. Because they are in the Yellow, they have -1 to their  stat.

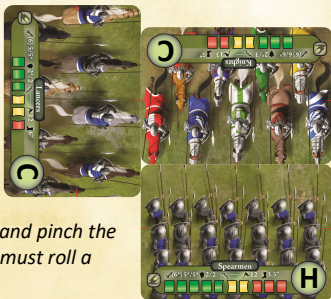


The player roll 3 dice getting a 6, 4, and 3. This is a 13, which means the unit fails and will rout. (If the unit had the Bravery box marked, it would have passed the rout check!)

Pinch Checks

A pinch check is a special rout check that a unit takes before the start of the Combat Phase. It uses the normal procedure for rout checks. However if a unit fails a pinch check, it will immediately rout (pg34).

A unit only takes a pinch check if at least one of the units pinching it Final Rushed that turn. If the unit started the turn pinched, it does not take a pinch check.



The Lancers Final Rush and pinch the Knights, so the Knights must roll a pinch check.

Routing

When a unit fails a rout check do the following:

- 1) Rout: Erase its standing order and turn the unit to face the opposite direction.
- 2) Free Attacks: All engaged enemy units make an extra attack against it, using the Rear Attacking modifier (plus any other modifiers that apply). This can cause another rout check, and if the unit fails that check it is destroyed.
- 3) Rout Move: If not destroyed, the unit immediately moves as if it were on Close and the nearest enemy is the long table edge. The unit will move this way again during your Movement & Command Phase. If it Final Rushes the board edge, it is destroyed. If the unit touches a friendly unit, place it on the other side of the friendly unit, then stop moving it for that turn.

Rallying: You may spend a Command Action to rally one routing unit during the Movement & Command Phase. Reform the unit in any direction and give the unit a Hold standing order. The unit cannot move, attack, or have its standing order changed on the turn it rallies.

If a routing unit is Final Rushed it is destroyed.

End of Courage Phase

Once all units that need to take rout checks have done so, along with any needed rout moves, your turn is over. The other player starts their turn, becoming the active player.

Playing Your Next Game

Once you've finished your first game of Battleground, you can play again using one of the following scenarios.

Shuffle the command cards like before, and have each player draw one card. Whoever won the last game determines which scenario is played.

If Baron Dinant won, find the unit cards below and play **Scenario 2: Civil War!**

Bergan Temeraire:

1 Bowmen

1 Spearmen

2 Great Swordsmen

Baron Dinant:

2 Militia

1 Communal Pikemen

1 Knights

If Bergan Temeraire won, find the unit cards below and play **Scenario 3: Coup de Grace.**

Bergan Temeraire:

1 Militia

2 Spearmen

1 Communal Pikemen

Baron Dinant:

2 Militia

1 Longbowmen

1 Dismounted Knights

Once you have finished your second game, you can switch sides and start again with Scenario 1!

Scenario 2: Civil War!

Victorious, Baron Dinant presses his advantage. The council of Montlac support their 'protector' with a unit of pikemen to bolster his army. Having lost many of his men, Bergan Temeraire replenishes his ranks with mercenaries. These are desperate times for the young Grand Duke.

Set Up: Place your units as shown on the opposite page.

Standing Orders: Write **R** (for Range) in the Bowmen's Command Circle and **C** (for Close) in the Command Circle of the rest of the units.

Command Actions: Each player gets 2 Command Actions

Victory: At the end of each turn, players tally the points value of their destroyed units. When one player has lost more than 425pts, that player loses.

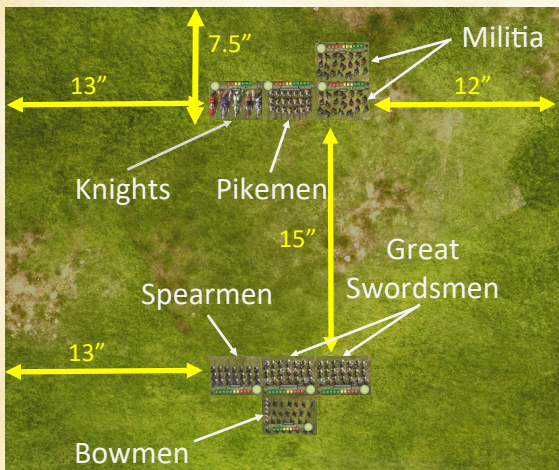
If both players exceed 425pts on the same turn, Bergan Temeraire wins.

If Baron Dinant wins, he frees himself from vassalage to the Grand Duke of Hawkshold. Montlac is ceded to him and his realm is independent in all but name.

If Bergan Temeraire wins, it is a strategic draw. Baron Dinant kneels and Montlac accepts the garrison, but the city and Baron forge ties with an eye towards the future...



Baron Dinant commands: *"Do not hold the pikemen back. Charge them into the lines of the Whelp Duke!"*



Bergan Temeraire advises: *"Keep the bowmen behind the line. They can volley their arrows over our Great Swordsmen."*

First Turn: Bergan Temeraire takes the first turn.

Scenario 3: Coup de Grace

The council of Montlac welcome their rightful monarch, pledging a unit of pikemen to Bergan Temeraire's service. Baron Dinant recovers as best he can, dismounting his knights in a defensive position while securing the services of some bandit longbowmen to his cause.

Set Up: Place your units as shown on the opposite page.

Standing Orders: Write **R** (for Range) in the Longbowmen's Command Circle and **C** (for Close) in the Command Circle of the rest of the units.

Command Actions: Each player gets 2 Command Actions

Victory: At the end of each turn, players tally the points value of their destroyed units. When one player has lost more than 425pts, that player loses.

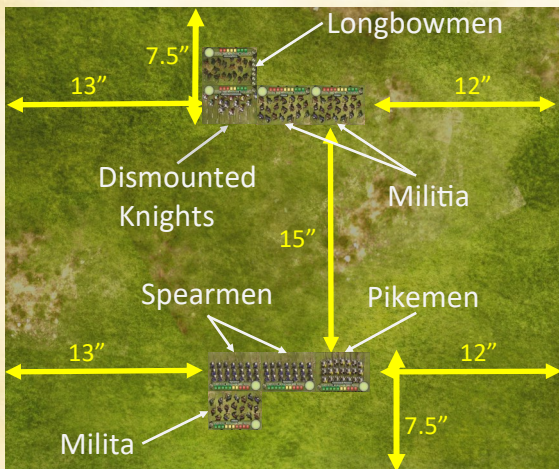
If both players exceed 425pts on the same turn, Bergan Temeraire wins.

If Baron Dinant wins, it is a negotiated truce. Baron Dinant kneels to his new monarch but Montlac remains a Free City, without a royal garrison.

If Bergan Temeraire wins, Baron Dinant is crushed. He retains his title but a heavy indemnity means that Baron Dinant's realm essentially belongs to the Grand Duke.



Baron Dinant commands: *"The Longbowmen are to stay behind the line. They will fire over the heads of my Dismounted Knights."*



Bergan Temeraire advises: *"Although no longer mounted, those knights are a nigh-impenetrable wall. We must flank them with the Pikemen if we are to prevail."*

First Turn: Bergan Temeraire takes the first turn.



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