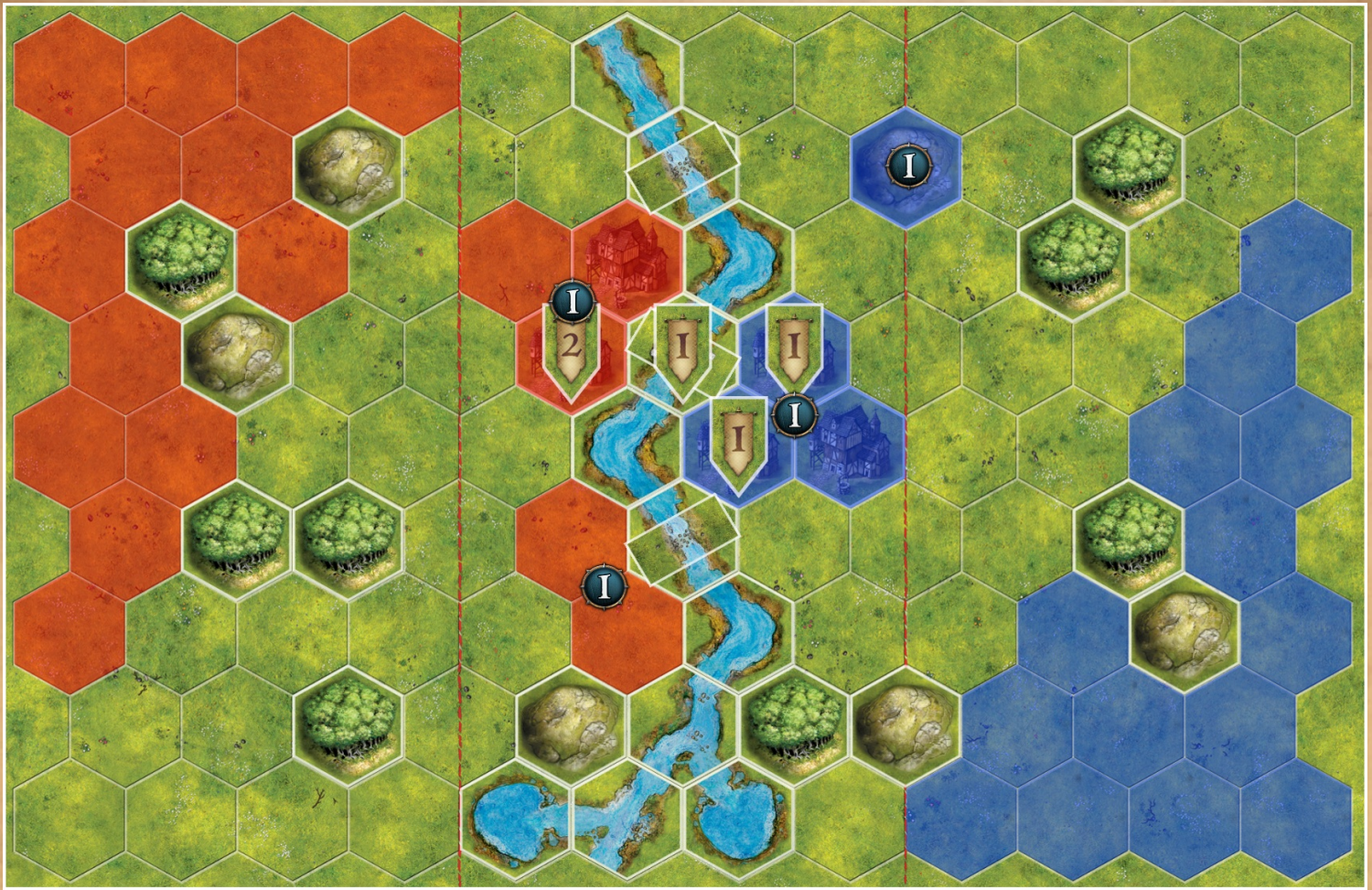


THE BATTLE OF ASHENFORD



Days after days we've chased after those Daqan cowards. Their army is running in fear. When our Flesh Rippers started killing, the Daqan commander decided to run off for Ashenford. He thought the village and the buildings will protect him. He was wrong. We took the western part of Ashenford in the early morning and by nightfall we will take the other side. We will end them and they will suffer for their cowardness.

- Chaos Lord Legraleigh

SETUP

- 1) Determine first player by rolling a dice or tossing a coin.
- 2) Setup the game board and muster your army as normal.
- 3) When both players have finished mustering their armies they divide them into vanguard and reinforcements. The vanguard must not exceed a total of 20 muster points!

4) While deploying players follow the normal deploy procedure with the following exceptions. The vanguards deployment zone is located in the village and its surroundings marked with a "1". The reinforcements are located in the corresponding deployment zones on the left and the right of the game board. Make use of decoys as usual when setting up your army. When all deployment cards are on the game board only reveal the vanguard. The reinforcements stay hidden until they come into play.

5) Each player then receives "2" Lore Tokens and draws his starting cards as normal.

SPECIAL RULES

Command Cards

As long as there are no friendly reinforcements in play each Command Card can command up to two units in the center region of the game board when not resolving its text.

Reinforcements

To trigger his reinforcements a player has to gather 6VP. In his Upkeep he then uncovers all remaining deployment cards and deploys his units. In his next turn he can command his units vanguard and reinforcements as normal. Note that the Command Cards special rule is only available while there are no friendly reinforcements in play!

OBJECTIVE

The first player who's able to gather 16 victory points wins the game.