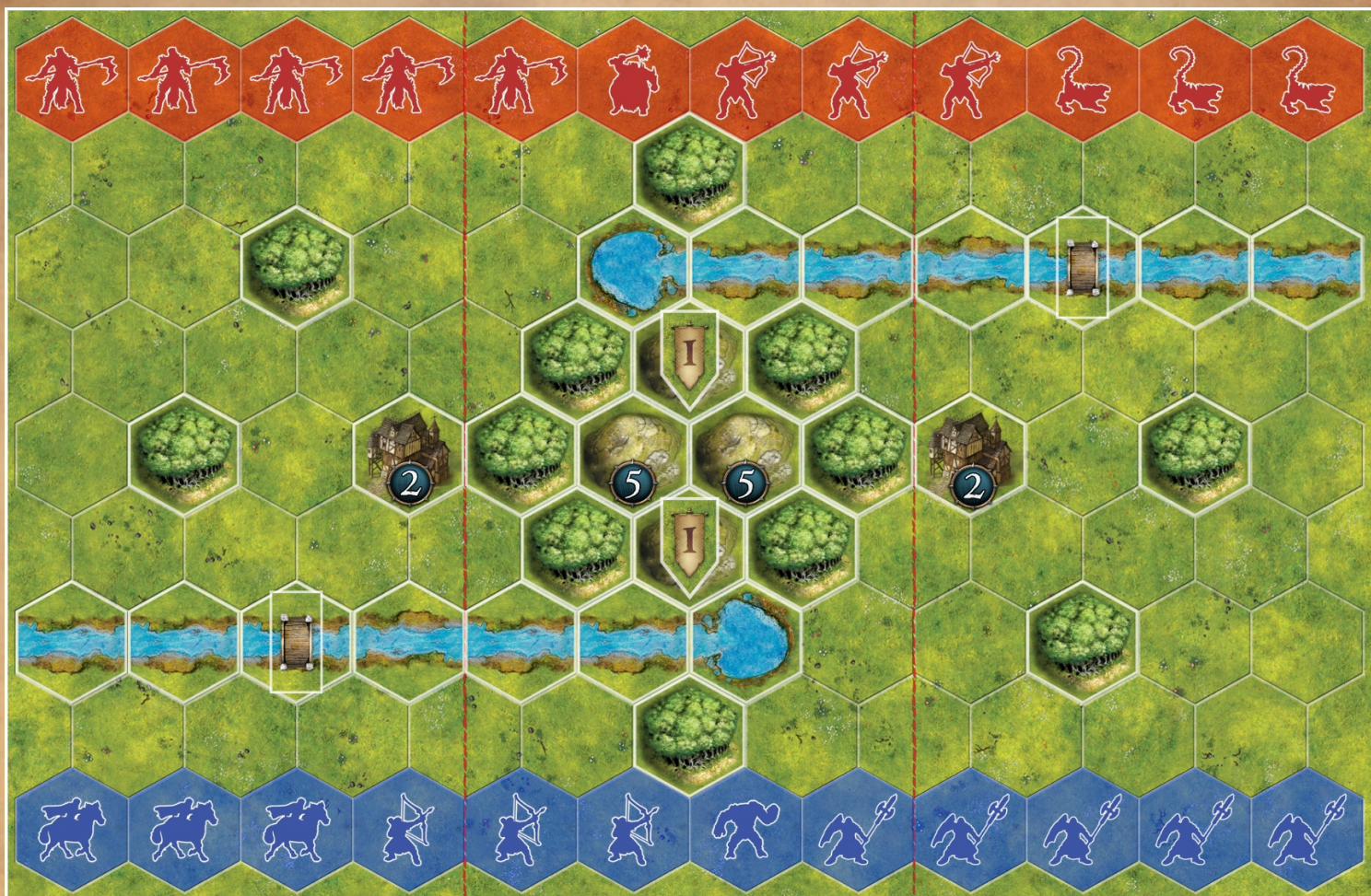


# BLOOD IN THE HILLS



Your army is ready to cross the deep forests and climb to the hills to get the victory points and lore tokens.

## SETUP

Recruit exactly the same army as showed. Put the correspondent army cards face down at any space you want of the first colored line.

Take 3 lore cards randomly.

Roll 4 dies, player with more swords starts. 2 swords value 2 and 1 sword values 1. In case of draw roll dies again.

## SPECIAL RULES

In your turn you can order any 3 units you wish.

First player stopping at the tiles with markers gets the lore tokens indicated immediately.

Every time you destroy an enemy unit get 1 VP or 3 lore tokens.

Disregard the concept of half side of the board for lore cards.

Command cards are useless. For the rest use all normal rules.

## OBJECTIVE

The first player who gets 16 VP at the start of the initial player wins.

If there is a draw, then first to get 20 victory points at the start of the initial player wins.

If draw persists... fight till death!!!