**Object of the Game:**

Winning a round: The first player that has Zero (0) cards in their playing hand at the start of their next turn wins the round and gains 1 Gemstone.

Winning the game: After 3 rounds (Short Campaign), 6 rounds (Standard Campaign) or 9 rounds (Long Campaign) of play the player or team with the lowest casualty point score determined during the End Game Tally of the game (total casualty points minus Gemstone Point Bonus), Wins!

**Gameplay:**

To start a round, the dealer shuffles the cards in the Draw Deck, Battlefield, Battlefield Event Wildcard and the Discard pile. Seven cards are then dealt out to each player from the Draw Deck, and the top card is flipped face up to form the battlefield. On the first round either roll high (d12) or if playing a series of games, the player with the highest score in the previous game flips over any one of the 12 face down cards in the Battlefield Event Area that is the Battlefield Event Wildcard that is in play (Revealed!) for the current round.