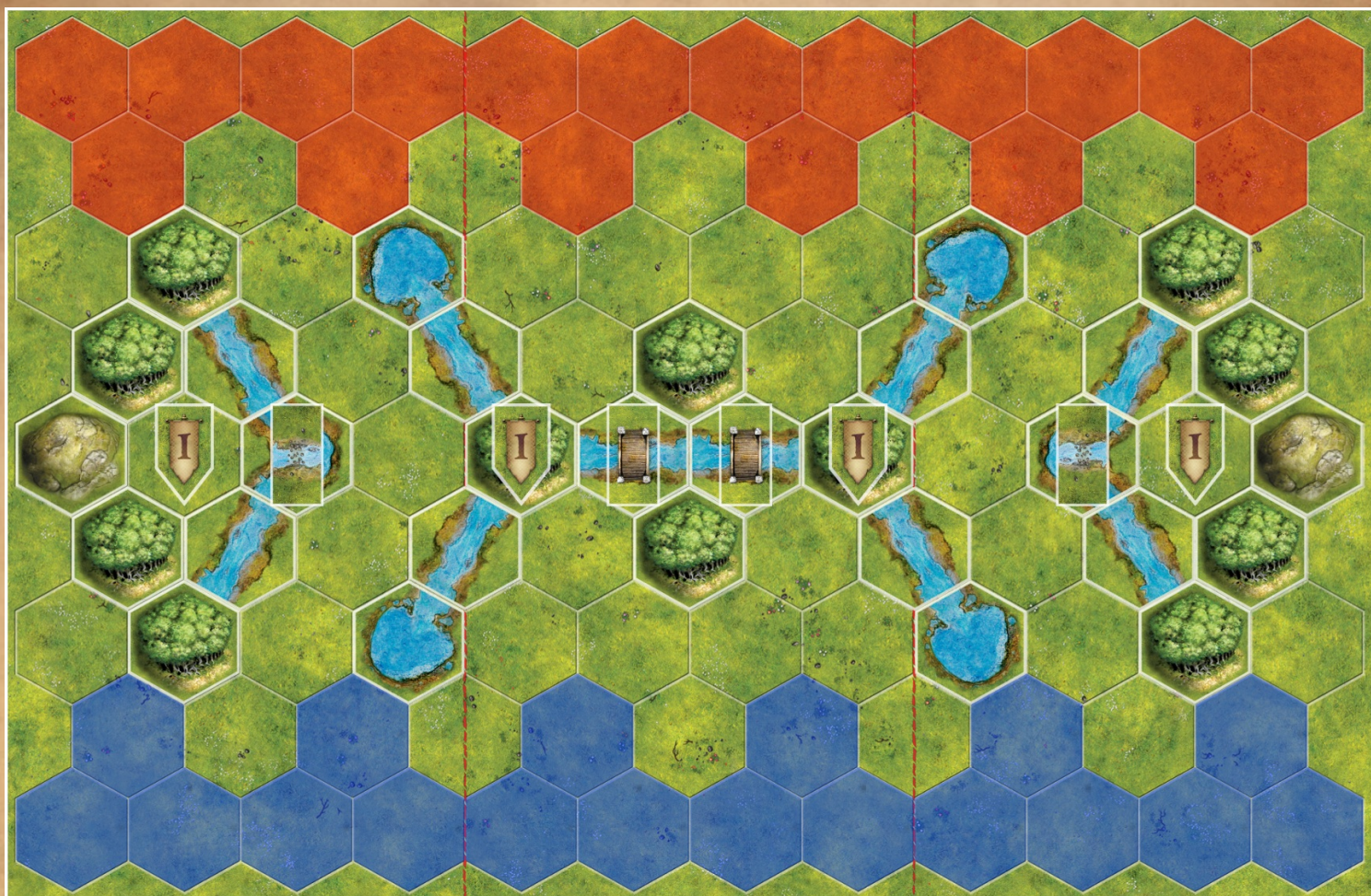


THE HUNDRED MILE MARSH



SETUP

Agree on / draw randomly a number between 50 and 60 to determine muster pts.

Agree on / draw randomly a number between 15 and 30 to determine VP target.

SPECIAL RULES

An elite unit holding a VP hex at the end of its turn receives 2 VP for that player.

A legendary or mercenary unit holding a VP hex at the end of its turn receives 3 VP for that player.

1 VP awarded for elimination of an opponents elite unit.

2 VP awarded for elimination of an opponents legendary or mercenary unit.

Above values doubled if the enemy elite/legendary/mercenary unit was occupying a VP hex when eliminated.

Archer units gain Immovable 1 while occupying a forest hex.

OBJECTIVE

Achieve VP target, eliminate enemy, or end a turn with all 4 VP hexes occupied by your units.