



*Where did this lot come from ???*

*Ah Kellos, I have no time for your fire and blade, but please guide this humble wretch home !!!!!*

## SETUP

Muster both armies, value 40.

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

Both sides draw 6 command cards, return 2 to the deck, and shuffle the deck.

Both sides begin with 2 lore points.

## SPECIAL RULES

At the start of each player turn, the Ty-Rel caravan moves 1-3 hexes along the town roads. (roll 1d6 and halve the result, rounding up).

Ty-Rel leaves town 1 on the NW road to town 2, then takes the SW road to town 3, and finally travels the NW road to his home town at location 4.

On a players turn, a unit in range may attack the caravan. On a successful hit, the caravan spills a lore card relevant to that units army, which instantly becomes property of that player.

Each player is limited to 5 lore cards.

Any attacks on the caravan while holding 5 lore cards gives the player the option to swap the spilled card for a card in his/her hand, return the unwanted card to the base of Ty-Rels relevant lore card stack.

Any unit caught on a town road as the caravan travels through is destroyed, Ty-Rel is in no mood to stop for anyone or anything !!

Units may not enter town spaces.

When Ty-Rel arrives home, no further new lore cards are available for the remainder of the battle.

Ty-Rels caravan impedes line of sight and retreats. Units may not move through or occupy the current caravan hex.

Players take 1 lore token at the end of their turn.

## OBJECTIVE

Eliminate the opposing army.