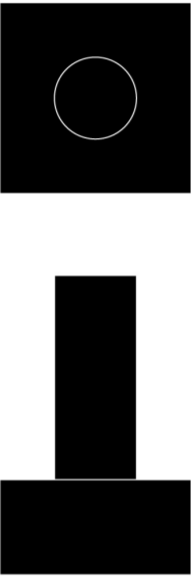
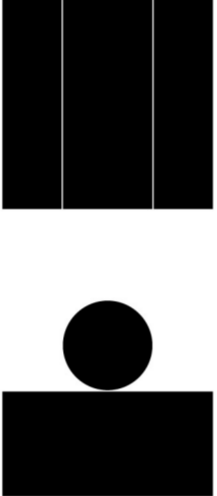

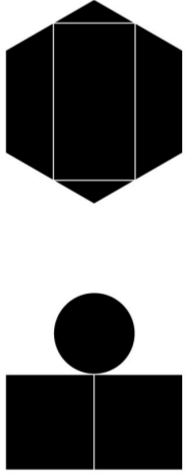
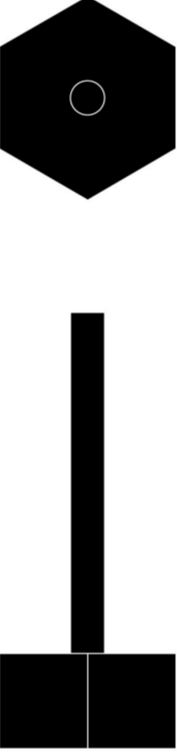

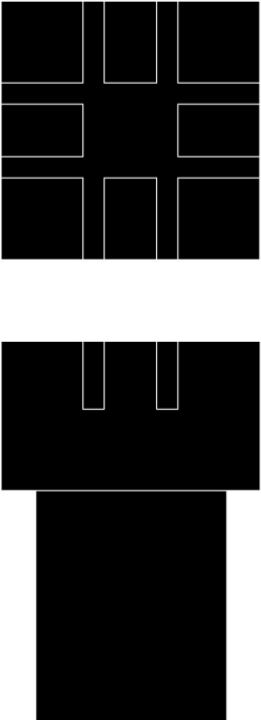
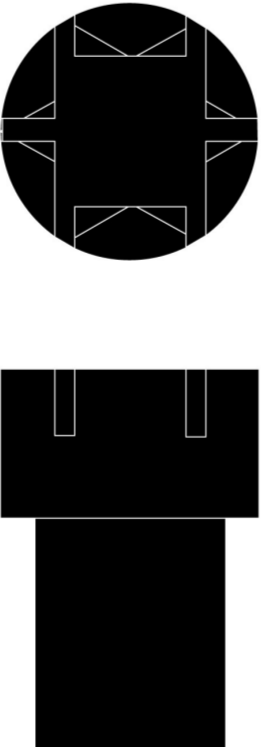



CLASS WARGAMES

PRESENT

GUY DEBORD'S THE GAME OF WAR

<p>INFANTRY</p>  <table border="1"> <tr><td>SPEED</td><td>1</td></tr> <tr><td>RANGE</td><td>2</td></tr> <tr><td>DEFENSIVE VALUE</td><td>6</td></tr> <tr><td>OFFENSIVE VALUE</td><td>4</td></tr> </table>	SPEED	1	RANGE	2	DEFENSIVE VALUE	6	OFFENSIVE VALUE	4	<p>FOOT ARTILLERY</p>  <table border="1"> <tr><td>SPEED</td><td>1</td></tr> <tr><td>RANGE</td><td>3</td></tr> <tr><td>DEFENSIVE VALUE</td><td>8</td></tr> <tr><td>OFFENSIVE VALUE</td><td>5</td></tr> </table>	SPEED	1	RANGE	3	DEFENSIVE VALUE	8	OFFENSIVE VALUE	5	<p>FOOT TRANSMISSION</p>  <table border="1"> <tr><td>SPEED</td><td>1</td></tr> <tr><td>RANGE</td><td>-</td></tr> <tr><td>DEFENSIVE VALUE</td><td>1</td></tr> <tr><td>OFFENSIVE VALUE</td><td>-</td></tr> </table>	SPEED	1	RANGE	-	DEFENSIVE VALUE	1	OFFENSIVE VALUE	-
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Defensive Terrain factors for Infantry & Artillery: Pass +2 | Fort +4

Offensive Charge factor for Non-charging cavalry: 4