



The scroll battle come to a possible conclusion! The enemies have pressed the attack and destroy the cities to further cripple their enemies. The retreating army burns the west bridge in their retreat. Can the defenders push back their enemies or will the attackers utterly destroy their enemies.

## SETUP

Attacker starts with 56 muster points plus comand tent bonus. Defender starts with 50 muster plus the comand tent bonus.

## SPECIAL RULES

Any comand card may be turned in for ordering 2 units of your choice.

Occupying a hill hex add +1 die after modifiers (including counter attacks)

Attacker gains 1 VP for controlling a city at beginning of their turn. The city is destroyed and removed from the game board.

Gain 1 VP for occupying both hill hexes at end of turn on either 1 or 2 markers.

Gain 2 Lore for occupying both hill hexes on marker 3.

Occupying an enemy comand tent at beginning of turn earns 4VP!

## OBJECTIVE

12 Points wins the game, if tied at end of a round the first player to gain an enemy comand tent ends the game in sudden death! If a comand tent has been taken the rule stands retroactively.