

Armies of Mythoz RULES

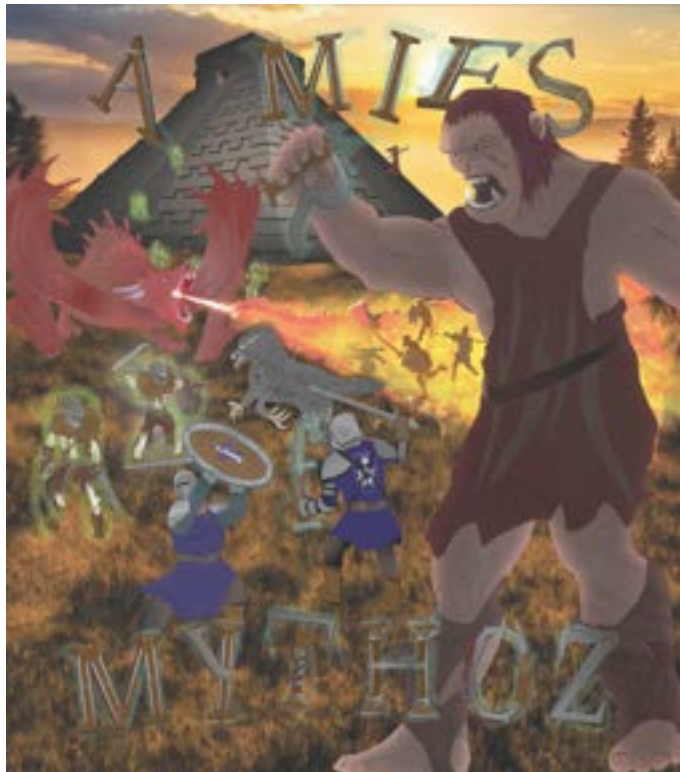
(2-5) PLAYERS
Playtime: (3-6) Hours
Ages (12+)

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More about Armies of Mythoz on our Facebook Page!

<https://www.facebook.com/profile.php?id=100069759296493>

ARMIES OF MYTHOZ

-STANDARD RULES-

Armies of Mythoz is- a classic style war strategy game.

OBJECTIVE

Control your enemy's source of magic - BY CAPTURING THEIR CASTLES.

- (Players defeat enemy army forces through battles and spells.) -

HOW TO WIN?

The game ends when;

Players capture an enemy castle - then control *one - two more castle(s) than they started with - (*Depending on the length of play desired.)



PLAYER'S ROLE

Players are mythic heroes and wizards, and work to lead their tribal armies to victory.

They cast spells, position their armies, work with allies, and attack enemy territories to win the war.

REALMS

The 8 realms are a collection of territories that are home tribal armies -

 (4) "Good Realms" - *Pangea, Kendorland, Vendian, Atlantica* -
 AND - (4) "Evil's Realms" - *Ur, Vaalbara, Nuna, Rodina.*

"Good" realms have white "stars" in them, and "Evil" have black "stars".

(STARRED TERRITORIES ARE THE "CLASSIC" LOCATION FOR A REALM'S CASTLE)



ARMIES

There are 5 tribal elemental armies that players can choose from;

(2)GOOD: **EARTH & WATER**, (1)NEUTRAL: **TECHNOLOGY**, (2)EVIL: **FIRE & WIND**.



SIDES

(WHEN DEFINING THE CONFLICT) - All players may play against each other, - OR - they may play 2 or 3 sides made up of "Good" vs "Evil" and/or vs "Neutral" armies.

Neutral armies can play on either side, but Good and Evil armies can not be on the same side.

THE MYTHOZ MAP *(and key)*

The game map is divided into various segments for play. The following areas indicated on the map will be later referenced in the rules.

A) DAMAGE TABLE



B) REALM NAMES



C) SEASONS CHART



D) TERRITORY BORDERS



E) MOUNTAIN BORDER INDICATOR



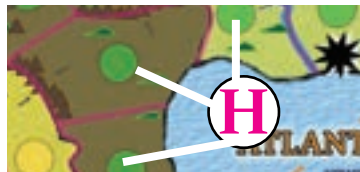
F) RIVER BORDER INDICATOR



G) MOUNTAIN TERRAIN INDICATOR



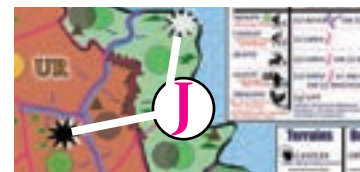
H) HILLS TERRAIN INDICATOR



I) PLAINS TERRAIN INDICATOR



J) "CLASSIC" CASTLE LOCATION



K) STRAITS OF ATLANTICA
-(SPECIAL BORDER)



L) GREAT WALL OF MYTHOZ
-(SPECIAL BORDER)



M) LAKES



N) "HITS" CHART



O) OCEAN



P) "ORDER OF TURNS"



ARMIES of MYTHOZ

BATTLE STAGES

- 1) Marshaling**
After units enter a territory to attack - For each unit type - players move up to 6 units to a unit's "Frontline" - units go to the "Rearguard" - ADDED: The defender announces retreating units (not hunting!)
- 2) Declare Strategy**
Starting with the defender, sides take turns choosing the battle strategy for each round (FLANK or CHARGE).
- 3) Battle Rolls & Hits**
Each side rolls their dice, calculates hits, & loses units based on the round's strategy.
- 4) Regroup & Retreat**
The attacker chooses if a new round begins & units which were not able to retreat may retreat 1 space.

ORDER OF TURNS

- 1 - AIR
- 2 - EARTH
- 3 - TECH 50%
- 4 - FIRE 50%
- 5 - WATER
- HARVEST

SEASONS

TURN STAGES

(NOTE: Some regions cannot be played any time, after another player's turn.)

- 1) ATTACK & BATTLE**
(ATTACK UP TO 3 TERRITORIES)
- 2) DRAW CARDS**
Draw a card for each territory captured (from an enemy force).
- 3) NON-COMBAT MOVES**
Move any units (over non-attacking).
- 4) SUMMON BONUS UNITS**
EXCHANGE UP TO 3 CARDS TO SUMMON BONUS UNITS - PUT UP TO (X) FRONT / (X) REAR ENDS TO YOUR REAR, (X) FRONT IN MOUNTAINS, & (X) REAR IN PLAINS - FORTIFY, FLEE - SUMMONING AMOUNT OF UNITS TO 10 CAPTURE.

ARMY UNIT CHART

UNIT TYPE	MOVEMENT
FRONTS	(X) RIVER OR (X) OPEN
REARS	(X) OPEN
CASTLES	(X) OPEN OR (X) RIVER
GIANTS	(X) OPEN OR (X) RIVER OR (X) MOUNTAINS
DRAGONS	(X) ANY

Terrains

CASTLES, PLAINS, HILLS, MOUNTAINS

Borders

OPEN, RIVER, MOUNTAIN, SPECIAL

"HITS" CHART

DICE ROLLS	1	2	3	4	5	6	7	8	9	10	11	12
FRONT UNITS	1-RR	2	3	2-RR	1-RR	FRONT UNITS	1-RR	2-RR	FRONT UNITS	1-RR	FRONT UNITS	FRONT UNITS
REAR UNITS	RR	RR	RR	RR	RR	RR	RR	RR	RR	RR	RR	RR

BATTLE STRATEGIES

CHARGE: EACH SIDE "THROWS" TO THE REAR AND LOSSES THE EQUAL NUMBER OF UNITS OVER OPPONENTS ROLLED IN FIVE.

FLANK: ANY SIDE THAT ROLLS LESS THAN 2 LOSSES UNITS - EQUALS TO THE DIFFERENCE BETWEEN EACH SIDE'S DICE ROLLS.

COMPONENTS

THIS GAME CONSISTS OF -

- MAP OF MYTHOZ
- MYTHOZ CARDS
- DICE (Two 6,8,10, and 12 sided)
- (5) ARMY UNIT BOXES - - *WITH ARMY UNIT PIECES.*
- MARKER CHIPS - - *RED AND WHITE/GREY*
- CASTLE and BATTLE FLAG PIECES
- BATTLEFIELD BOARDS
- QUICK SETUP SHEET
- RULES



BASIC STRATEGY

The Evil armies (Fire and Air) always play with “**Undead Troops**” and Good armies (Technology, Earth and Water) always play with “**Normal Troops**”.

Undead Troops are better at attacking, but can not cross rivers without magical help.

Good Troops are better at defending - as long as they are in the hilly territories that have green circles in them.

Evil armies should be bold at the start of the game - and try to capture the “Hilly Territories”, so they will earn more undead.

Opponents to an evil army - should try to protect the territories they start with, surgically attack enemy weaknesses, and try to control the timing and locations of battles to their advantage.

NOTE: When referring to “Troops”, it will be assumed - that *all Air and Fire army’s troops are UNDEAD TROOPS* - while the *Technology, Water, and Earth army Troops are “NORMAL TROOPS”*.



UNDEAD TROOPS



NORMAL TROOPS

PATH TO VICTORY -

BEFORE STARTING, players must choose to play either a--

SHORT GAME - a player or side captures (1) of their opponent’s original castles -
- *OR-* **PLUS** - holds that castle until their next turn. (3+ HOUR GAME)

EPIC GAME - a player / side captures and holds (2) more castles than they started with.
(4+ HOUR GAME)

THE FIRST PLAYER / TEAM THAT COMPLETES THIS GOAL WINS!

THE CLASSIC SETUP:




Players can choose to use the “Classic Setup” - or a more involved “Manual Setup” on the next page. For this “Classic Setup” - *Players draw 3 cards each, choose a side and an army (from below), place a Troop and a castle in to their realm’s “starred” territories.* - Then continue this setup from - *Page 10 (#5 “Claim Starting Territories”).*

2 PLAYERS (2 sides):

Each player chooses an army *from the three player description (below).*

The players also place “Ghost Army” units on the territories of the unpicked realms (see “Ghost Armies” page 11).

3 PLAYERS (3 sides):

Player 1 - Chooses: Earth or Water armies 
They control realms: **VENDIAN, PANGEA & KENDORLAND.**


VS


Player 2 - Chooses: Air or Fire armies 
They control realms: **UR & RODINA** (& get the “Underdog Power” - see page 11)

VS


Player 3 - Plays: Technology Army 
They control realms: **ATLANTICA, NUNA & VAALBARA**

4 PLAYERS (2 sides):

Player 1 - Chooses: Earth or Technology army. 
They control the realms: **VENDIAN & PANGEA**

Player 2 - Plays: Water army 
They control realms: **ATLANTICA & KENDORLAND**



VS

Player 3 - Plays: Air army 
They control realms: **RODINA & NUNA**


Player 4 - Plays: Fire army 
They control realms: **UR & VAALBARA**




5 PLAYERS (3 sides):


Player 1 - Plays: Air army and controls **RODINA** 
Player 2 - Plays: Fire army and controls **UR & VAALBARA** 

VS

Player 3 - Plays: Water army and controls : **KENDORLAND & SOUTHERN ATLANTICA** 
(Atlantica is split in half for this setup)

Player 4 - Plays: Earth army and controls: **PANGEA & NORTH ATLANTICA** 

VS

Player 5 - Plays: Technology army - They control: **VENDIAN & NUNA** 
(& get the “Underdog Power” - see page 11)

(CONTINUE CLASSIC SETUP - from #5 on page 10.)

MANUAL SETUP:

- 1) **DRAW (3) CARDS.**
- 2) **CHOOSE AN ARMY.**
- 3) **DEFINE THE CONFLICT**
- 4) **PICK REALMS & PLACE CASTLES.**
- 5) **CLAIM TERRITORIES.**
- 6) **FORTIFY CASTLES.**
- 7) **“GRAND HARVEST”.**
- *8) **ADD UNDERDOG ADVANTAGES (IF NEEDED)**



1) DRAW CARDS:

Players shuffle the Mythoz cards in to a deck -
- then - they *each draw three (3) Mythoz cards* in to their hand.
Players next place the remaining deck in a convenient place for players to reach.

2) CHOOSE AN ARMY:

Players each *choose an army*.
They can choose from:



NOTE - Each of the armies have different (optional) “Tribal Powers” (found in the army unit boxes - and - described on page 33) - AND - picking certain armies restrict the players from playing on certain teams/sides.

3) DEFINE THE CONFLICT:

Players may choose to play:

- 1) **All vs All** - Players have no allies - and only one army can stand victorious. - **OR** -
- 2) **Team Conflict** - Teams of players battle against each other - choosing to have either 2 or 3 different sides - *NEUTRAL* armies can fight alone - or join a *GOOD* or *EVIL* side.

NOTE - The number of armies on each side - *does NOT have to be equal* - BUT - *GOOD* armies can never be on the same side as *EVIL* armies.

4) PICK REALMS (& PLACE CASTLES)

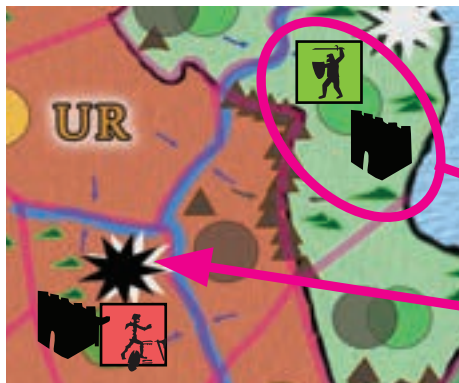
Players take turns picking one (1) realm at a time -
(If - not playing a "Classic Setup"-)
 and may not exceed 3 realms (but can choose to have less).

THE ORDER OF PICKING REALMS -

Players choose their realms in -

- 1) the opposite of the order of turns-
- 2) then - the order of turns -

* AND - REPEAT (#1) IF NECESSARY.




*** NOTE -- Some players will get to pick realms TWICE IN A ROW, when switching the order of picking realms.**

CLAIMING A REALM - Players show they picked a realm by placing a castle and one of their troops in to a territory within that realm.

1st Time Players - may want to place their castles in the "starred" territories - **otherwise** players can use the "Castle Placement Rule".





* CASTLE PLACEMENT RULE (OPTIONAL)

If all players do not use the "starred territories"  for their castles - then - Castles must be placed at least (3) normal "moves" for a regular troop (that does not cross mountain borders) from any other castle - AND - castles can not be adjacent to - or "kitty-corner" from any other castle.

PICKING REALMS -

"TEAM" - CONFLICTS

"Good Team" players must pick from realms with a  white star in it (unless unavailable).

"Evil Team" players must pick from realms with a  black star in it (unless unavailable).

A Technology army playing on a "Neutral Team" may pick ANY realm -

(BUT -not if a technology army is playing on a "Good" or "Evil" team.)

"ALL VS ALL" - CONFLICTS

Any army can pick any realms.

Un-PICKED TERRITORIES-

When realms are not picked - players can choose to have their territories left empty, -OR- take turns in the "order of turns" to claim them with a troop unit, -OR- can fill them with a "GHOST ARMY" (see page 11).

5) CLAIM TERRITORIES

Now - players can claim the starting locations for their units;
- in one of the following ways -

“EPIC START”-

All players place (1) troop in to each territory within their realm(s).

OPTIONAL “LEAN START”-

For a faster setup, players place (1) troop -
in to **5** different territories in each **Evil** realm they control -AND-
(up to) **4** different territories in each **Good** realm they control.



6) FORTIFY CASTLES

In each territories in which a player has a castle -

Each player adds -

- 1 Giant,**
- 3 Beasts.**
- 4 Troops**

- in to those castled territories

PLUS - Evil Armies also add an additional (2) Troops.

**(See bottom of page 19 - for how to use “chips” when placing more than 1 unit.)*

7) “GRAND HARVEST”

Throughout the game, players will “harvest” army units in to the realms they control.

Although- the “GRAND HARVEST” is only at the start of the game.

Players gain additional units - **in to EVERY territory which they currently have units.**

The units they gain are based on the territory’s terrain type - or the presence of a castle.



HILLS -

- Neutral and Good armies place (1) more Troop, and Evil armies place (2) more Troops on each of their territories that have a hills terrain (a green circle in it).



PLAINS -

- Then, players place **1 Beast** on each of those territories which have plains (yellow circle).



MOUNTAINS -

- Players next place **1 Giant** on each of those territories that have mountains (brown circle).

** NOTE - Territories with both hills and mountains - get BOTH giants AND troops.*



CASTLES -

- In territories that have a castle, players only gain a dragon, and do not also gain the unit(s) this territory’s terrain would otherwise have “harvest”.



**NOTE - Underdog or Tribal powers may also effect a player’s total starting units.*

8*) ADD UNDERDOG POWERS

This rule gives armies starting with less realms & units - an advantage (for game balance).

With a “Classic Setup” --

armies/players who receive the “Underdog Power” are listed (on page 7) -

WHO GETS “UNDERDOG POWER”?

ALL vs ALL -- (**players**) -- which have a lesser number of starting realms (*compared to any opponents*) -- receive the “Underdog Power”.

SIDES -- (**any side**) -- that has a lesser number of starting realms (*compared to any other side*) -- may grant the “Underdog Power” to (1) player on their side.

UNDERDOG POWER -

Before the start of the game, all “underdog players” are granted -
- **3 extra beasts** - to be placed in to any territories in their realms
- **1 extra dragon** - to add to a castle - AND -
- An **extra card**



FOR GOOD AND NEUTRAL “UNDERDOGS” -

Their BEASTS receive “Advantage” whenever in a plains (terrain) territory.

FOR EVIL “UNDERDOGS” - their BEASTS now become “Undead Beasts” -

and they receive “Advantage” - any time they attack,

(BUT- these “Undead” beasts can no longer use normal ground movement to cross rivers.)

NOTE: “ADVANTAGE” is explained in the section on battle.

*** OPTIONAL RULE:**

GHOST ARMIES” (Recommended for 2 player games)

In games with less than 5 players - all the territories in the empty realms on the board may be filled with “Ghost Armies”.

Players choose one of the armies they are not using, then do the following -

- 1) **Before players place their castles** - Ghost Army castles are placed on the “starred” locations in their realms.
- 2) All Ghost Army territories get **(4) troops on each territory,**
- 3) Plus- their castles get **an additional (2) giants, (2) beasts, and (2) more troops.**

These armies do not get a turn, do not use any “Tribal Powers”, and do not gain more units during harvest. “Ghost Armies” use a “FLANK” strategy in their castles, and use a “CHARGE” strategy in all their other territories.

Ghost Army Castles do not count toward victory, but all other castle rules apply.

When ghost armies are attacked - a player (not attacking them) must roll and make any decisions for the Ghost Army.

GETTING STARTED:

THE GAME OFFICIALLY STARTS, WHEN -

A player **places a battle flag to mark the season “spring”**; on the seasons chart -
- AND - **THE GAME BEGINS** - with the first player taking their turn--



ORDER OF TURNS

The player order is determined by the “ORDER OF TURNS” list on the map. Each player takes their army’s turn; in the “ORDER OF TURNS”.

The actions that a player may take on their turn are listed in the -
“TURN STAGES” (on the map).

If it is not a player’s turn, they can still defend themselves from attack, and players can use many of the “spell effects” on their Mythoz cards (at any time).



NOTE - If an army is not being played, they are skipped- and all “Ghost Armies” do not take any actions (other than defending) and do not “harvest units”, or have a “turn”.

SEASONS (and the Seasons Chart)

Players keep track of rounds of play with the rotating “seasons”. When all players have completed a turn in a season, the season marker should be moved to the next “natural” one on the chart.

As any season ends; each player heals all their injured dragons -and- they “harvest” -both- a card and the army units of the season (more on “harvests” - next page).



HARVESTING:

AT THE END OF EACH SEASON-

All injured dragons heal - AND -

Every player draws a card-

AND - (Players **Harvest Units**)



Each player gains the season's harvest (of army units) in to territories they control - those harvested units are placed in to those territories - if they have the terrain type for that season.



DEFINITION OF "CONTROL": Players "control" every territory they have units in (which an ally does not control first), - AND- they also control every "empty" territory - in any realms where they control the original castle in that realm.

The following are the types of units harvested for each season-
(in to territories controlled by a player).



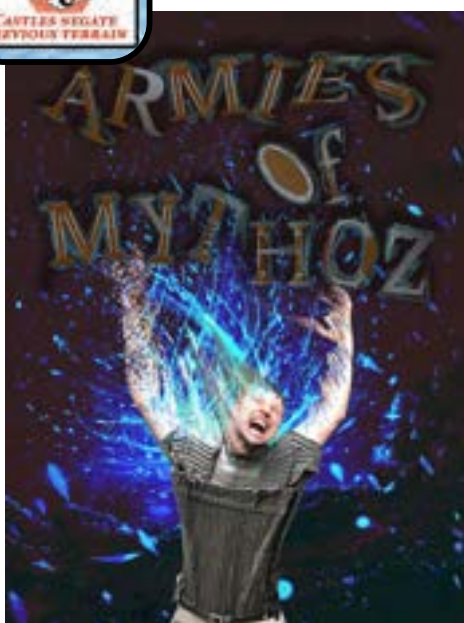
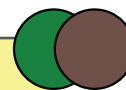
SPRING - (2) UNDEAD TROOPS (Air and Fire armies only) -OR- (1) TROOP to each territory with (green) HILLS terrain in it.

SUMMER - (1) GIANT to each territory with a (brown) MOUNTAIN terrain in it.

FALL - (1) BEAST (including Undead Beasts) in to every territory that has (yellow) PLAINS terrain in it.

WINTER - (1) DRAGON to every territory with a CASTLE in it.

NOTE: Territories which have **both mountains and hills terrain; may collect both giants and troops**, but only troops during the spring, and only giants during the summer.



CASTLES: Territories with a castle in it; are no longer the terrain they used to be, and they ONLY HARVEST DRAGONS.



SIDE NOTE - Harvesting is not the only way for players to gain more army units, players will be also able to discard their cards for extra army units - (see summoning page 15).

TURN STAGES

In the order below- players may execute the following actions *on their turns*;

1) ATTACK and BATTLE

Each player is allowed to make (*up to*) 3 attacks. For each attack, they -

- FIRST place a “Battle Flag” on a territory they wish to attack.
- SECOND move units *according to the movement rules* - from their territories- in to the targeted territory.
- LAST, they start a battle (*more details on Units, Movement, and Battles later*).

2) DRAW CARDS

After attacks - the player draws one card for every enemy occupied territory they captured on this turn.

3) NON-COMBAT MOVES

Next- any / all of this player’s units - *which were not used in an attack* - may be moved (*according to movement rules*).

4) SUMMON BONUS UNITS

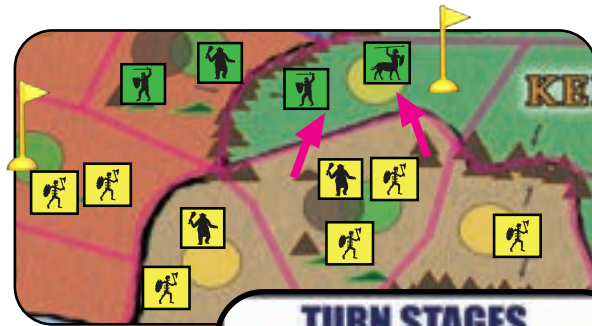
Lastly- players may exchange up to 3 Mythos cards for their value in units (*more on Mythos cards on the next page*). These units can be placed in to territories the player controls - *as long as they did not just take it from another player in a battle*.

Players may -

Place any number of summoned units - in to any of their territories that have a castle in it.

AND - Summon up to the same amount of units; as is allowed for harvesting (*based on terrain*) - in to any of their other territories.

** NOTE - Battle flags should be removed from territories at the end of each player’s turn.*



SPECIAL CONDITIONS ON TURNS:

RUNNING OUT OF CARDS - If at any time players run out of cards in the draw deck, the discarded cards are **re-shuffled** and a new draw deck is made.

CAPTURING A CASTLE - If a player captures another player’s castle - **they immediately draw a card** from the deck (*this does not apply to “Forts”*).

RUNNING OUT OF PIECES - If a player summons or harvests an army unit, but does not have the needed pieces to place it, they may **summon one lesser sized unit instead**, or should place a chip under *any of the appropriate* type of unit(s) - they already have in play (regardless of that unit’s location).

MYTHOZ CARDS

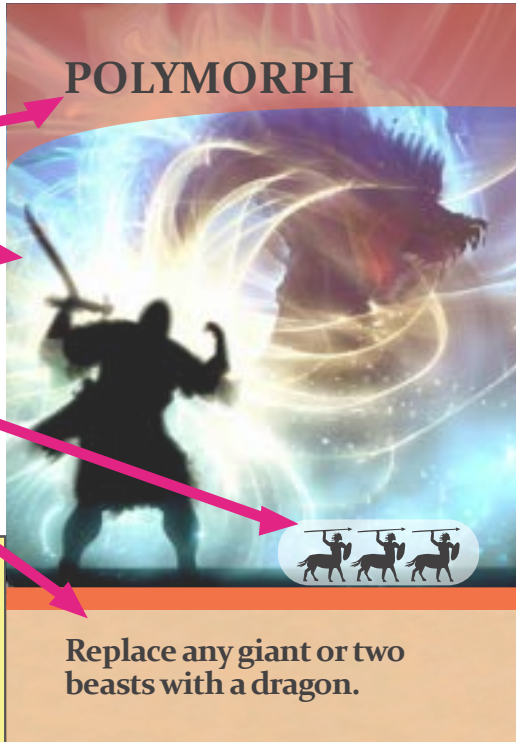
MYTHOZ cards are what players use to cast spells -OR- to “summon” extra army units.

Each card has it’s name on the top, and an illustration helps identify the card.

At the bottom right of the picture area; is the type of army units that a player can summon (*if they choose not to keep the card for it’s “spell effects”*).

The bottom of the card; has the descriptions of the actions it can execute. This is the card’s “spell effects”.

NOTE: Players must read the descriptions carefully to determine when a card can be played, if it can interrupt any actions in progress, and when and how it’s effects take place. (A list of all the game’s cards are found on page 35.)



EARNING CARDS

Players start with three cards (*four with the “underdog power”*), but can earn more after they use them.

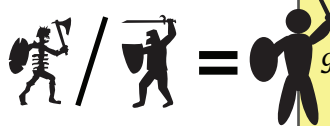
Players can earn (1) card for each enemy occupied territory that they capture, AND - they draw (1) card during each harvest.

Players may also take a card from the deck- immediately after capturing an opponent’s castle.

10- is the maximum cards allowed in a player’s hand.

Players decide if their cards are more valuable as a spell -or- use them to increase their army.

SUMMONING UNITS



On the 4th stage of their turn; players may exchange up to (3) of their cards; for their “value” in units.

NOTE - One of these generic troop icons on a card indicates a player can summon either (1) troop - OR- (1) “undead troop”

By discarding a Mythoz card players receive the units that are displayed as icons on the “middle/right” side of every card.



This card section on the left (for example) would allow a player to add one troop and two giants to their army’s forces.

SPELL EFFECTS

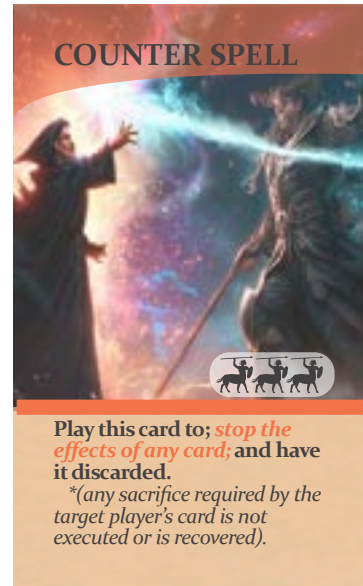
To use a card's spell, players must announce they are using a Mythoz card, follow any instructions on the card, and show and execute it's effects. Lastly, the card is discarded "face up" in the discard pile.

Unless they say otherwise, Mythoz cards effects can be used at any time.

Cards often are able to interrupt the actions of other players (*such as preventing army units from entering a battle*)--

(ALTHOUGH) - Cards used to interrupt the actions of another player cannot be used to undo any already completed action.

(FOR EXAMPLE) - Changing the type of a unit after it roles for damage will not alter any dice already rolled in a battle.

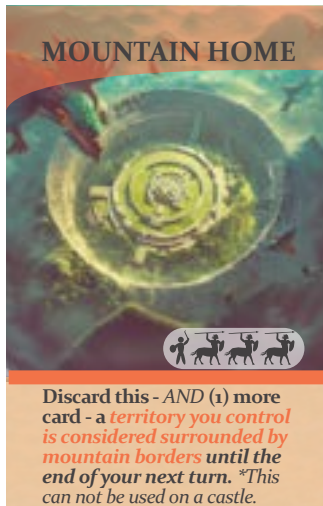


IMPORTANT NOTE:

PLAYERS MUST USE THEIR JUDGMENT; if two card's effects seem to be in contradiction with each other (or with other rules), players must read their cards carefully and attempt to make the best judgment on the outcome.

SPELL CONFLICTS -

Some spells may interact with each other-- most commonly-- someone may cast a spell, and then another player "counters" the first one, but a "counter spell" can be countered, which would save the original spell.



NOTE - When someone uses a "Counter Spell" - opposing players do not loose any "sacrifice" that was originally required by the spell which was countered.

CASTLES "SPELL SHIELD" - Spell effects from enemies are not able to be played on/in an opponent's territory that has a castle or "fort" in it.



Only cards that are cast by "friendly" armies -OR- cards that specifically say they may be used in/on a castle terrain (in their text) may be used by enemies on those territories.

NOTE - The protection from this shield DOES NOT includes spells that effect unit movement in a different territory - which are then moved to a territory with a castle.

CASTLES (and the “Build Fort” Card)

Castles contain the source of each player’s magical power - they increase a force’s defence - and controlling them are the key to victory!



Placing a castle or fort in a territory changes the terrain of that territory to “Castle”- both in regards to “Harvesting” and when determining terrain based “Advantage” in a battle - (*more on Advantage and Battles page 25-28*).

All defending units in a territory with a castle (or “Fort”) in it-

Gain “Advantage” in battles (see “Advantage” page 28),

Gain protection from the effects of most enemy spells,

Can choose a “Charge Strategy” but can not have one chosen by any attacking force.

NOTE - Undead army units retain their “Attacking Advantage” when attacking a territory with a castle in it (since it is not terrain based).

Players can also summon an unlimited number of army units in to a castle or fort - AND - controlling 3 or more castles or forts increases the cards that players may draw during their harvests (by 1).

CAPTURING A CASTLE -

Opposing armies that “take over” a territory with a castle (in it)- move one step closer to victory, and they also get to immediately draw a card. The (new) army units controlling a castle (and any of their allies units in them) immediately gain that castle’s defensive advantage.



THE “BUILD FORT” CARD -

There is a Mythoz card that allows a player to place a “fort”. This fort acts like a castle, but does not count toward any victory. Only 1 “fort” is allowed in each realm and players must place that fort at least 2 “normal” troop movements away from any castles.

Players can not place a fort in a territory which they did not control at the start of their turn.

When this card is played -the player sacrifices (discards) a card (and the “Build Fort” card), then - at the end of their (current) turn, they place a castle game piece on the territory they “build”

in. They also place a bonus of (3) troops or (3) undead troops (evil armies).

A fort’s “magic shield”, works the same as for castles, and each fort counts towards receiving an extra card each harvest (*for having 3 or more castles/forts*).

ARMY UNITS

Each tribe's army pieces are found in their "Army Unit Boxes". The different types of army units have different advantages. Troops, Undead Troops, Beasts, and Giants are "ground units" and Dragons are "flying units".



TROOPS / UNDEAD TROOPS:

Troops are the backbone of any force. When army forces fight with too few troops, they run the risk of expensive losses.

The forces of evil only summon and harvest undead troops - *which can not cross rivers - but they always attack with "Advantage" - (plus they harvest twice as many units as "normal" Troops).*

Neutral Armies and the forces of good- summon "normal" Troops, *which gain advantage defending or attacking in hilly terrain (more on advantage page 28).*

The 6 sided dice is the "Base Dice" for all Troops.



BEASTS:

The great wolves, centaurs, and other beasts of the realms are fast and effective. Beasts strengthen defense and are also good at surgical attacks.

Beasts can carry one Troop / Undead Troop with them while moving across open borders (*See mounted beast movement - page 21*).

The 8 sided dice is the "Base Dice" for all Beasts.



GIANTS:

The giant creatures have no weaknesses. They travel fast, can climb over mountainous borders, and are excellent at attack and defense.

Giants gain "Advantage" in mountain terrain, and use the 10 sided dice as their "Base Dice"



DRAGONS:

Dragons are the strongest unit, with a 12 sided "Base Dice" They fly great distances and their armor allows them to absorb an extra hit (*Although - injured dragons only roll the 10 sided dice in battles*). Also, un-injured dragons can still retreat after defending in a battle. Keep other units with your dragons to protect them (*more on dragons - next page*).

USING CHIPS AND PIECES:

When a player places their army units - they must understand how multiple units are indicated through the use of chips:

A single army unit piece is worth one unit.

Grey chips placed under a unit count as (1) more unit -
Red chips (placed under a unit) count as (5) more units.



(EXAMPLE- IN THIS IMAGE BOTH BEASTS ABOVE HAVE 6 UNITS)

DRAGONS-

“ARMOR”;

Unlike other types of units, a dragon must receive (2) hits during a battle- or from an effect to die.



Whenever a dragon receives one hit; they become injured.
If they receive another hit (before the end of the season), they die.

Players can flip a dragon token over to remember that it is injured, and also can place it in the “Injured Dragon” area on their battlefield.

INJURED DRAGONS

must use the 10 sided dice for their battle rolls- and may not retreat or withdraw.

Dragons are no longer injured (they heal); right before harvesting - at the end of any season they are injured in.



DRAGON’S RE-ROLL

Attacking dragons always get a “Re-Roll” - *IF* they miss on their first roll of any round of any battle (*more in the section on “Advantage”*).

“SAFE LANDING” RULE;

Dragons -AND- all other units that have been given the power to fly, must have a safe place to land after they attack. Flying units (in an attacking force) must defeat all the enemies in any attacks - OR - they must have 1 or more remaining movement to move to a “friendly” or unoccupied territory - **otherwise they are killed** - if they must (or choose to) withdraw.



CRAWL INSTEAD OF FLY RULE -

Injured dragons can not fly, but they - and any type of flying units may choose to move as a ground unit- 1 space over an open border - at any time during their turn’s movement.

MOVEMENT

Each type of army unit can cross different types and amounts of territory borders.

Any pieces moved; must cross between the (shared) pink border lines of territories, and players may not move units “diagonally” or “kitty corner”.

Each army unit may move their maximum number of “moves” in a turn-- or any amount lesser.
* *Only the effects of a Mythoz Card, can change this.*

The two ways that players move their army units (*besides effects from Mythoz cards*) are - “ATTACK MOVEMENT” -OR- “NON-COMBAT MOVEMENT”

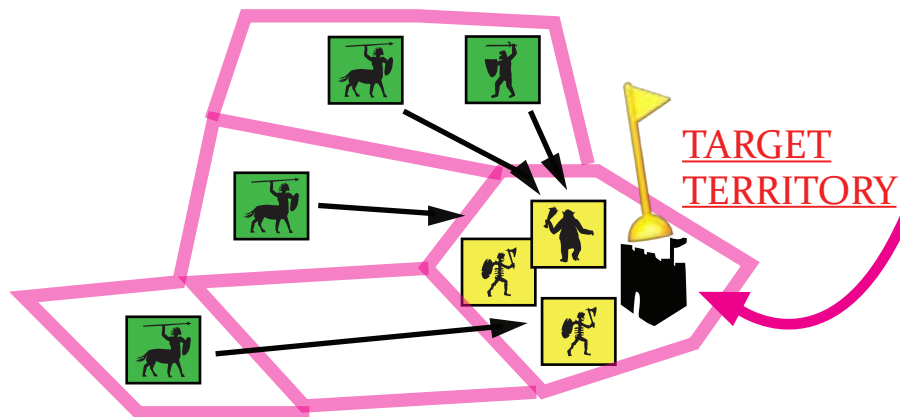
Attack Movement: Up to 3 times on the first stage of their turn, units may move into a territory with enemy units.

Non-Combat Movement: On the 3rd stage of a players turn, players may move units that were not used in combat- in to territories that do not have any enemy units.

ATTACK MOVEMENT

AN ATTACK IS - “any time a player moves their units in to a territory already occupied by an enemy”.

For attacking; a player must designate a target territory they want to attack (by placing a flag)-- then they may move units to that territory (*if all the units have the movement needed*).



(See the next page for more on unit movement.)






MOVEMENT CHART:

Movement for each unit is effected by the type of borders.

This chart shows all of the basic types of army units & borders - and how many (of each) border the army units can cross:

Any border in to the ocean is closed - and lakes can only be crossed when flying (see map on page 2-3).

Also - there is one special river border and one special mountain border on the map - these two borders will be explained more on the next page.

UNIT TYPE	MOVEMENT		
TROOPS 	(1) or (1)	(1)	(0)
UNDEAD Troops 	(1)	(0)	(0)
BEASTS  *Beasts may only carry troops over open borders	(2) or (1)	(1)	(0)
GIANTS 	(2) or (2)	or	(1)
DRAGONS  *Injured Dragons can only cross 1 open border	- (4) of any		
BORDERS	OPEN	RIVER	MOUNTAIN

ARMY UNIT MOVEMENT / RESTRICTIONS

Troops:

Move 1 space per turn.
Can not cross mountain borders.

Undead Troops:

Move 1 space per turn.
Can not cross mountain borders.
Can not cross river borders.

Beasts:

Move 1 space across a river border.*
OR -- Move up to 2 spaces per turn.
Can not cross mountain borders.

Giants:

Move 1 space across a mountain border.
OR -- Move up to 2 spaces per turn.
(Giants are not restricted by river borders.)

Dragons:

Fly over (up to) 4 of any borders per turn.
(- May fly over enemy occupied territories)
Injured dragons - can only cross 1 open border

*UNDEAD BEASTS:

When an evil army is playing with the "Underdog Power", those Beasts can not cross river borders.

MOUNTED BEAST MOVEMENT:

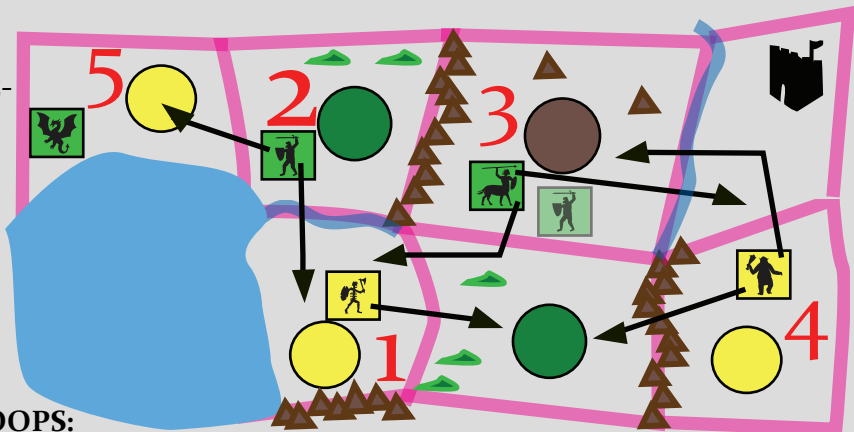







When a Beast unit starts in the same territory as a Troop unit, it may carry one Troop unit as it moves across any open borders. This one Troop may move a Beast's total distance with them, and only as a "ground unit" (not flying).

MOVEMENT EXAMPLE:

HERE IS AN EXAMPLE OF HOW ARMY UNITS CAN MOVE-

The red numbers corresponds with a description of how the units (in each territory) can move (below).



- 1**  **UNDEAD TROOPS:**
 The Undead Troops in area 1 only has one place it can move to, as it is blocked by the mountain, lake, and river borders on all but one side.
- 2**  **TROOP:**
 The Troop in area 2 is blocked by the mountains and lake, but can move across the river and open borders.
- 3**  **BEAST:**
 The beast in area 3 can either cross the river border, or can cross the 1-2 open borders, and it could also could carry the troop (next to it) over those 2 open borders. (**If a beast is "undead" they could not cross the river border.*)
- 4**  **GIANT:**
 The giant in area 4 can cross the mountain border, or may cross 1-2 other borders.
- 5**  **DRAGON:**
 The dragon in area 5 can move 1-4 spaces (to any space on this map), and if it crosses in to the lake area, it spends one movement as it does.

EXTRA MOVEMENT RULES

ENTERING AN ALLY'S TERRITORY:

Players may move their army units; into (or through) any of their ally's territories. The army that first occupies a territory controls it (*ghost armies are never allies*).

FLYING:

Some cards (*and the Air's Army's tribal power*) - can allow for some units to fly like dragons. Flying army units may PASS OVER lakes and an enemy's territories on the way to another territory. Dragons (and other flying army units) do not engage in attack while passing over territories.

****ALL FLYING UNITS MUST FOLLOW THE "SAFE LANDING RULE" on page 19**

BORDERS:

OPEN BORDERS (PINK LINES)

ANY army unit type may cross open borders.

RIVER BORDERS (PINK LINES with a BLUE RIVER LINE):

Rivers are a semi-restrictive border; Undead (Troops or Underdog "Undead Beasts"), can not move across river borders. Also - Beasts must use all their movement to cross a river.

NOTE: Flying - allows ANY units, including "undead" to cross rivers and "Straits of Atlantica"

LAKES are NOT ACTUALLY BORDERS, but are TERRITORIES that are filled with water - and ONLY flying units may pass over a lake. **Entering in to a lake is not allowed.** - It takes (1) flying movement to pass over a lake and another (1) to enter the next territory.

MOUNTAIN BORDERS (PINK LINES with MOUNTAINS)

Mountains are the most restrictive of borders, they stop all army units except Giants, Dragons, and magically flying army units.

OCEANS (CLOSED BORDERS)

No army units can move across oceans, even when flying. * (The special border - "Straits of Atlantica" is the only exception - it acts as a permanent river border - NOT AN OCEAN BORDER.)

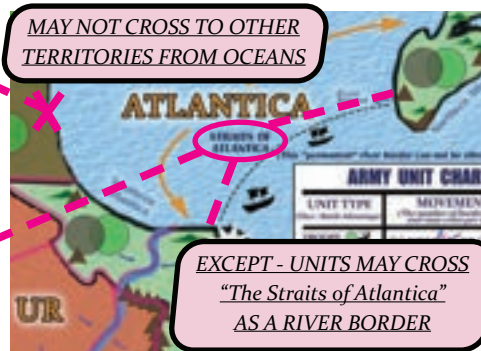
SPECIAL BORDERS:

THE STRAITS OF ATLANTICA

This ocean section on the map (between Atlantica's two sides) should be treated as a river border which can never be "dried up" by MYTHOZ card effects.

THE GREAT WALL OF MYTHOZ

This special border between Atlantica and Rodina is a brown wall connected to a mountain range. At the wall, it shows "Border Indicating Arrows" which indicate there is a mountain border on the Rodina side, and on the Atlantica side, there is an open border - **This means that armies crossing from the Rodina side must cross as if it is a mountain, and those crossing from the Atlantica side, may cross like it is an open border.**



BORDER INDICATORS

In order to make it more clear what some borders are, a system of small color coded arrows on the territories will help the players distinguish the exact type of each border.

Border indicating arrows are only present in territories where it may be unclear as to the type of border that is occurring between two territories.

BROWN arrows indicate a MOUNTAIN BORDER

BLUE arrows indicate a RIVER BORDER

NOTE: The two “Special Borders” in the game have borders that work slightly different (see previous page).



TERRAIN TYPES

Each territory has a “Terrain Marker” to clearly indicate what type of terrain each territory has.

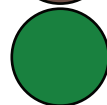
Each type of terrain “harvests” a different type of army unit, and often gives some army units an “advantage” in battle (by increasing the size of the dice they can roll).

TERRAIN MARKERS:

The colored circles within the borders of each territory indicate which type of terrain a territory has.



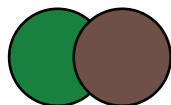
BROWN DOTS indicate a: MOUNTAIN TERRAIN



GREEN DOTS indicate a: HILLY TERRAIN



YELLOW DOTS indicate: PLAINS



(both) BROWN & GREEN DOTS indicate a both: HILLY and MOUNTAIN TERRAIN



CASTLES:

When a player places a castle or fort on a territory, the territory’s terrain becomes “Castle”.

BATTLE

To start a battle, the attacking player moves all their (attacking) units in to a territory.

Battles occur in “Stages”.
Players use the 4 “Battle Stages” to determine the battle’s outcome.



BATTLE STAGES

- 1) Marshaling**
After units enter a territory to attack - For each unit type - players move up to 6 units in to a unit's "Frontline" - (extra go in to "Rearguard") ALSO: The defense announces retreating units (not battling).
- 2) Declare Strategy**
Starting with the defense; sides take turns choosing the battle strategy for each round (FLANK or CHARGE).
- 3) Battle Rolls & Hits**
Each side rolls their dice, calculates hits, & loses units based on the round's strategy.
- 4) Regroup & Retreat**
The attacker chooses if a new round begins & units which were set aside to retreat - may retreat 1 space.

After the 4 stages of a battle, a new “Round” of battle can begin.

As battle starts - players “Marshal” (organize) their unit types in to “**Frontline or Rearguard Ranks**” - (See the “Battlefield” - page 28)

- Each type of unit can “marshal” up to 6 units in to their “**Frontline Position**”
*(any more than 6 always goes to their “**Rearguard**”)* - AND/ALSO -
- *Players must have at least 2 units in their frontline, before placing in to their rearguard.*

BATTLE STRATEGIES

For every round of battle; one side gets to choose the “**Battle Strategy**”.

Players alternate in choosing the battle strategy, with the defense choosing the first round.

Choosing the battle strategy will help that player control the outcome of that round of battle - and how the results of the player’s rolls will be calculated (*which effects the type of losses each player might suffer for the round*).

FLANK

This style of strategy is best at reducing the likelihood of quick and large losses in a battle, but it could give an advantage to the stronger or luckier army over time.

NOTE - Smaller forces are not usually as good at flanking.

In a “FLANK” style of battle strategy, the damage (“hits”) that each players roll (in a round) - will “cancel each other out”, and if any side still has MORE hits against them, they choose how that damage is distributed amongst their army units.

CHARGE

The “CHARGE” style of strategy is often best for weaker forces to deliver (*at least*) some damage to a more powerful opponent, **but can cause quick and costly battles for both sides.**

NOTE - THE CHARGE STRATEGY CAN NOT BE CHOSEN WHEN ATTACKING A CASTLE. BUT - Defending armies can always choose to charge.

Each side receives the total number of damage points their opponent rolled -- From these losses; each army chooses which of their own army units they want to lose or injure.

BATTLE STAGES (A "Battle Round" is made up of the stages below) -

1) MARSHALING --

Players set up their units; so both sides can see them.

Each side may only have up to (6) units (of any one type) in that unit type's "Frontline Position", **-and-** any additional units must be placed in to that unit's "Rearguard Position".

ALSO - players must first place at least (2) of a unit type in to it's "Frontline Position" before placing any units in to it's "rearguard" (*but after that- players can choose to do so*).

During this stage;* the defending side may declare if any of their units are not "joining the ranks", and are **RETREATING (*these units can not be used in their defense rolls*).

2) DECLARE STRATEGY --

Alternating from one round to the next- (but starting with the defense,) one side chooses the "Battle Strategy" (*for the round*).

They **CHOOSE** either a - **CHARGE or FLANK** strategy (*see "Battle Strategies" previous page*), **BUT- attacking forces can not Charge a castle and must use a Flank strategy.**

3) BATTLE ROLLS and HITS --

The player that declares the battle strategy for the round- rolls first.

Players roll the assigned dice for each of the unit types they have in play - **AND** -

IF THOSE UNITS HAVE "ADVANTAGE" (SEE PAGE 28) - those dice are increased to the next larger size (NOTE- But still rolled separately for each type of unit).

NEXT - they use the "Hits Chart" (*see next page*) to determine any misses or hits - **AND-** they add (1) hit for every 2 units they have in a unit's "Rearguard Position".

Lastly, players keep track of their total hits; by using the "HITS" area on their *Battlefield board*, or the "Damage Track" on the map.

A) If it is a "CHARGE Strategy" round; each side now receives the **total number of "damage hits"** their opponent(s) rolled.

B) If it is a "FLANK Strategy" round; then the side that received the most hits (*if any*), removes as many army units **as the difference between** the "hits" from each side's attack.

NOTE - Each army always chooses which of their units will receive any hits.

4) REGROUP AND RETREAT --

If no one side has been eliminated, the attacking army chooses if a new round begins - **OR** - they may remove their army forces to "withdraw" in to a neighboring territory - (**See WITHDRAW Page 32**).

If either or both sides are eliminated- the battle is over, and any remaining forces now control the territory. If the battle continues, players play another round of "Battle Stages".

RETREATING UNITS -- Defending *uninjured* dragons - and surviving units which were set aside to retreat, may now retreat (*if they have a friendly territory to move to - See RETREATING Page 32*).

HITS CHART

DICE ROLLS <small>PLAYERS NEED AT LEAST AS MANY UNITS AS THE # THEY ROLLED, TO GET THE RESULTS OF THE RED CIRCLED BOLDS.</small>	1	2	3	4	5	6	7	8	9	10	11	12
HIT RESULTS	1 + RR*	FRONTLINE UNITS	2	3	2 + RR*	1 + RR* "ENDLESS"	FRONTLINE UNITS +1	1 + RR*	2 + RR*	FRONTLINE UNITS + RR*	FRONTLINE UNITS +1	FRONTLINE UNITS +1 + RR*
RR* (RE-ROLLS) - PLAYERS ADD THE RESULTS OF A SECOND ROLL IF THEY RECEIVED A "RR" ON THEIR FIRST ROLL -OR- ROLLED AN "ENDLESS 6" -AND- ATTACKING DRAGONS (NOT DEFENDING) RE-ROLL ANY TIME THEY MISS ON THEIR FIRST ROLL OF A ROUND.												

Understanding- *how the "Hits Chart" works; is a CRITICAL element in playing the game.*

THE MOST IMPORTANT THING FOR PLAYERS TO UNDERSTAND IS - whenever they roll the "circled" numbers (#s 1-5), they are only allowed to get the results of that roll - **IF** - they have at least as many FRONTLINE units as the number they rolled.

Regardless of the type of dice that a player rolls, all units use the "Hits Chart" to determine their "Hit Results" of their rolls. Larger dice (just) have a better chance of getting the guaranteed results #s 6-12.

HIT RESULTS

When players roll their dice for a type of army unit; they reference the "Hits Chart" to see what their "Hit Results" are.

DICE ROLL - The top of the "Hits Chart" has the "Dice Roll" (#) - which shows the (potential) dice rolls that a player can make (#s 1-12), and under them are the "Hit Results" for any number rolled.

HITS - Some of the "Hit Results" are numbers of "hits" (which an army adds to the hits they deliver).

RR* (RE-ROLL) - This result indicates that players should get a second roll (*BUT- ONLY if it is still their 1st roll*).

1	2
1 + RR*	FRONTLINE UNITS

6
1 + RR* "ENDLESS"

FRONTLINE UNITS - this result means that a player may add the number of units in this unit type's frontline; to their hit results. (*They also still get to add any other number present in the results box, and may re-roll if a RR* is also present; assuming it is their first roll*).

RR* "ENDLESS" (*Endless 6 RE-ROLL*) - When a player rolls a 6 - they **always** get to add one hit to their total number - and **ALSO always** get to roll again (regardless of how many times they have rolled already).

ADVANTAGE

Army units each have a certain “base dice” they roll for attacking and defending (*in their frontline*), but “Advantage” is when an army unit gets to roll one dice size larger than it normally does in a battle.

Mythoz cards, Tribal Powers, Terrain Advantage, and “Undead Attack Advantage” are the primary ways to gain “Advantage”.

UNIT TYPE:	BASE DICE:	WITH ADVANTAGE:
Troops/Undead	- (6) sided dice	- (8) sided
Beasts	- (8) sided dice	- (10) sided
Giants	- (10) sided dice	- (12) sided
Dragons	- (12) sided dice	* (12) sided (Can not gain Adv.)

Having advantage *gives army units the chance to roll results that they could not have rolled with their base dice, and increases their chance of rolling more hits and less misses.*

Since they are used so regularly - Terrain and Undead (Troop) Attack Advantage - are listed on the “Army Unit Chart” and “Battlefield Boards”.

ATTACK ADVANTAGE (UNDEAD BEASTS AND TROOPS)

All Undead units are magical and extra vicious, so whenever they attack- they get “Advantage”.

TERRAIN BASED ADVANTAGE

HILLS

Normal Troops (but NOT Undead Troops) can take cover and use bows and arrows more effectively when in hilly terrain, so (*not undead*) Troops get advantage in any battle (*defending or attacking*) in a “Hills” terrain (even if it is also mountainous).

MOUNTAINS

Mountains are the natural habitat of the giant creatures, and they can both fight and defend with advantage in any terrain that has mountains in it (even if it is also hilly).

CASTLES

Dragons can not gain advantage, but all other unit types - gain advantage, when they are defending in a territory that is protected by the presence of a castle.

PLAINS

Good and Neutral “Underdog Beasts” are extra strong- and gain advantage when battling in plains terrain -AND- The Troops of the Technology army have superior bows that also grant them advantage when they battle in a plains territory.

MAGICAL ADVANTAGE

Tribal Powers and Mythoz cards can also grant advantage, but units can not have “double advantage”, or increase their “sides” of dice more than once).

BATTLEFIELD BOARD

“The battlefield” is an organizational sheet - which has a side for when a player is an attacker or defender in a battle. Most elements are the same on both sides, but it is designed to make the process of battle easier to understand.

At the start of a battle, players should place all of the attacking and defending army units in the correct places on their battlefield. Both sides have rows for each of the different army unit types.

DEFENDING *Armies of Mythoz - Battlefield*

REARGUARD (AFTER 2 FRONTLINE MIN)

FRONTLINE (MAXIMUM - 6 UNITS OF EACH TYPE)

UNITS WITH ADVANTAGE

HITS

1	30
2	20
3	10
4	9
5	8
6	7

DICE ROLLS

1	2	3	4	5	6	7	8	9	10	11	12
1+RR*	FRONTLINE UNITS	2	3	2+RR*	1+RR* "ENDLESS"	FRONTLINE UNITS +1	1+RR*	2+RR*	FRONTLINE UNITS +RR*	FRONTLINE UNITS +1	FRONTLINE UNITS +1+RR*

HIT RESULTS

RR* (RE-ROLLS) - PLAYERS ADD THE RESULTS OF A ANOTHER ROLL IF THEY RECEIVED A "RR" ON THEIR FIRST ROLL -OR- ROLLED AN "ENDLESS 6" -AND- ATTACKING DRAGONS (NOT DEFENDING) RE-ROLL ANY TIME THEY MISS ON THEIR FIRST ROLL OF A ROUND.

FRONTLINE AND REARGUARD

REMINDER -During a battle, no more than 6 -of any unit type- can be positioned in (that unit’s) frontline position - AND - Players must fill 2 spots in their Frontline rows; before placing any extra units in to their “Rearguard”.

NOTE - There is no limit to the number of units allowed in the rearguard and generally players will want to replace frontline units with their rearguard units - after they loose them in battle (starting a new Marshalling stage).

The “Battlefield Board” also helps keep track of a player’s hits - Players can use chips to indicate their total hits on this number line.

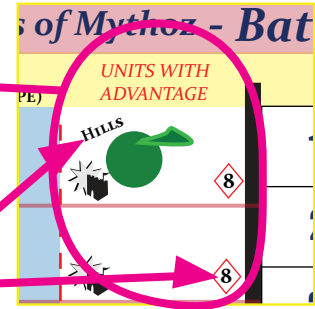
Plus there is a “Hits Chart” at the bottom to show the results of battle rolls.

ADVANTAGE "SPACES" (on the BATTLEFIELD BOARD)

Just to the right of the normal frontline area for each unit -- is the column to place units that have "Advantage".

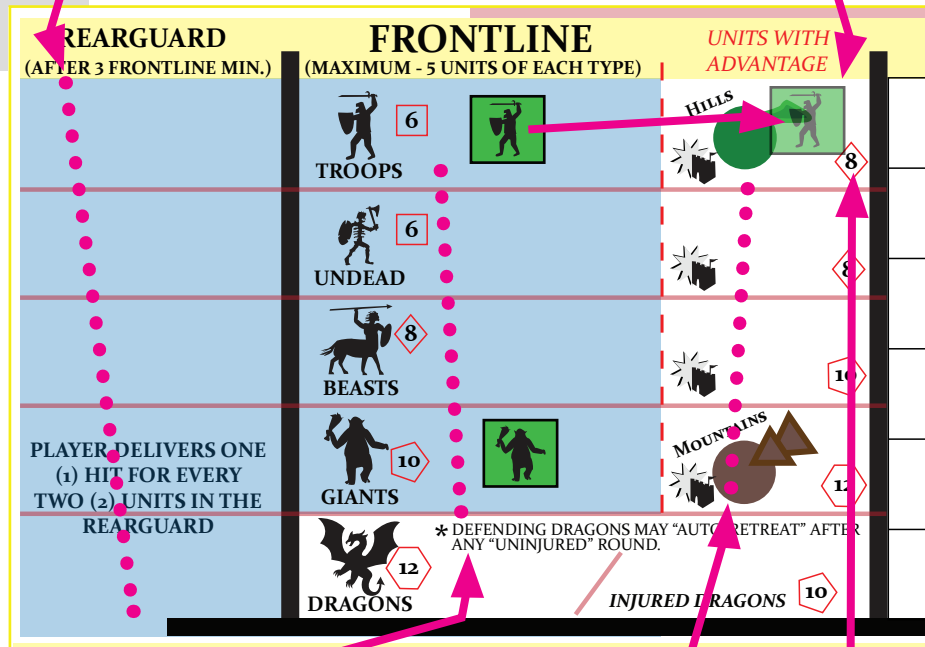
Placing units with advantage in this column will help players remember to roll the more powerful dice for those army units.

The Battlefield board lists the terrain based advantage for each unit type, and the dice each unit type will use when they have advantage.



NOTE: This column here -- is where "Rearguard" units are placed:

EXAMPLE: TROOPS GAIN "ADVANTAGE" WHEN FIGHTING IN HILLS OR DEFENDING A CASTLE, AND COULD BE MOVED TO HERE:



Units without "Advantage" go in this column (on their unit type's row).

Units with "Advantage" go in this column.

You can see that the dice's number has been increased from a 6 -- to an 8 sided dice here for - Normal Troops which now have "Advantage".

DAMAGE TRACK

Instead of using the “HITS” area on the Battlefield Boards- players may prefer to use the “Damage Track” (*found on the map*) to keep track of their “Hit Results”.

The “Damage Track” is a number line on which players may place markers - to indicate the total hits their units deliver during a round of battle.

COUNTING HITS EXAMPLE: (see images below)

Placing both a marker on the 3 -and- 10 in the attacker row, would indicate -

02 - Battlefield

HITS	
1	30
2	20
3	10
4	9
5	8
6	7

8 9 10 11 12

FRONTLINE FRONTLINE FRONTLINE



that the attacker would have 13 hits.

Placing a marker on the defender’s 6 would indicate they have 6 hits.

RESULTS EXAMPLE:

If the above was the final results of a “FLANK” round of battle, the defender would loose 7 units (the difference between the two numbers), and the attacker would loose 0 units.

If it was a “CHARGE” round of battle, the attacker would loose 6 and the defender would loose 13 units.

EXTRA BATTLE RULES:

UNDEAD ATTACK ADVANTAGE

When they are attacking, undead have “Advantage” in any \ all terrains. This is true both for undead troops, and when playing with the “Underdog Power” (of Evil Undead Beasts). Players must play with this rule (and the rule restricting undead movement across rivers), even if not playing with “Tribal Powers”.



WITHDRAWAL - (ATTACKING FORCES)

At the end of a round of battle, an attacking army may remove all or part of their attacking forces from a battle. They may move their (uninjured) flying units which have the needed movement remaining - to ANY friendly territory. ALL ground units must otherwise move across ONE adjacent border in to a friendly territory - which (all of) those army units are allowed to cross. Ground units do not need to have remaining movement to withdraw, but any units which can not cross the type of border the units are retreating across, are killed. Units not withdrawing may continue to battle.

FRIENDLY TERRITORIES

Friendly territories are defined as territories that are empty, occupied by the same army’s forces, or have army units from the same side as the player’s army.

RETREATING - (DEFENDING FORCES)

Players defending a territory - may try to retreat any amount of their forces from a battle -
- BUT - Uninjured Dragons - AND - any **REARGUARD units** using the technology army’s “Tribal Power” - do not have to announce their retreat - AND - they still get to defend themselves from the attack.

Otherwise- a defending army will announce and *-sets aside-* any retreating units at the start of any battle round. ***These units do not get to roll defense rolls.***

If those units are not killed (by the end of the round), those units may cross ONE border (which those units are allowed to cross) in to an adjacent friendly territory, OR the player can now choose to keep those units in the current battle if they wish.

After any round of battle in which a Dragon survives (and it is “uninjured”); the defending army may move it to one adjacent friendly territory as a retreat (even if it rolled for defense rolls).

MULTI-ARMY BATTLES

When army units from 3 or more armies are battling in the same territory - each round, any armies that wish, may temporarily choose to combine their forces in to a side. If this results in 2 sides, then the battle continues as normal. If there are more than 2 sides, then all the sides roll for their unit’s hits - and each side takes as many hits as the largest number of hits rolled minus the number of hits they rolled themselves. Players then decide which units to lose.

(The battle strategy is effectively like “Flanking” - against player(s) with the most hits.)