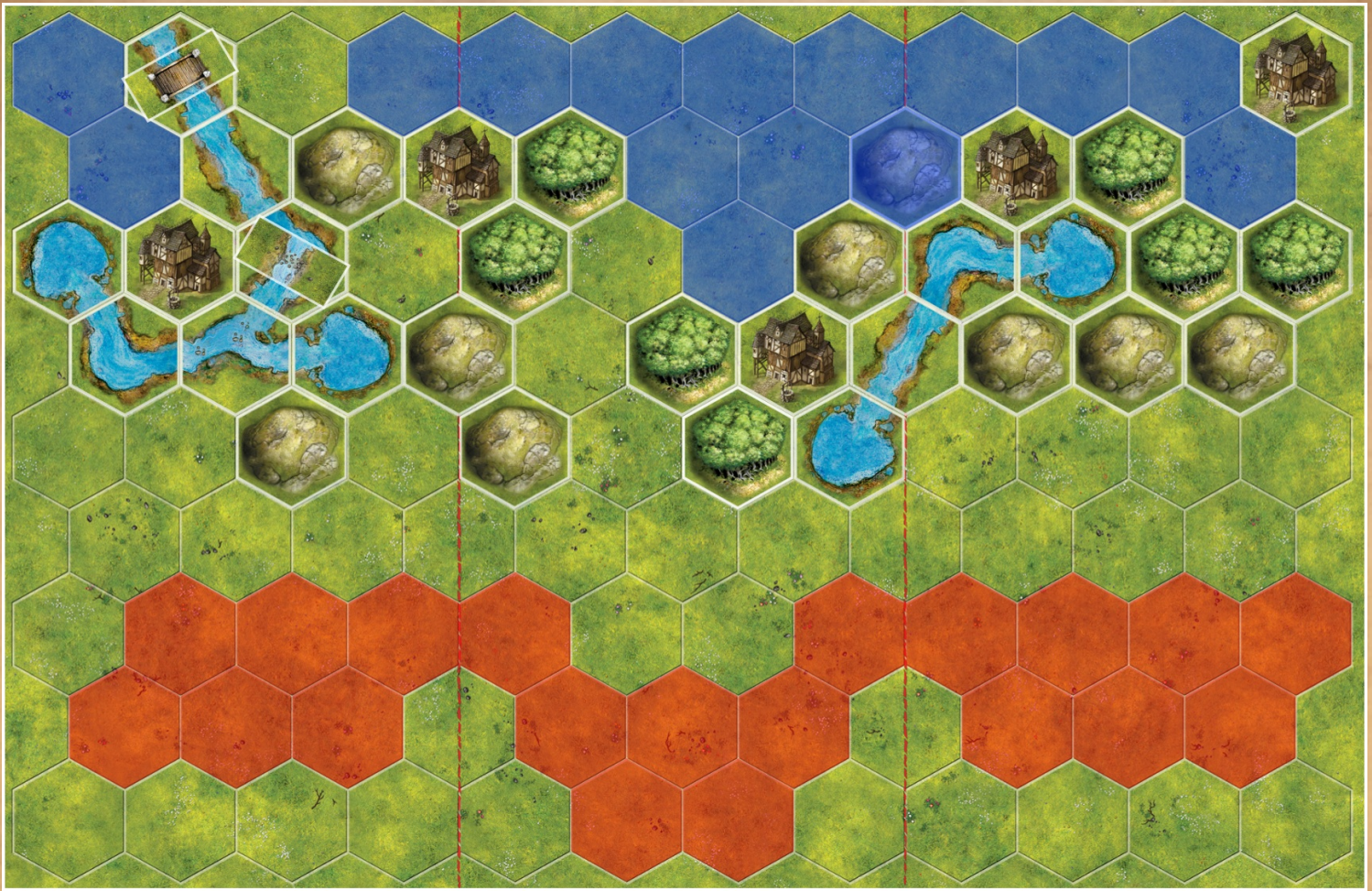


## DEFEND THE VILLAGES!



The guardians villages are under attack! They must defend them or risk falling back to the castle!

### SETUP

42 Muster points, no comand tents.

### SPECIAL RULES

If the opposing team occupies a village hex at the begining of their turn the village is destroyed (remove from the map). Hix hexes add 1 die to combat and counter rolls after modifiers. A comand card may be turned in to order any 2 units.

### OBJECTIVE

At the end of 10 rounds if 2 villages remain the guardians win. If the attackers destroy 4 villages they win.