



A battle to the death!

SETUP

Setup as normal with 68 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. Legendary units can be used with the winner of the last game picking 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). To gain VP from a VP marker, you must occupy both hexes (the hill and forest hex). Gain 1 VP and 2 lore, immediately, when an enemy unit is eliminated. The command tent can be used, and units can be placed in front of the command tent.

OBJECTIVE

The player with 20 VP at the end of the round wins the battle!!