



The Eddystone Hill dominates the approach to the town of Eastpoint and is the key to it's defense. Uthuk forces accomplished a flanking move catching Lord Knobbie's forces by surprise and suddenly are in a position to take the hill. They must be stopped.

SETUP

Setup as above but with each unit having FOUR figures in it. Both players draw 6 Command cards and keep 4 then draw 3 Lore cards and keep 2.

OBJECTIVE: Normal victory conditions apply to end the game. Basic Command Tents VP's apply. Eliminated Units count for 1 VP. Units ending a turn on Eddystone Pointe get 2 VP's.

1st Player: Each player starts with 10 Lore to bid with or keep. Both players draw a Lore card and the one with the highest value (if tied then keep drawing until it isn't) bidding 1st - re-shuffle Lore decks. The bidding player now bids a number of Lore to go 1st (may bid zero). The next player can either increase the bid or pass. This continues until 1 player passes or 10 Lore is bid. After bidding is done both players subtract any Lore bid from their 10 starting Lore and start with that amount.

SPECIAL RULES

ALL UNITS start with 4 figures in them. A unit with 2 figures left is considered "weak".

FOREST: All infantry may battle out of the woods with no dice reduction.

HILLS: Melee: When attacking a unit on a hill you are -1 die unless also on an adjacent hill of the same or higher elevation. The 2VP Eddystone Pointe hex is 1 level higher then the 6 hills surrounding it and a unit attacking it is -1 die.

Archery: Any archer unit on the Pointe is +1 range and may shoot over units on the hill and grassland. Archers on the 6 hill spaces surrounding the Pointe can not trace LOS through other Hill spaces. Archers are -1 die when shooting at a unit on a hill space unless also on a hill of the same level.

OBJECTIVE

Win