



Jagerholm has not always been populated with the brave warriors we know today. Before them the ancient and mysterious Dúnfolk ruled these Fjord-side realms.

This long dead race have now awoken from slumber to protect what they still believe to be theirs.

In this battleplan one player will be the attacker, coming from the sea to try and gain a foot hold on these legendary lands. The other player will look to defend their sacred sites, including a powerful dimensional gate that **MUST** remain sealed at all costs.

THE FORCES

Decide or dice off to see which player will be the attacker and which the defender.

OBJECTIVES

Together decide on 3 objective locations on the table. They should be scenery pieces that would be worthy of defending. Each should be more than 12" from any other and 12" from any table edge.

BEFORE DEPLOYMENT

The defender secretly writes down the location of the gate objective.

DEPLOYMENT

The defender sets up all units first, then the attacker. The open seas stop all chance of surprise in this battle, so the defender has to go first.

SCORING

Scoring is at the end of your turn - The all objectives are worth 2 VP until the gate is revealed and then the gate is worth 4 VP.

WINNER

At the end of turn 5 the player with the most VP wins otherwise a draw.

SPECIAL RULES

Dimensional Gate - if the attacker controls this objective at the end of their turn, the defender must declare it's the gate. All units within 12" each roll a dice and on a 5 or more take d6 mortal wounds.

Storm Winds - powerful storm winds are blowing in from the table edge behind the attacking player. At the start of each game turn, roll a dice - on a 3 or more, the Winds Gust and add +1 to the following actions that have the wind behind them.

- Run
- Charge