



A fight for control of the Serpent River.

SETUP

Muster both armies to 60pts - maximum of 5 lore claimed from unspt pts.

Draw 4 command cards and 2 lore cards.

Any or all cards may be mulliganed once, and the stacks shuffled.

Each side may place 1 ford token to complete set up.

SPECIAL RULES

Units occupying their own faction banner :

Receive 2 additional lore at lore step.

Gain 1 die when attacking and/or countering on the hex.

VP's awarded immediately :

1 VP : Elimination of a standard enemy unit.

2 VP : Elimination of an elite enemy unit.

3 VP : Elimination of a legendary / mercenary enemy unit.

VP's awarded at VP step :

1 VP : Each bridge occupied.

1 VP : Elimination of an enemy unit while it occupies a bridge or its own faction banner hex.

OBJECTIVE

25 VP's *or* Destroy the enemy .