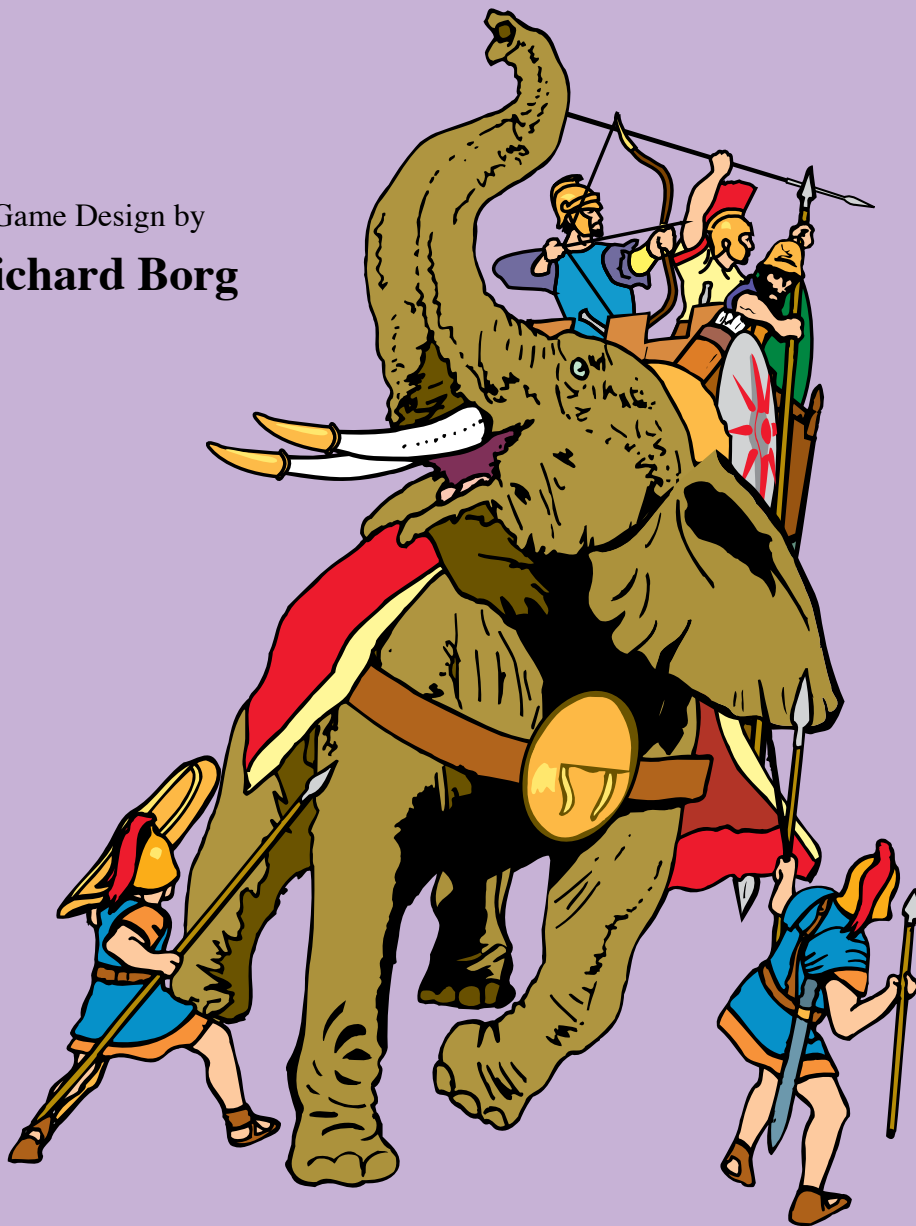


Commands and Colors ANCIENTS

EPIC ANCIENTS II

Game Design by
Richard Borg



By Rodger B. MacGowan ©2005

1.0 INTRODUCTION

Commands & Colors: Epic Ancients II is the fifth expansion for the *Commands & Colors: Ancients* game.

Commands & Colors: Epic Ancients II - allows players the opportunity to fight ancient battles on an Epic scale. The *Command & Colors: Epic Ancients II* rules have undergone a slight modification to increase player involvement, providing additional depth without adding complexity. The new 100 card Epic Command deck makes the play of Command cards straightforward, with direction and important information right on each card. This will help new players grasp game play more quickly while providing experienced players more control and a very challenging competition.

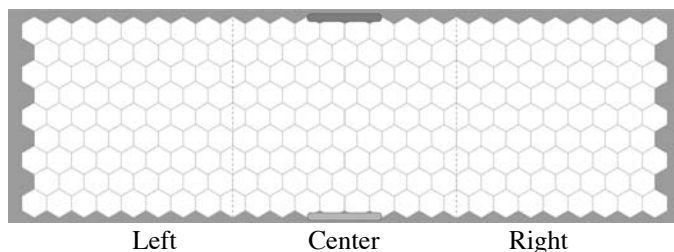
The *Commands & Colors: Epic Ancients II* game allows up to eight friends to experience the competitive fun of a large sized ancients battle, but we know many have enjoyed Epic Ancients as a two-player game, even though the battles last longer than a single map *Commands & Colors (CCA)* game. Try it both ways and see how you like it!

This expansion contains the following materials:

- Second Edition *Commands & Colors: Epic Ancients II* Rule Book
- 1 Special Deck of 100 Epic Command cards, modified for Epic play.
- 2 wooden card holders
- 12 Epic Ancients battles on six 11x17 battle cards

The Battlefield

To create an Epic size battlefield, you will need two mounted gameboards. These are printed on both sides, with a regular CCA map on one side, and a “half” of an Epic board on the other side. You can order Epic size mounted gameboards directly from the GMT website: <http://www.gmtgames.com>, or one Epic gameboard comes with expansion #2: *Rome vs the Barbarians* and another comes in expansion #3: *The Roman Civil Wars*. When placed together on the correct side, two boards will form a single battlefield 26 hexes wide by 9 hexes deep, with a left, center, and right section.



Number of Players

Epic Ancients works best with eight players, three Field Generals and one Overall Commander for each army. Each Field General will command a single section for his army, while the army's Overall Commander will hold and select which Command cards to play for his army each turn.

In Epic Ancient battles, the Overall Commanders will be under the most pressure, as they explore new tactics and strategies for using the Command cards. We recommend that, if played with a group, the Overall Commanders be the most experienced *Commands & Colors: Ancients* players.

If you can only muster six players, play with three in each army; the center Field General will also act as the Overall Commander. With only four players we suggest one player on each side be the Field General for the left and right sections while the other is both the Field General for the center and Overall Commander.

Many players reported they enjoyed playing the original Epic scenarios one-on-one, and Epic II should make this even easier to do. Most scenarios are designed with 3 leaders per side - 1 leader per section- so that each Field Commander will be able to control a leader at the beginning of the game. For historical accuracy, a few scenarios have only 2 leaders on a side, and not necessarily in different sections. We recommend these scenarios for smaller numbers of players or even one-on-one play.

Set Up

- Select an Epic Ancients scenario and choose sides.
- Each side selects an Overall Commander who will stand behind his three Field Generals. The Field Generals should sit with the section they command directly to their front.
- Set up the terrain and unit blocks on the battlefield, per the scenario map.
- Shuffle the Command cards and deal the proper number of Command cards to the Overall Commanders.
- Review any special rules and victory conditions.
- The starting side, as indicated, begins play.

In the original Epic Ancients rules, a single Command card deck of 60 cards was used. Epic II has a special deck of 100 Command cards, which will add greater depth and also will speed play.

A number of Epic scenarios have been specially crafted so they can be played with the contents of two single armies. While others may require players to use blocks and/or terrain from more than a single core game or expansion.

THE GAME TURN

The War Council notes state which side begins play. Armies then alternate taking turns.

An *Epic Ancients* game turn sequence is as follows:

1. Play Command cards, Order units and leaders.

On his turn, the Overall Commander may play up to three Field Command cards and issue them to his Field Generals. When playing Field Command cards, if units in the Field General's section do not receive any commands, he may attempt Field General's Initiative (See page 7).

Instead of playing any Field Command cards on his turn, the Overall Commander may play one Army Command card. When playing an Army Command card, the orders issued by the Overall Commander are not restricted to any one section, and he may allocate the commands on the card to Field Generals in any section.

Note 1: When an Army Command card is being played, Field Generals may not use Field General's Initiative (See page 7).

Note 2: No unit can be activated more than once per turn. A unit ordered by a Field General's Command card cannot be re-ordered by another Field General's Command card play in the same turn.

The Overall Commander must play at least one Command card (Field or Army) per turn. He cannot pass.

2. Move

All Field Commanders move their units in accordance with the choices on the Command card they have been given. As in standard CCA, before any battle occurs, all ordered units must complete their movement.

3. Battle

Battle follows standard CCA rules, one unit at a time.

4. Draw new Command cards.

The Overall Commander normally draws two new Command cards to replenish his hand, except when doing so would exceed his army's original Command card number (as specified in the War Council section of the battle). In this case the Overall Commander would draw only one new card.

3. PLAY COMMAND CARDS, ORDER UNITS AND LEADERS

All Epic II Cards fit into one of three main categories when played: Army Command, Field Command or Reaction.

The major difference between an Army and a Field Command card is when an Overall Commander plays an "Army Command" card this is the only card he can play on his turn; when he plays a "Field Command" card he may play as many as three Field Command cards (though certain situations may reduce this number). The Overall Commander may play a Reaction card (First Strike) during his opponent's player turn.

Though the play of these cards is different, all cards are shuffled together to form a single draw deck.

Field Command Cards

The Overall Commander may play up to three Field Command cards on a turn, provided each of the three cards orders only units in a single section.

Some Field Command cards will involve units in more than one

section of the battlefield, and using them will limit the allowed number of Field Command cards that may be played by the Overall Commander on his turn.

- a. A Coordinated Attack or Coordinated Advance card will order units in all three sections and will count as three Field Command cards issued.
- b. An Outflanked card will order units in the left and right sections and count as two Field Command cards issued.
- c. A Leadership, Inspired Leadership, or Double Time card will count as one Field Command card issued when the card only orders the units in one Field General's section. The card will count as two Field Command cards issued when the Overall Commander issues the card to two adjacent Field Generals to order a group of units spanning the two adjacent sections.
- d. A Line Command card will count as one, two, or three Field Command cards issued. The Overall Commander must specify a group of units ordered and the number of sections the Line Command will span. A Line Command card counts as one Field Command card issued when units in one section are ordered. A Line Command card counts as two Field Command cards issued when units in two sections are ordered. A Line Command card counts as three Field Command cards issued when units in three sections are ordered.
- e. Special Inspired Field General play also counts as two Field Command cards issued because two identical Section cards are issued to a single Field General in one specified section (See page 6).

The Overall Commander is never required to play the maximum of three Field Command cards. Each turn, the Overall Commander may elect to play one, two, or a maximum of three Field Command cards, or elect to play one Army Command card instead of any Field Command cards.

A Field Command card is given to a Field General when played. Normally only one Field Command card may be given to a Field General on a turn. (Exception, see Inspired Field General page 6.)

Field Command cards that indicate a specific section must be given to the proper Field General. *For example, an "Order Three Units Left" Command card may only be given to the Field General commanding the Left Section.*

After issuing Field Command cards to his Generals, the Overall Commander may talk in detail about the current battle situation, tactics and future strategy with one (and only one) of his Field Generals. This conversation should be out of hearing range of the other Field Commanders. The Overall Commander may not show—nor should he state—what other Command cards he holds. Once the discussion is complete, the Field General carries out the orders on the Command card. The Field General, however, does not have to follow the Overall Commander's advice or wishes.

The other Field Generals receive their orders "by courier." The Overall Commander may not talk with these Field Generals on this turn. He simply passes them the Command card, hoping for

the best, because they use the orders on their Field Command cards as they see fit.

To keep the game moving briskly, the Overall Commander should first pass cards to Field Generals that receive them via courier, then “hand deliver” orders to the Field General of his choice and discuss strategy. Field Generals may discuss tactics with each other at any time, but the Overall Commander must limit his input to the time he is visiting the front and talking with one Field General.

Historical Alternative. *Battlefield communication in this period was limited. To add a little more “drama” and spontaneity, an alternative method to playing Epic Ancients is to have the Overall Commanders have a brief discussion of the overall situation and their intentions with his Field Commanders BEFORE play begins, and after this, discussion is very limited. Only when Army Command cards are played may he speak briefly about the overall situation with all of his Field Generals. Field Generals may talk to each other only when they have been jointly issued a Field Command card.*

Field Command Card List

New Command Cards

- Order One Unit Left, Center and Right
- Part Ranks and Pass Through
- Retire and Reform
- Coordinated Advance

The following Field Command cards apply to only one section of the battlefield:

- **Order One Unit Left, Center, and Right (new cards):** Order One Unit section cards allow the Overall Commander, when drawing cards, to draw three cards and keep two of them, and discard the third—or keep one and discard two, if keeping 2 would exceed his Command level. Playing one of these cards will create the benefit, but playing more than one in a turn will not increase the number of cards that are drawn. Also note that the cards you select and cards you discard must come from the three cards you draw. You cannot discard cards that are already in your hand.
- **Order Two Units Left, Center, and Right**
- **Order Three Units Left, Center, and Right**
- **Order Four Units Left, Center, and Right**
- **Part Ranks and Pass Through, (new card):** Issue an order to three or fewer units in one section. Each ordered unit (except war machines) may move two hexes and still battle. Ordered units while moving may pass through a friendly unit if they have the movement to do so. A unit that is passed through may not be ordered this turn. This Field Command card counts as one Field Command card played. This card will be useful not only to advance units normally blocked by friendly units in front of them, but also to retreat units blocked by friendly units behind them.
- **Retire and Reform (new card):** Issue an order to three or

fewer units in one section. Ordered units must move 2 hexes toward their baseline. If a unit cannot move the 2 hexes, it may not be ordered. After movement is complete, the unit may reform and if the unit is under strength, one lost block is gained back. A unit may not battle the turn it is ordered to retire and reform. Elephant and chariot units may not retire and reform. This Field Command card counts as one Field Command card played

Field Command cards that are used “differently” in Epic Ancients

In the standard game, the following cards applied to all sections of the battlefield when played. In *Epic Ancients* battles, the following cards as a Field Command and only apply to a single section:

- Clash of Shields
- Darken the Sky
- Move Fire Move
- Mounted Charge

Special Field Command Cards

The following Field Command cards are Special Field Command cards, which may affect more than one section of the battlefield and may “cost” more than one Field Command card played:

- **Coordinated Attack:** This is a Special Field Command card that applies to units in all three sections of the battlefield. The Coordinated Attack card, when played by the Overall Commander, counts as three Field Command cards played this turn. The play of this one card allows each Field General to order one unit. The Overall Commander may not play any other cards this turn and the Field Generals may not attempt to order one unit using Field General’s Initiative.
Note while this is not a particularly powerful card, playing it will allow the Overall Commander to rebuild his Command level, since he will draw two cards at the end of the turn, but will have played only this one card.
- **Coordinated Advance (new card):** This is a Special Field Command card that applies to units in all three sections of the battlefield. The Coordinated Advance card, when played by the Overall Commander, counts as three Field Command cards played this turn. The play of this one card allows each Field General to order two units. The Overall Commander may not play any other cards this turn and the Field Generals may not attempt Field General’s Initiative.
- **Outflanked:** This is a Special Field Command card that applies to units in the Right and Left sections of the battlefield. The Outflanked card, when played by the Overall Commander, counts as two Field Command cards played this turn because it orders units in two sections of the battlefield. The play of this one card allows the Field General in command of the Left section to order two units, and the Field General in command of the Right section to order two units. The Overall Commander also has the option to issue his Center Field General a Field Command card (making three Field Commands issued).

- **Double Time:** A Double Time card is a Special Field Command card that can order units in one or two sections.

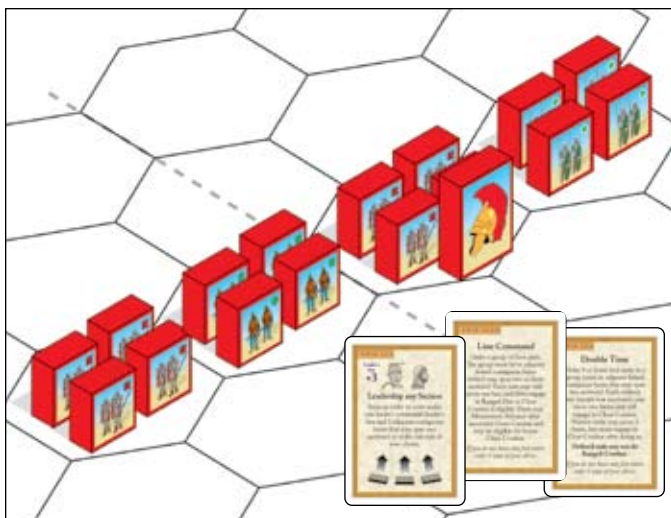
A Double Time card counts as one Field Command card played when it only orders a group of units in one section. When the Overall Commander plays a Double Time card and two other Field Command cards on his turn, the Double Time card may only order units in one section.

Double Time will count as two Field Command cards played when the Overall Commander gives the card to two Field Generals in adjacent sections to order units in a group that span the two sections of the battlefield. A Double Time card that orders units in two sections will involve the Center Field General and either the Right or the Left Field General.

In addition to the Double Time card played that orders units in two sections, the Overall Commander has the option to issue another Field Command card (making three Field Commands issued) to the Field General that did not have units ordered by the Double Time card. This Field General may only issue orders to units entirely in his section.

- **Line Command:** A Line Command card is a Special Field Command card that can affect one, two, or three sections. A Line Command card given to a Field General counts as one Field Command card played when it only orders units in his one section. It will count as two Field Command cards played when the Overall Commander gives the card to two Field Generals in adjacent sections to order qualifying units in a group that span the two sections of the battlefield. A Line Command card that orders units in two sections will involve the Center Field General and either the Right or the Left Field General.

When a Line Command card orders units in two sections, the Overall Commander can still give a Field Command card to the Field General who did not have units ordered by the Line Command card.



Each of these cards could order this group of four units. If played to order this group, the selected card would count as two Field Command cards played, because units in two adjacent sections were ordered.

Line Command will count as three Field Command cards played when the Overall Commander gives the card to three Field Generals to order qualifying units that span the three sections of the battlefield. The Overall Commander may not play any additional Field Command cards this turn, and Field Generals may not do Field General Initiative.

No section can have units ordered by more than one Line Command card.

The Overall Commander can play two Line Command cards on his turn so long as both cards only order units in one section each, or one card orders units in one section and the other orders units in the other two sections. The Overall Commander can play three Line Command cards on his turn, so long as each card only orders units in only one section.

Field Generals may certainly discuss how they will jointly implement Leadership, Double Time and Line Command cards for more than one section, but cooperation is not mandatory.

LEADERSHIP CARDS

The following Leadership cards are Special Field Command cards that may affect more than one section:

- Leadership Any Section
- Inspired Left Leadership
- Inspired Center Leadership
- Inspired Right Leadership

A Leadership card given to a Field General counts as one Field Command card played when he only orders units in one section. When the Overall Commander plays a Leadership card and two other Field Command cards on his turn, the Leadership card may only be used to order units in one section.

It will count as two Field Command cards played when the Overall Commander gives the card to two Field Generals in adjacent sections to order qualifying units in a group that span the two sections of the battlefield. A Leadership card that orders units in two sections will involve the Center Field General and either the Right or the Left Field General.

In addition to the Leadership card played that orders units in two sections, the Overall Commander has the option to issue another Field Command card (making three Field Commands issued) to the Field General that did not have units ordered by the Leadership card. *For example—if the Overall Commander gives a Leadership card that was used to order units in the Center and Left sections, he could still give a Command card to the Right Field Commander, but only to order units in the Right section.*

Special Command Cards used as Field Commands

When a Special Command card is played, the Overall Commander must declare whether the Special Command card is being played, as an Army Command card or Field Command card. When declared as an Field Command card, the rules governing Field Command cards are in effect.

The Following Command cards can be issued either as Army Command or Field Command cards:

- Order Light Troops
- Order Medium Troops
- Order Heavy Troops
- Order Mounted
- Counterattack

When used as a Field Command card, use them in the following manner:

- **Order Light Troops:** When declared as a Field Command card, the card is given to one Field General and counts as one Field Command card played. The Field General may issue orders to 3 light foot and/or light mounted units in his section of the battlefield.
- **Order Medium Troops:** When declared as a Field Command card, the card is given to one Field General and counts as one Field Command card played. The Field General may issue orders to 3 medium foot and/or medium mounted units in his section of the battlefield.
- **Order Heavy Troops:** When declared as a Field Command card, the card is given to one Field General and counts as one Field Command card played. The Field General may issue orders to 3 heavy foot and/or heavy mounted units in his section of the battlefield.
- **Order Mounted:** When declared as a Field Command card, the card is given to one Field General and counts as one Field Command card played. The Field General may issue orders to 3 mounted units and /or leaders in his section of the battlefield.
- **Counter Attack:** When issued as a Field Command card, the receiving Field Commander executes the same Field Command that his opposing Field Commander was just issued.

Field Command cards that apply to only one section of the battlefield and Special Field Command cards that order units in more than one section of the battlefield (Out Flanked, Coordinated Attack, Coordinated Advance) are relatively easy to determine the section(s) and number of units to be ordered when playing a Counter Attack card.

Other Special Field Command cards (Leadership Any Section, Inspired Leadership, Double Time and Line Command) are not as clear-cut on how a Counter Attack works, because these cards can be given to more than one Field General and order units in one or more sections. When the opposition Overall Commander gives a Special Field Command card to two or three Field Generals a Counter Attack card may be played on any of the opposing Field Commanders that were issued orders.

When the Overall Commander plays a Counter Attack to a Special Field Command card, it orders the receiving Field Commander to execute the same Field Command that his opposing Field Commander was just issued. In addition, the Overall Commander may choose to include more or fewer Field Generals than the opposition had ordered. A Counter Attack card may count as

one, two, or three Field Command cards played, depending on the number of sections units were ordered.

EXAMPLE #1: The Carthaginian Right Section Field Commander receives and executes an Inspired Right Leadership order. In the following turn, the Roman Left Section Field Commander (facing the Carthaginian Right Section Field Commander) receives a Counterattack card and executes an Inspired Left Leadership order.

The Overall Roman Commander could also choose to Counter Attack the Inspired Right Leadership and order a group of units under the command of his Left Section Field Commander and his Center Section Field Commander. The Counter Attack play in this case would count as two Field Command cards because the group of ordered units spans two adjacent sections—Left and Center

EXAMPLE #2: The Carthaginian Center and Right Section Field Commanders receive and executes a Double Time order. In the following turn the Roman Left Section Field Commander (facing the Carthaginian Right Section Field Commander) receives a Counterattack card and executes a Double Time order with units entirely in the Left section. The Counter Attack play in this case would count as one Field Command card, because the group of ordered units is totally in the Left section.

EXAMPLE #3: The Carthaginian Right Section Field Commander receives and executes a Line Command order. In the following turn the Overall Roman Commander wants to Counter Attack the Carthaginian Line Command in his Center but he cannot, since the Line Command was played by the Carthaginian Right Section Field Commander.

Inspired Field General Play


Normally, the Overall Commander may only give a single Command card to a Field General. However, when the Overall Commander has in his hand two Section Command cards that are exactly the same, both cards may be given to the Field Commander in the specified section. This is called Inspired Field General play. An Inspired Field General play will count as two Field Command cards issued, leaving only one additional Field Command card available to issue. If two Field Command cards have already been issued, an Inspired Field General play is not possible.


The following Section cards qualify for an Inspired Field General Command card play:


- **Order One Unit Left, Center, and Right:** the Inspired Field General may order up to two units in his section.
- **Order Two Units Left, Center, and Right:** the Inspired Field General may order up to four units in his section.
- **Order Three Units Left, Center, and Right:** the Inspired Field General may order up to six units in his section.
- **Order Four Units Left, Center, and Right:** the Inspired Field General may order up to eight units in his section.


Field General's Initiative

If the Overall Commander has played at least one Field Command card in the turn, any Field General that has not had any of his units in his section ordered by a Field Command card may decide to act on his own initiative and attempt to order one unit in his section. The Field general rolls one die with the following effect:


 **Green Circle:** one light unit (light infantry, light sling infantry, light bow infantry, auxilia infantry, light cavalry, light bow cavalry, or light barbarian chariot unit) of the Field General's choice is ordered.


 **Blue Triangle:** one medium unit (medium infantry, warrior, medium cavalry, cataphract camel or camel unit) of the Field general's choice is ordered.

 **Red square:** one heavy unit (heavy infantry, heavy cavalry, heavy cataphract cavalry, heavy chariot, elephant or heavy war machine unit) of the Field General's choice is ordered.

 **Leader Helmet:** Any unit of the Field General's choice is ordered. In lieu of a unit, an attached leader may be detached and ordered, or an unattached leader may be ordered.

Note: If the symbol rolled does not correspond to any unit in the Field General's section making the initiative roll, no unit is ordered.

 **Banner:** One unit of the Field General's choice must perform its standard retreat movement. The unit may not battle. If the unit cannot retreat its full movement, standard block loss for each unused retreat movement applies.

 **Crossed Swords:** One unit of the Field General's choice in his section must lose 1 block. The unit may not battle.

Army Command Cards

The Overall Commander may only play one Army Command card on a turn. He may not play any Field Command cards in the same turn an Army Command card is played.

When an Army Command card is played, it is not given to a Field General. Instead the Overall Commander plays the card and allocates orders to his Field Generals. Army Command is determined at the moment the Army Command card is played by counting the number of Command cards in the Overall Commander's hand, including the card being played. The number of cards counted equals the number of units that may be ordered by the card being played.

EXAMPLE: The initial Command for an army is eight. On the first four turns, the Overall Commander plays three Field Command cards per turn, and replaces two cards per turn. At the start of turn five, the Army's Command is four. The Overall Commander on turn five elects not to play any Field Command cards, but instead plays an Order Light Troops as an Army Command card. Because his hand size is reduced, he may only order four light units.

After orders are allocated to each Field General, the Overall Commander may specify to each Field General the units he wishes to order. Once the discussion is complete, each Field

General executes the number of orders he was allocated, but the Field Generals do not have to follow the Overall Commander's advice or wishes.

Army Command Cards List:

- **I Am Spartacus:** The 'I Am Spartacus' card is an Army Command card. Note that *Epic Ancients-II* includes two 'I Am Spartacus' cards.

- **Rally:** The Rally card is an Army Command card.

New directions: In the standard game, this card will only rally units that are in the same hex or adjacent to a leader. With the Epic Ancients card, for each qualifying unit type or leader symbol rolled, one block of the appropriate type is rallied. Apportion the blocks to the Field Generals who may replace one or more blocks in understrength units up to their original strength. A unit that is rallied does not have to be in or adjacent to a leader's hex. Rallied units are ordered and may move and battle. Elephant and chariot units may not be rallied.

Special Dual-Use Command Cards

When a Special Dual-Use Command card is played, the Overall Commander must declare how the Special Command card is being played, as an Army Command card or Field Command card. When declared as an Army Command card, the rules governing Army Command cards are in effect.

The Following Command cards can be issued either as Army Command or Field Command cards:

- Order Light Troops
- Order Medium Troops
- Order Heavy Troops
- Order Mounted
- Counterattack

When used as an Army Command card, use them in the following manner:

- **Order Light Troops:** When declared as an Army Command card, issue orders to a number of light foot and light mounted units less than or equal to your Command. The Overall Commander must allocate orders to his Field Generals.
- **Order Medium Troops:** When declared as an Army Command card, issue orders to a number of medium foot and medium mounted units less than or equal to your Command. The Overall Commander must allocate orders to his Field Generals.
- **Order Heavy Troops:** When declared as an Army Command card, issue orders to a number of heavy foot and heavy mounted units less than or equal to your Command. The Overall Commander must allocate orders to his Field Generals.
- **Order Mounted:** When declared as an Army Command card, issue orders to a number of mounted units and/or leaders less than or equal to your Command. The Overall Commander must allocate orders to his Field Generals.
- **Counter Attack:** The Counter Attack card may be used to counter an Army Command card played by the opposition Overall Commander.

Reaction Command Card

- **First Strike:** The First Strike card is a reaction Command card that is played by the Overall Commander out of his hand during the opponent's battle phase. As in standard game, the defending unit will Battle Back first, when playing the First Strike card, but will now Battle with 1 additional die. Note that *Epic Ancients-II* includes two First Strike cards.

4. MOVE

As in standard *Commands & Colors: Ancients* game, all unit movement must be completed before any battles begin. Field Generals should make sure all movement is completed for all sections of the battlefield before any battling starts. The Overall Commander cannot comment—if a Field General neglects to move a unit in his section, it is just the fortunes of war.

A unit may only be given one order in a turn. A unit in a section may cross over into another section under the command of a different Field General, and it may battle if movement or terrain restrictions do not prevent it from doing so. However, it may not be immediately ordered again in this new section on the same turn.

Unit and Leader movement is governed by the Movement rules section in the core rules.

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5. BATTLE

As in standard *Commands & Colors: Ancients* game, each ordered unit in Epic battles is checked for an opportunity to Battle and Battles are resolved one ordered unit at a time, in the sequence of each Field General's choice. Each Field General must announce and resolve one unit's battle entirely, before beginning the next one. Field Generals are advised to conduct unit battles simultaneously, if feasible, to speed play. When units in two sections have the opportunity to battle the same enemy unit, the Field Commanders must coordinate to determine the order of attacks.

The Overall Commander normally does not resolve any battles (however, he will resolve battles if he commands one or more sections on the battlefield).

How a unit Battles is governed by the Battle section in the core rules.

6. DRAW NEW COMMAND CARDS

Once all the actions (movement and Battle) of the Command cards played are completed, all the Command cards that were played are collected and discarded. The Overall Commander then draws two new Command cards, regardless of the number of cards he played on the turn, unless doing so would give him more cards than his original Command Card number.

Playing three Field Command cards in a turn will reduce the Army Command level in the next turn by one, since only two new Command cards will be drawn to replenish the hand. Playing only a single Field Command card or an Army Command card in a turn will allow the Army Command card number in the next turn to increase by one, unless doing so would give more cards than the original Command Card number.

The "Order One Unit" cards now have an additional benefit in the game. If the Overall Commander has played at least one Order One Unit Command card in the turn, the Overall Commander draws three new Command cards, selects two of these cards to keep, and discards the other card. If keeping two cards would exceed his army's original Command card number, then only one card is kept and two cards are discarded.

NOTE: If the 'I Am Spartacus' card is discarded at this time, it still requires reshuffling of the deck.

EPIC VICTORY

The object of an *Epic Ancients* battle is to be the first player to capture a set number of Victory Banners, and the game ends instantly when this happens.