



This is the boardgame version of the deathmatch scenario of the same title in BattleLore: Command. To make the scenario playable with a single copy of the base game, Command Tent tiles are used to represent extra wood hexes.

SETUP

Randomly assign one of the two deployment areas (red hexes or blue hexes) to the two factions. Adjust the position of the two Command Tents near the respective deployment areas to reflect this assignment.

Each player can use up to 50 Muster Points to build his army and deploy it on the blue or red hexes of the assigned deployment area. The command tent is already on the map and cannot be mustered. Up to 4 unspent Muster Points can be converted in initial Lore Tokens.

Each player receives the following four Command Cards: "Patrol Left," "Patrol Right," "Patrol Center," and "Line Advance." Shuffle the remaining cards in the command deck.

Both players draw 3 Lore cards, then secretly place 1 Lore card on the bottom of the appropriate deck.

The first player is the one starting from the blue (bottom of the map) initial deployment area.

SPECIAL RULES

Command tents: Treat them as wood hexes for all purposes.

Hill hexes: All the hills on the map are impassable terrain and block the line of sight. Flying units cannot end their movement on hill hexes nor retreat in or through them.

The lore cards **Overwhelming Power** and **Defend the Realm** are not in use. Remove them from the respective Lore decks.

OBJECTIVE

The game lasts 10 rounds. For each eliminated enemy unit, a player scores a number of Victory Points equal to the Muster Point value of the unit. The player who has more Victory Points at the end of the 10th round is the winner. If both players have the same number of Victory Points, the game is a tie. No Victory Points are scored for units eliminated through voluntary sacrifice, like the Frenzy ability of Blood Harvesters.