



The battle continues! This is a scrolling map. Scroll the map down towards the winning army for the third battle.

SETUP

Setup as normal with 50 mustering points. Place the Command Tents in the indicated hexes. Those additional mustering points have already been incorporated. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Neutral units can be added.

SPECIAL RULES

Rounds one and three are diplomatic rounds; during these rounds, three units from any region can be ordered. During rounds one and three, you can only move (you cannot attack, use lore cards, gain VP, or use command cards). Nondiplomatic rounds follow normal play. During your Command step, you may use any Command card to order any two units. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). The army with the most VP at the end of round five will be awarded one additional VP. If there is a tie, then both armies are awarded four lore. Gain one VP if you control two cities at the end of your turn.

OBJECTIVE

The army with 12 VP at the end of the round wins! In the event of a tie, remove the VP token. The winning army is awarded two additional mustering points to be used in the next battle. This reward is permanent through the campaign.