



NO FOE MAY PASS

Deployment: LONG RANGE each side.

Setup

- Place 1 Objective token in the center of the table, then place 2 additional tokens along each Deployment Zone, as shown above.

Special Rules (Objectives)

- A unit ending a move with its tray **entirely** overlapping a token **Claims** that token.
- A unit **Controls** a token it has Claimed as long as it is not engaged by an enemy Combat Unit with more remaining **Ranks** than it. The moment this happens it immediately stops Controlling that token.
- Solo** units count as having remaining Ranks equal to their remaining **Wounds** for Controlling and Contesting Objectives.
- Tokens that are not entirely overlapped by a unit's tray are not Claimed and are not Controlled by any unit.

Special Scoring

- Beginning on Round 2, each player scores **1 Victory Point** if they Control **both** Objectives along the **Friendly** Deployment Zone.
- Beginning on Round 2, each player scores **1 Victory Point** for Controlling the Center Objective at the end of each round.
- Beginning on Round 2, each player scores **3 Victory Points** for each Objective along the **Enemy** Deployment Zone that they Control at the end of each round.
- Enemy** Objectives grant +1 Victory Point if Controlled by your army's **Commander**.

