



The battle has moved to the open field! Speed and ferocity are what is needed to win this battle!

SETUP

Setup as normal with 45 mustering points. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Neither neutral units nor legendary units can be deployed; command tents cannot be used.

SPECIAL RULES

When one of the one point markers are occupied, remove the other marker. The occupied marker now belongs to the unit on that marker. This marker moves with this unit (with a maximum movement of two). The only way the marker can be dropped is by eliminating the controlling unit.

OBJECTIVE

12 points for the win! In the event of a tie, keep playing until no tie at the end of the round. 2 muster points to the winner; these points are permanent.