



In this epic battle, it will take more than one victory to win the war! This is a scrolling map. Scroll the map down towards the winning army for the second battle.

## SETUP

Each faction is split into two armies. 60 mustering points are to be used to create your army. The Command Tent can be used; its placement does not affect the placement of other units. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Legendary units can be added.

## SPECIAL RULES

The battle begins with the larger armies. The smaller armies are not revealed until after the fourth round. Rounds one and three are diplomatic rounds; during these rounds, three units from any region can be ordered. During rounds one and three, you can only move (you cannot attack, use lore cards, gain VP, or use command cards). After round four, the smaller armies are deployed. Nondiplomatic rounds follow normal play. During your Command step, you may use any Command card to order any two units. Hill hexes are blocking terrains, and stop movement. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Gain one VP when you control both cities at the end of your turn. Gain one VP when you control three bridges at the end of your turn. The army with the most VP at the end of round five will be awarded one additional VP. If there is a tie, then both armies are awarded four lore.

## OBJECTIVE

The army with 16 VP at the end of the round wins! In the event of a tie, remove the VP tokens. The winning army is awarded two additional mustering points to be used in the next battle.