

Objective Card Setup: At the start of the game blindly and randomly draw 2 Objective cards for the French player. Flip one Objective Card face up at the start of the game. To start game turn 10 flip the other Objective card face up.

1. Deal each side combat per 2 player rules, placing combat cards for attacker and defender face up.
2. Match card **TITLES ONLY** (ignore subtext and their affects for each card in solitaire play) between the defender and attacker, keeping each matching set together (each matching set of cards equals 1 round of combat).
3. Once all matching cards have been paired up, the defender gets an automatic attempt to counter-attack.
4. The defender will roll 1 die and compare to the tactical number for the highest tactical rating for the defending player. Subtract -1 from the die total for each card the attacker has remaining, add +1 to the die total for each card the defender has remaining. If the modified total is equal to or less than the leaders tactical rating then the counter attack is successful and the defender wins the battle. If the modified total is higher than the leaders tactical rating the counter-attack is unsuccessful and the attacker wins the battle.

*A natural 1 is a a successful counter-attack and the defender wins the battle, a natural 6 is a failed counter-attack and the attacker wins the battle.

5. To determine losses count the number of matched sets. Each matched set is a round of combat.
6. Losses always reduce the highest units cohesion in the battle.