

CLASH IN THE VALLEY



SETUP

Each player has 26 muster points to spend and cannot deploy Command Tents. Starting player is decided at random. The second player starts with 1 VP.

SPECIAL RULES

If a unit occupies a tile with the "1" marker, it's controller gains 1 Lore at the start of their turn.

OBJECTIVE

A player can win either by collecting 18 VP, or by eliminating all enemy units.