

BATTLE LINE

FORMATIONS (HIGH TO LOW)

WEDGE



Three cards of the same color with consecutive values.

PHALANX



Three cards of the same value.

BATTALION ORDER



Three cards of the same color.

SKIRMISH LINE



Three cards with consecutive values.

HOST



Any other formation.

SETUP

- Lay out 9 flags between the players.
 - Deal 7 Troop Cards to each player.
 - Shuffle & place decks on either side of flag line.
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PLAYER TURN

1. Claim any flags *(Advanced Only)
 2. Play a Troop or Tactics Card
 3. Draw a Troop or Tactics Card
 4. Claim any flags *(Non-Advanced Only)
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HOW TO CLAIM A FLAG

- Both sides of each flag have 3 spots available for a Troop Card to be played. Players try to build strong formations on their side of each flag. A flag can be claimed before two complete three-card formations are played on both sides of it if one formation is unbeatable.
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FORMATION STRENGTHS

Wedge / Phalanx / Battalion Order / Skirmish Line / Host

- If both formations have the same strength, the higher sum wins. If the sum is also tied, the last player to play a card in their formation for that flag loses that flag to their opponent.
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TACTICS CARDS

- Tactics Cards are played to affect formations.
 - A player may never play more than one Tactics Card than their opponent has played.
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GAME END

- The first player to claim 3 adjacent flags or 5 total flags wins the battle.
- If several games are played, the winner always scores 5 points, and the loser scores 1 point for every flag they claimed.