



The blue army is in retreat. The red army is closing in on them.

SETUP

Setup as normal with 60 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. Neutral units can be used. Whatever monster you defeated in the first battle is now yours for free in this battle. Markers of "1" mean a forest on a hill. Markers of "2" indicate double hills.

SPECIAL RULES

Round 1 is diplomatic. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Attacking from a double hill hex gives the attacker +2 dice (this also applies to counterattacking from a double hill hex). Attacking from a forest on a hill hex reduces the attack strength to 3 (this also applies to attacking a forest on hill hex). When attacking from a double hill hex, all blocking terrain lower than this level can be ignored (double hills and forest on hills are all that can block the line of site). Hexes marked with a "4" are units to be deployed at the end of round 4. The army with the most VP at the end of round five will be awarded one additional VP. If there is a tie, then both armies are awarded four lore. The graveyards are for anyone to use.

OBJECTIVE

The army with 16 VP at the end of the round wins! You must control both 2 VP markers to gain 2 VP. The winning army is awarded two additional mustering points to be used in the next battle. This reward is permanent through the campaign. If the red army wins, go to map 1-2. If the blue army wins, go to map 2-3.