



As the battle rages on, all hopes for peace have faded to nothing more than wishful thinking. The only way for the war to end is to decimate the enemy, without mercy. The Mountain Giants, having been splintered into two opposing factions, have joined the ranks of each army. Fueled by hate and a lust for blood, the Giants have vowed to fight until they have killed all that oppose them. After years of bloodshed, there only remains one Giant left on each side. Sadly, this is not enough for them to lay down their arms. They will fight to the death.

## SETUP

Setup as normal with 52 mustering points. Each side must deploy a camp. Each side gets a Mountain Giant for zero mustering points. Each Giant must be placed on the indicated hex seen on the map. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Extra armies and Legendary units can be added. Roll a single dice to determine which player begins the battle, with a double sword causing that player to go first.

## 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). Mountain Giants get +1 movement. If you occupy both hexes with the 1 VP token, then gain two lore at the end of your turn.

## OBJECTIVE

To win the battle:

1. You must eliminate all enemy units on your half of the battlefield, or control the enemy camp at the beginning of your turn.
2. Kill the enemy Giant.
3. Have at least 14 VP.

Gain 1 VP, immediately, for each enemy unit eliminated. Gain 2 VP and 2 lore when you eliminate the enemy Giant. In the event of a tie (all three conditions have been met by both sides), the player with the most VP wins at the end of the round.