



SETUP

Agree muster pt. value between 50 and 60.

Remove lore cards detailing VP's, VP's are not won in this scenario.

SPECIAL RULES

The range of hills can only be entered through the forest hexes numbered "1".

The two villages nestled in the hills can only be entered from narrow hill passes numbered "2".

Melee combat against units holding the villages is only possible from these hill passes.

No other melee combat or movement is possible between hills and adjacent ground hexes (includes flying units) - ranged combat remains normal.

Movement through hill hexes is reduced to one. Retreat penalties apply where retreat would be between hill and ground/river hexes.

Occupy your faction banner hex and hold it through one enemy turn to receive 3 additional lore per hold.

OBJECTIVE

Occupy both villages and your faction banner simultaneously at the end of a turn.

or

Destroy the enemy.