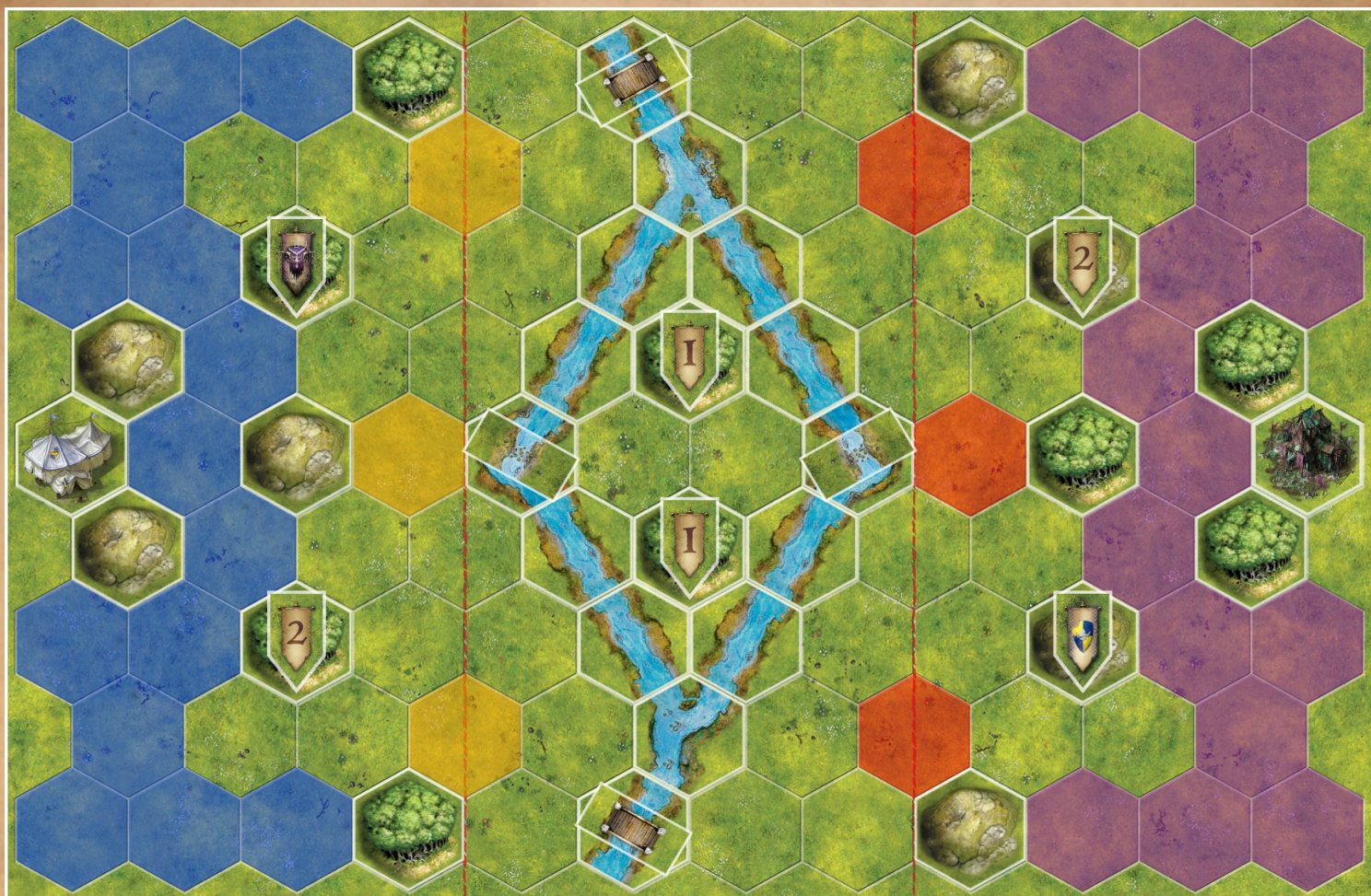


# BATTLE OF THE RIVER GLADE



## SETUP

*Optional: Place board longways with 9 hex width.*

56 pts per side - max 4 pts unspent lore claimed.

4 command cards, 2 lore cards - any or all may be mulliganed once.

If the Daqan player musters one or more Crystal Spires, they may be placed on any blue or yellow hex.

If the Waiqar player musters one or more Graveyards, they may be placed on any purple or red hex.

## SPECIAL RULES

The 2 VP hexes in enemy territory are the only ones claimable.

1 VP awarded if one or more enemy units were eliminated while they occupied a hex on or adjacent to water this turn.

Daqan cavalry need not end their movement while crossing a ford.

Waiqar ranged units gain +1 range when attacking from hills.

## OBJECTIVE

22 VP's.

or

Hold the enemy camp and the friendly faction banner simultaneously at the end of a turn.

or

Eliminate the enemy.