

BATTLE LINE Player Aid

Formations

Deal

7

cards to each
player

Wedge	Same color, consecutive values
Phalanx	Same value
Battalion Order	Same color
Skirmish Line	Consecutive values
Host	Any other formation

* If two formations share the same type, the higher sum wins.
* If two formations tie, the player who plays the last card loses.

Tactics Cards

Morale Tactics

Played like Troop cards.

Leader (Alexander, Darius): Wild card. Choose a color and number.

Companion Cavalry: Value 8. Choose a color.

Shield Bearers: Value 3 or less. Choose a color.

Environment Tactics

Played face up on your side of a flag near Troop cards.

Fog: Formations disabled. Highest total value of cards wins.

Mud: Formations must be 4 cards instead of 3.

Guile Tactics

Played face up on your side next to Tactics card deck.

Scout: Draw 3 cards. Choose 2 cards from your hand. Place them face down on their respective decks.

Redeploy: Choose 1 card from your side of an unclaimed flag. Place it face up in any other slot on your side, or discard it face up next to the Tactics card deck.

Deserter: Choose 1 card from your opponent's side of an unclaimed flag. Discard it face up next to your opponent's Tactics card deck.

Traitor: Choose 1 Troop card from your opponent's side of an unclaimed flag. Place it into an empty slot on your side.

Player aid designed by Timothy Pinkham (timothy on BGG)

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