



Get ya lore abilities here !!

When they're gone they're gone !!

## SETUP

Muster both armies, value 40.

Set the 2 stacks of lore cards aside, these begin as property of the trader Ty-Rel.

Both players start with 2 gold pieces (use lore and VP tokens).

## SPECIAL RULES

At the start of play, Ty-Rel (token "I") leaves town through the South Gate and moves 1-6 hexes along the river bank. Roll 1d6 to determine distance travelled.

The caravan continues to move 1d6 hexes at the start of each players turn, entering and exiting all towns enroute in the opposite gate to the one arrived at, continuing to hug the river bank, and crossing all bridges. Units and towns do not obstruct the caravans journey.

If the caravan stops on a hex occupied by a unit, Ty-Rel offers to trade with that player. Draw 1d6 cards from the corresponding players lore stack and display them. These are abilities that Ty-Rel has for sale this turn (value on the card is in gold). That player may buy any number of abilities on his/her turn, so long as their resultant lore card hand does not exceed 3.

That player may also sell any amount of lore cards back to the trader for half (rounded down) their original value. For the purpose of these transactions, the opposing player may play the role of the trader.

Once business has been concluded, lore cards belonging to the caravan are returned to the base of the corresponding lore stack, and the battle continues with the next turn.

On their turn, any lore card held by the player may be played without lore cost.

Units **cannot** move to approach Ty-Rel on their turn and attempt to trade, although the caravan hex may still be moved through or occupied via battle commands / retreats. The caravan **does** impede line of sight in battle, but **does not** impede retreats.

Players win 2 gold for destroying an enemy unit, and may commit any "lore" symbol on a dice roll to secure 1 gold piece. Any references to gaining / losing lore on lore cards translates to gaining / losing gold. If players run short of gold tokens, recycle Ty-Rel's takings.

## OBJECTIVE

Destroy the opposing army.