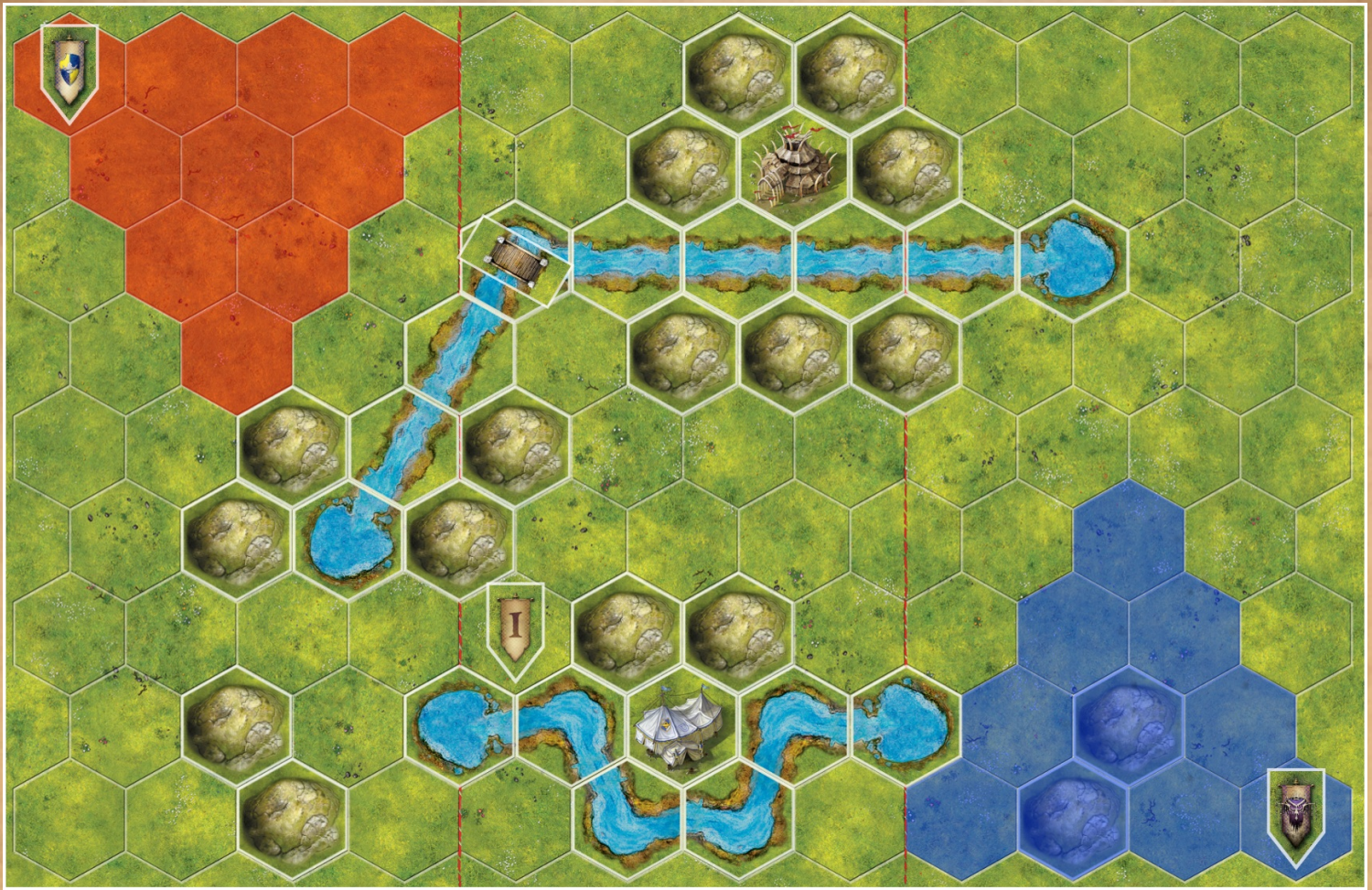


HUNTING PARTY



The Guardians are wasting no time in their hunt for the enemy. Sending troops further and further north to hunt for anyone who would do their kingdom harm.

OBJECTIVE

To win the battle:

1. Have at least 9 VP at the end of the round.

SETUP

Setup as normal with 32 mustering points. No Elite or Legend units 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.

SPECIAL RULES

During your Command step, you may replace up to 4 Command cards with new Command cards; this counts as your Command, Order, and Movement step (you may still earn VP at the end of your turn). When replacing cards, this must be done as a single action. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex).