



## HONED AND READY

**Deployment:** SHORT RANGE each side.

### Setup

- Place 1 Objective token in the center of the table. Shuffle the Objectives deck and draw 1 card, assigning it to the Center Objective.
- Place 2 Castle Walls as shown above.
- Place the remaining 4 Objectives as shown above  
(Note: *ONLY the Center Objective gains an Objective card!*)

### 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 Rules (Castle Walls)

- **Castle Walls** are Impassible and cannot be targeted or affected by any Abilities or effects.
- Each time Victory Points are scored from the Objectives closest to Castle Walls, those Walls rain down arrows upon the unit Controlling the Objectives. Those units each suffer D3+2 automatic Hits (*these are not Attacks*).

### Special Rules (NCUs and Tactics Board)

- When a friendly NCU claims any zone, you may replace that zone's effect with:  
*"1 unit Controlling an Objective other than the Center Objective suffers D3+2 automatic Hits."*

### Special Scoring

- Beginning on Round 2, players will score **1 Victory Point** for each Objective token they Control at the end of each round.

