



*We can't hold them !!!!! Get me those reinforcements !!!!!*

## SETUP

Muster both armies to an agreed equal value of between 30 and 50.

Draw 4 Lore cards for each side and return 2 to the base of the relevant stack.

Draw 4 Command cards for each side and return 1 to the base of the relevant stack.

Take 2 lore each.

## SPECIAL RULES

If and when 4 VP's have been won and stacked, they may be spent at the start of that armies next turn to summon a <4 muster pt.> reinforcement unit to the battlefield, to be placed anywhere in the yellow (Daqan) or purple (Uthuk) placement areas.

If and when 6 VP's have been won and stacked, they may be spent at the start of that armies next turn to summon a <6 muster pt.> reinforcement in the same area.

The two command posts have 5 HP's each and can be attacked normally.

If either command post is lost, the ability to call on reinforcements for that side is lost permanently.

### VP conditions :

Begin a turn with an ally unit occupying a VP hex to collect the VP value of that hex.

Destroy an enemy unit to immediately collect 1 VP.

Destroy an enemy unit occupying a VP hex to immediately collect 2 VP's ( if on a 1 VP hex ) or 3 VP's ( if on a 2 VP hex ).

## OBJECTIVE

Defeat the enemy.