



A mysterious relic has been discovered. Not knowing what it does, but knowing that it is very powerful, two armies have converged on its location, and fight for control of it.

SETUP

Flying units and the Doombringer are not to be used in this battle. Setup as normal with 55 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.

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). Earn 2 VP if you control the flag at the end of your turn. A unit, that controls the flag, has a maximum movement of 2. The flag is dropped only when the unit that holds it is eliminated. The flag can be dropped off for a friendly unit to pick up; the flag can only be dropped at the start of the controlling units movement.

OBJECTIVE

The first army to have 16 VP, at the end of the round, wins the battle. The winning army gains 1 additional mustering point at the beginning of the next battle (and at the beginning of every battle during this campaign). The army that controls the VP marker at the end of the battle gains one archer unit, for the next battle only, for zero mustering points.