



This is the boardgame version of the deathmach scenario of the same title in BattleLore: Command.

## SETUP

Randomly assign one of the two deployment areas (red hexes or blue hexes) to the two factions.

Each player can use up to 50 Points to muster his army and deploy it on the blue or red hexes of the assigned deployment area. The command tent cannot be mustered. Up to 4 unspent Muster Points can be converted in initial Lore Tokens.

Each player receives the following four Command Cards: "Patrol Left," "Patrol Right," "Patrol Center," and "Line Advance." Shuffle the remaining cards in the command deck.

Both players draw 3 Lore cards, then secretly place 1 Lore card on the bottom of the appropriate deck.

The first player is the one starting from the blue (bottom of the map) initial deployment area.

## SPECIAL RULES

The lore cards **Overwhelming Power** and **Defend the Realm** are not in use. Remove them from the respective Lore decks.

## OBJECTIVE

The game lasts 10 rounds. For each eliminated enemy unit, a player scores a number of Victory Points equal to the Muster Point value of the unit. The player who has more Victory Points at the end of the 10th round is the winner. If both players have the same number of Victory Points, the game is a tie. No Victory Points are scored for units eliminated through voluntary sacrifice, like the Frenzy ability of Blood Harvesters.