

# BATTLEPLAN

## SACRED SPRINGS

*Deep within the forests of the Slidecrown Isle, two armies have discovered the location of sacred springs that flow with the healing waters of Aqua Ghyranis. A deadly battle ensues as both sides battle for control of this valuable resource.*

### THE ARMIES

The players roll off. The winner picks who is the attacker. The other player is the defender.

### THE BATTLEFIELD

The battlefield is set up to represent two springs of Aqua Ghyranis within a secluded glade deep in the forests that cover the Slidecrown Isle. There are 2 objectives set up on the battlefield, as shown on the map opposite, that represent each of the springs.

### DEPLOYMENT

The attacker picks which territory is their territory. The other territory is the defender's territory.

The players use alternating deployment to set up their armies.

### BATTLE LENGTH

The battle lasts for 5 battle rounds.

### FIRST TURN

The player who finished deploying their army first has priority in the first battle round.

### HEALING WATERS

At the start of each turn, both players can heal up to D3 wounds allocated to each friendly unit that is contesting an objective (roll separately for each).

### VICTORY POINTS

Each time a player destroys an enemy unit, they score 1 victory point for every 100 points that unit costs (according to the unit's Pitched Battle profile). For example, if a player destroys an enemy unit that costs 390 points they would score 3 victory

In addition, at the end of each of their turns, a player scores points equal to the number of the current battle round for objective they control.

Players receive 2 points for each completed battle tactic

Players receive 5 victory points for completing their Grand Strategy at the end of the battle.

### GLORIOUS VICTORY

The player with the most victory points at the end of the battle wins a major victory. If the players tied on victory points at the end of the battle, the battle is a draw

