



A great dragon once slumbered beneath the Solitary Peak. In an epic battle with the people of Pondville, however, the great beast was slain.

The Iron Dwarves were quick to reclaim their ancestral home and treasures. Word spread quickly of the dragon's demise and soon an army surrounded the mountain. All seemed lost for the dwarves, but they new help would arrive... eventually.

SETUP

It is strongly recommended that the blue player play as the Iron Dwarves and they may draft up to a 40-point army. The blue player may not deploy ballistae or a command tent.

The red player may play any faction and may draft up to a 60-point army.

The red player may not deploy a command tent. The blue player goes first.

SPECIAL RULES

The hill hexes represent the sides of the mountain. As such, they are completely impassable (even by flying units), and line of sight is always blocked by them (even when allowed by other effects or abilities).

The yellow hexes represent the key entrances to Solitary Peak. The red player gains 1 VP during the VP step for each yellow hex they control.

The blue player orders all of their units as if they were in any section.

OBJECTIVE

The red player wins as soon as they have earned 10 VPs. The blue player wins at the end of round 5 if they red player does not have 10 VPs.