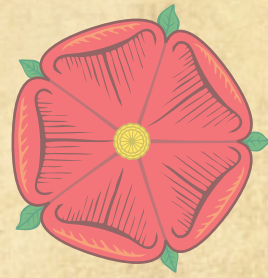
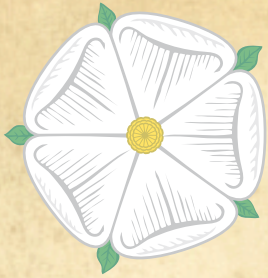


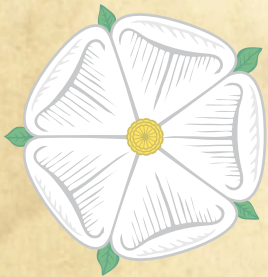
# ACOP Battle Card

Bearward



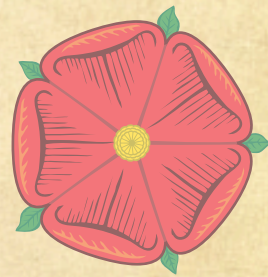
Swaward

Mainward



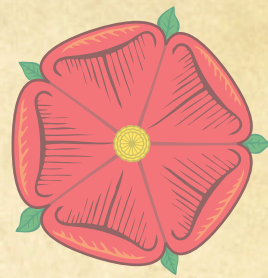
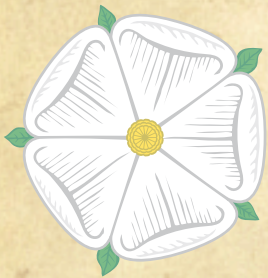
Jovists

Lancastrians



Mainward

Swaward



Bearward

## Contingent Strengths:

RR: 4  
WW: 3  
CoA: 2

## Other Modifiers:

-More Guns/Captains: +1  
-Confidence Modifiers: +/- #  
-Higher commitment: +1  
-Lost Friendly Ward last round: -2

## Ward Strength Modifiers:

Larger= +1  
3:2= +2  
2:1 or better= +3

## Empty Ward Opposite:

May add 1/2 strength to adjacent friends.

## Procedure:

Opposing Wards Roll 1D6; Add Ward Commander Puissance; and modifiers for the relative strengths of opposing wards and any other that apply. Compare totals to see who is higher for the result.

## Results:

Higher by 1 or even- No result; may fight next round  
Higher by 2- Victory, Loser Magn. Flee  
Higher by 4- Victory, Loser Magn. Captured