



A discovery has been made. Lush forests, mountains full of metal ores, and fresh water. This is a land that could support a city! Once word of this discovery spread, two rival kingdoms descend on this land to claim it as their own. Unknown to each, as they made plans to defeat the other, was that neither of them was there first. If the red army wins, go to map 1-3. If the blue army wins, go to map 3-1.

SETUP

Setup as normal with 44 mustering points. Command Tents can be used. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Neutral units cannot be used.

SPECIAL RULES

Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). 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. The yellow hexes indicate a hidden monster. You can only attack a monster from green hex. Monsters ignore poisoning, bleeding, panic, etc. Monsters cannot resolve retreat. Once a unit steps on a green hex, role one dice.

Lore = Razorwings

Single Sword or Double Sword = Giant

Mask or Bullseye or Flag = Dragon

OBJECTIVE

The army with 11 VP at the end of the round wins! Gain 2 VP if you kill a monster. You must control both 2 VP markers to gain 2 VP. You must control both 1 VP markers to gain 1 VP. The winning army is awarded two additional mustering points to be used in the next battle. This reward is permanent through the campaign. The monster(s) you kill is in your control (no muster cost) at the beginning of the next battle.