



The enemies advanced so fast that they have taken half of this small peaceful town before the defenders can assemble. Now it is time to drive them out. If we can control the whole town the enemy will force to retreat and fight another day. But they are probably planning for the same thing.

SETUP

Both player take 5 commander card, 2 lore cards and 3 lore tokens.

Both has an army value of 60 points.

Tha Daqan player moves first.

SPECIAL RULES

If enters another player's command tent, it is instantly destoried and award one VP and spawn an infancy or archer at player's choice at his own tent (or adject to the tent if it is occupied). This can't happen if your tent is already destoried.

However if any player can control all four city title at any time instantly win.

Each enemy unit eliminated give one VP. Also each city title holds by active player at the end of turn gives one VP.

OBJECTIVE

Hold the cities and eliminate your enemies.

Victory condition is the first player to reach 16 VP. OR the one who controls all four cities at ANY time wins immediately.