



The scroll battle comes to a possible conclusion!! The enemies have pressed the attack and are destroying cities to further cripple their enemies. The retreating army burns the west bridge in their retreat. Can the defenders push back their enemies or will the attackers utterly destroy their enemies?

SETUP

Attacker starts with 56 muster points plus command tent bonus. Defender starts with 50 muster points plus the command tent bonus. Place the Command Tents in the indicated hexes. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Neutral units can be added.

SPECIAL RULES

During your Command step, you may use any Command card to order any two units.

Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Hill hexes stop movement, and are blocking terrain.

Attacker gains 1 VP for controlling a city at the beginning of their turn. The city is destroyed and removed from the game board.

Gain 1 VP for occupying both hill hexes at the end of the turn on either markers 1 or 2.

Gain 2 lore for occupying both hill hexes on marker 3.

Occupying an enemy command tent at the beginning of your turn earns 4 VP! Command tents act as cities for friendly units.

OBJECTIVE

12 points wins the game!! In the event of a tie, the first player to occupy an enemy command tent, at the beginning of their turn, wins the game! If a command tent has been taken, the rule stands retroactively.