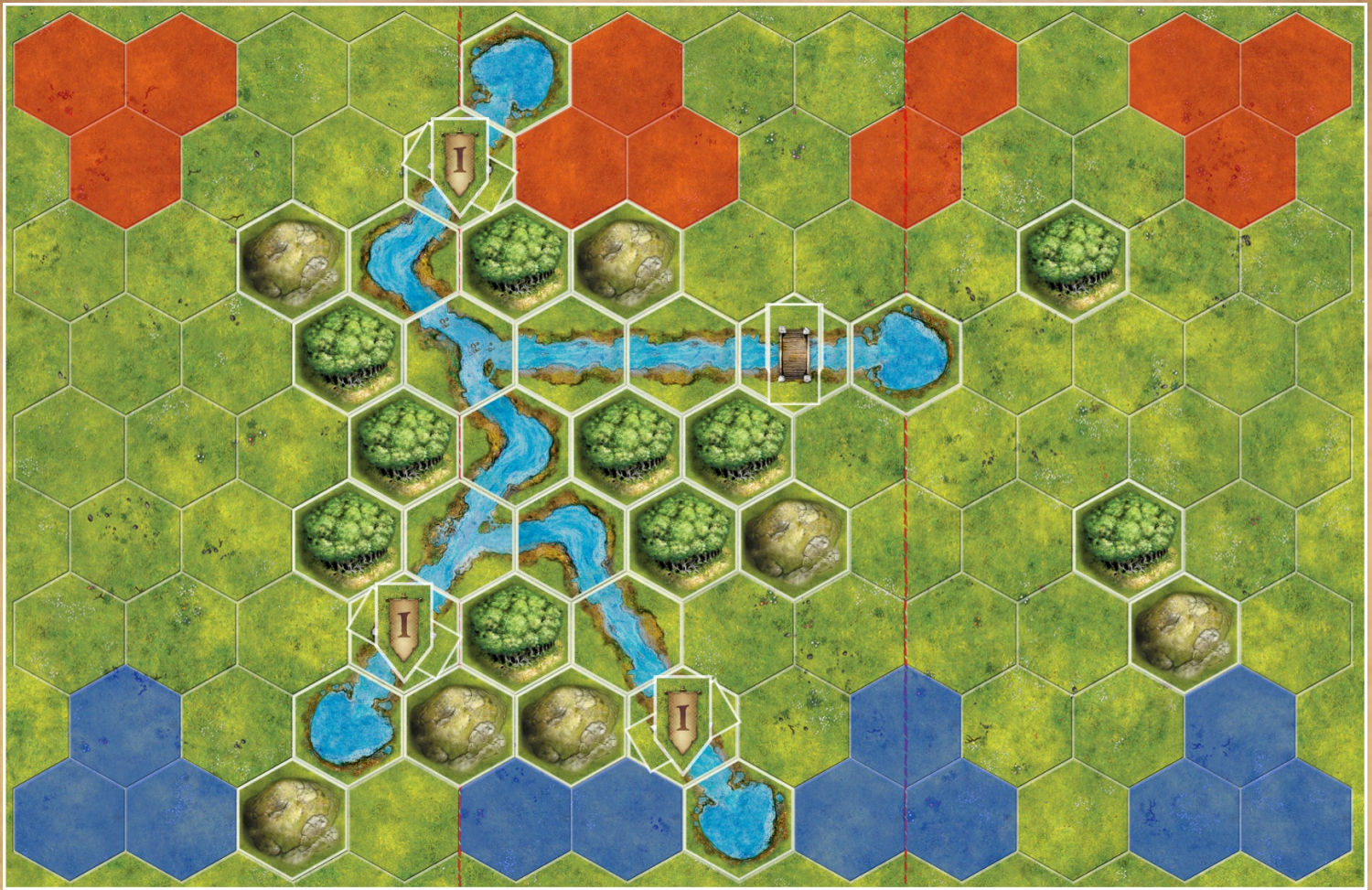


BATTLE OF THE BRIDGES



The bridges, once shared by all, are now bitterly fought for. He who controls the bridges, controls the land!

SETUP

Setup as normal with 32 mustering points. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Extra armies and Legendary units can be added. Command Tents can be deployed for 5 extra mustering points.

SPECIAL RULES

During your Command step, you may replace up to 4 Command cards with new Command cards; this counts as your Command, Order, and Movement step (you may still earn VP at the end of your turn). When replacing cards, this must be done as a single action. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex).

OBJECTIVE

To win the battle: Control three bridges at the beginning of your turn OR have at least 10 VP.