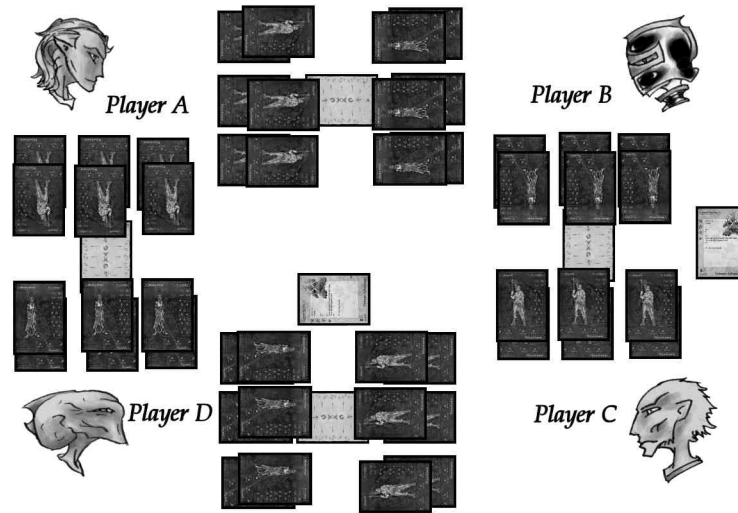


# WAR FOR EDADH™

## Allied Front

(A Multi-Player Unit vs. Unit Game)



(Illustration 1)

Allied Front can be played with any number of players. It is best played with any even number of players, or with 3 players, where 2 Durations are played against each of the players' opponents – see later.

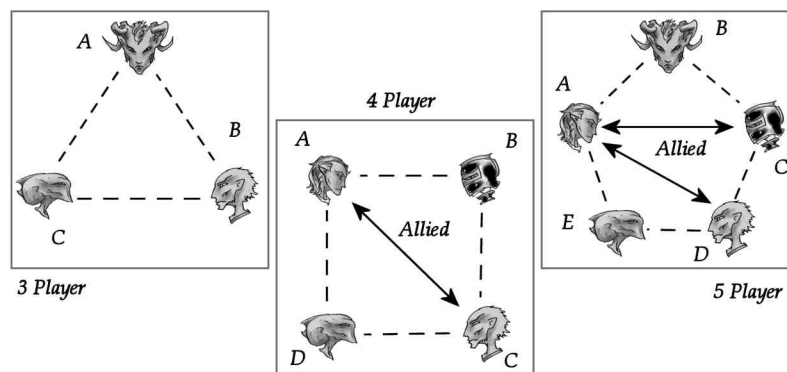
As you can see from illu 1., the setup for Allied Front involves having a Terrain Card between each player and his 2 neighbours.

Each player brings a 'Best of 3' Army to the table, but each of his 2 Units is allowed its own Combat Master, Battle Master and Set of Standard Cards. So you may want to build a 'Best of 3' army with a slightly higher Cost than for the standard 'Best of 3' game.

Each player has only 1 score card but places 2 MP Counters on the 50 square. Each player still has only a single Dmg Counter placed on the 0 square.

Each player needs a number of counters that are a different colour to the other players. These are the players' Ally Tokens.

**Terrain Selection** – The selection of Terrain Cards is carried out per the rules for the 'Best of 3' game. Each player follows this selection process for each of his opponents.



(Illustration 2)

**Allies** – Each player is Allied to any player that is an opponent to their opponents! In illu 2 – centre – you can see that Player A's ally player is Player C. In illu 2 – right – Player A's ally players are Players C and D as these are opponents of Player A's opponents – players B and E. The exception to this is the 3 player version of the game as shown in illu 2 - left. In this form no player can ally with any other player.

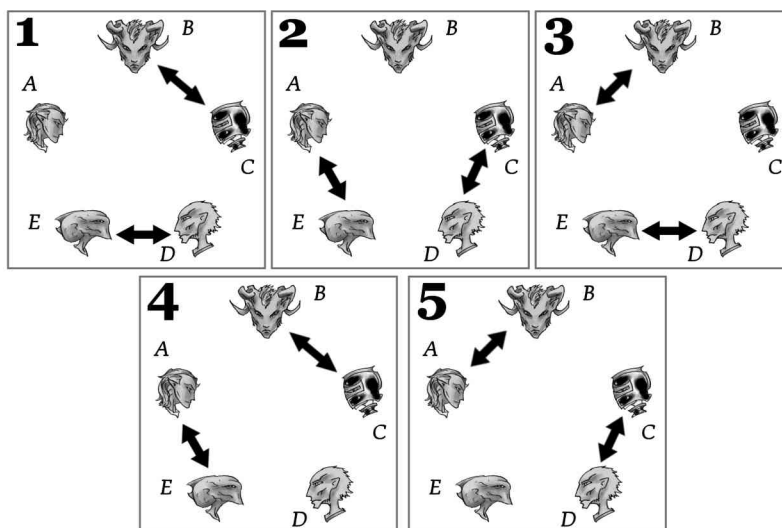
Before the game begins, Allied players can swap Troop Cards between themselves. When a player gives another player one of his Troop Cards he includes one of his Ally Tokens with that card and that Troop Card is known as an Ally Troop. When

a player receives an Ally Troop he can include that card anywhere in either of his Units but must place the Ally Token on that card and the Ally Token must always accompany the Ally Troop throughout the game.

2 out of every 3 Troop Cards in a player's Unit must be his own Troop Cards – i.e. not Ally Troops. So if a player has 2 Units made up of 9 Troop Cards each, 6 of these in each Unit must be his own Troop Cards and a maximum of 3 in each Unit can be Ally Troops.

**Battle** – All the rules detailed for Unit vs. Unit combat apply but with the following amendments –

- For the first Duration, the players face one of their opponents and play a single Duration against that opponent
- After the first Duration, each player turns to face their second opponent and now plays a Duration against that player
- Players then alternate between their 2 opponents playing a Duration against one before then playing a Duration against the other, and so on



(Illustration 3)

- If you have an odd number of players then one player every Duration will not take part in that Duration. Rotate clockwise around the table every Duration so that a different player sits out. Take a look at illu. 3. Player A sits out the first Duration, followed by Player B for the 2<sup>nd</sup> Duration, Player C for the 3<sup>rd</sup> and so on. When you sit out a Duration it is best to study how the player on your right is playing as he will be your opponent in the following Duration

Randomly determine which player sits out the first Duration

When a player is sitting out a Duration he cannot come to the aid of an Ally who has requested help but can move Troops to an Ally at the end of the 'End of Duration' – see below

- When reducing the MP Counter on the Score Card, each player uses one of their two MP Counters until this reaches 0. When using this first MP Counter, a player can't Retire Troop Cards if this Counter goes below 30 and doesn't lose the game if his Dmg Counter is above this MP Counter. When the first MP Counter reaches 0, the player then uses their second MP Counter and the standard Retiring Troops and Losing rules apply
- After each 'End of Duration' has been completed, each player can move Troop Cards between his 2 Units. Each player is free to move as many Troop Cards as he likes but if he has a Unit at the Melee Combat Level he can't move any of the Troop Cards that are in his Front Rank. Other than this there are no restrictions on which Troop Card(s) can be moved. If you move Troop Cards from one Unit to another these must be placed in the Rear Rank of the Unit they are moved to
- When 2 players are Allied they can move Troops between them. After each 'End of Duration' has been completed, any player can take one or more of his Troop Cards and give them to any of his Allies, together with one of his Ally Tokens. These Troops are Ally Troops and their Ally Token must accompany them throughout the game. The receiving Ally must place these Troop Cards into the Rear Rank of either of his Units

If you have Ally Troops and want to pass these onto one of your Allies – but not to the Ally who originally gave them to you – then you may do so, but only if the Ally who first gave you those Ally Troops agrees

The ratio of having only 1 Ally Troop in every 3 in a Unit must be maintained. However, if a player has less than 3 Troop Cards in a Unit at the end of an 'End of Duration', his Allies can give any number of Ally Troops and from

thereon the 1 in 3 ratio can be broken for that Unit

- Once per Duration, when a player is the Loser of the round he can place one of his Ally Tokens in the middle of the table. The player can only do this if his Chosen Troop is an Ally Troop. The player is then requesting help from the Ally who originally gave him the Ally Troop that is his Chosen Troop that round

The way the Ally helps is as follows –

- If the Ally wants to help he has to place his Ally Token into the centre of the table as well. If the Ally does this he will do no damage to his opponent that round even if he is the Winner of the round. This is the cost of helping
- The player who requested help can then use the Conflict Value (or Altered Conflict Value) that the helping Ally played that round instead of his own Conflict Value
- The round is then played out normally

Once a player has placed one Ally Token into the centre of the table he then can't ask for help or provide help again until he retrieves his Ally Token. So by helping an Ally you forfeit the ability to request help for yourself that Duration.

After each 'End of Duration', each player can retrieve his Ally Token from the centre of the table.

- When a player defeats both of his opponents then he *and his Allies* win the game

## **Optional Play**

Instead of playing a single Duration against each opponent you can choose to play 2 Durations. This works well in a game where there are an even number of players but if you have an odd number of players, the player sitting out will have longer to wait before he comes back into the game.

