

STARS AND STRIPES: RULES ADDENDUM

We inadvertently omitted the rules for the secret passages that appear on the White House battlefield. Sorry for the error. You can print out the rules section below and keep it in the game box.

SPECIAL RULES FOR THIS SET

GAMEBOARD: SECRET PASSAGES

The White House map features a system of secret passages, which can be used by fighters to move quickly across the map. These passages are indicated by a  symbol on certain spaces with a white line leading away. A fighter can move from one space with a secret passage to any other space with a secret passage as if they were adjacent. Moving this way still costs 1 space of movement.

Spaces with secret passages are **not** considered adjacent for any other purpose, including melee attacks and other effects.

NOTE Large figures **cannot** move through a secret passage.
(There are no large figures in this set.)

