



SETUP

The attacking units are placed on the red hexes, the defending units are placed on the green hexes.

Max. 50 muster points for each army.

The attacker is the first player.

If the attacker has not destroyed at least 4 buildings by the end of the tenth round, the defender wins.

SPECIAL RULES

Demolition

A building is destroyed if it is occupied by an attacking unit at the beginning of the attacker's turn. When it is destroyed, remove the building terrain hex from the map.

Flying units cannot destroy buildings.

OBJECTIVE

The attacker must destroy 4 or more buildings in order to win. There is a ten round limit.