



## WE GUARD THE WAY

**Deployment:** Attacker: 18", Defender: Long Range

### Setup

- Each player rolls a die (*re-roll ties*). Whoever rolls highest chooses whether they will be the Attacker or the Defender.
- This game utilizes the Siege Tactics cards.
- Before Deployment, starting with the Attacker, players will alternate placing Objective tokens on the Attacker's Combat Units, until a total of 5 tokens have been placed. Each unit may have up to 2 tokens.

### Special Rules

- **Solo** units count as having remaining **Ranks** equal to their remaining **Wounds** for engaging enemies (*see below*).
- The Attacker gains the following Siege Cards:
  - The Long War
  - Starve Them Out
  - Press the Assault
  - Sow Discord
- At the start of each Round, they may select 1 of their unused Siege Cards and apply their effects (*ignore any round restrictions*).
- The Defender gains the following Siege Cards:
  - Combat Chaos (Begins in play)
  - Hold the Line! (Begins in play)
  - Rallying the Troops
  - Unexpected Reinforcements
- The defender may ignore the round restriction on *Rallying the Troops*.

### Special Scoring (Attacker)

- Beginning on Round 2, at the end of each Round, if the attacker has any Combat Units with Objective tokens fully within the Defender's **Deployment Zone**, and that unit is not engaged with any enemies with more remaining Ranks, remove that unit from the Battlefield (*it is not considered Destroyed*). The Attacker scores **2 Victory Points** for each Objective token that was on that unit. At the start of the next round, the attacker may re-deploy that unit (*including Objective tokens*) anywhere fully within their Deployment Zone.

### Special Scoring (Defender)

- Each time an enemy unit with Objective tokens is destroyed, the Defender gains **2 Victory Points** for each Objective token that was on that unit.
- Beginning on Round 2, at the end of each Round, for each enemy unit with Objective Tokens in the Attacker's Deployment Zone, the Defender scores **1 Victory Point**.

### Special Scoring

- The **Victory Through Combat** rule is ignored for this Game Mode.

