

WAR FOR EDADH™

THE GALLI VARIANT

The Galli Variant is a variant of Conflict Resolution that adds an extra dimension and challenge to the core gameplay. It's very simple –

1. At the start of every Duration, each player selects 2 of their 6 Mastery Cards. These 2 Mastery Cards will *not* be playable in the ensuing Duration
2. At the same time the players reveal these 2 cards to each other and then each player places their chosen 2 cards in front of them in their own Mastery Discard Pile, face up, one on top of the other. Only 1 of the 2 cards will now be visible to the opponent
3. The Duration is begun. Each player can select only Mastery Cards from those remaining in his hand – i.e. he can't pick a Mastery Card from the Mastery Discard Pile
4. At the end of each round the players place the Mastery Card that they played onto the top of their Mastery Discard Pile, face up, so that only that Mastery Card in the Mastery Discard Pile is visible to the opponent

So for the first round of the Duration, the players will have 4 Mastery Cards in their hands that they can pick from (excluding the Secondary Mastery Card). For the second round they will only have 3 Mastery Cards in their hands to pick from and in the third round they will only have 2 Mastery Cards in their hand to pick from

5. After the third round of the Duration the players pick up all the cards in their Mastery Discard Pile and after the End of Duration the players start the new Duration from step 1 above