

# UNKNOWN TREASURES

## MISSION:

### Primary

Before the game begins you will need a standard 52 playing card deck, jokers removed.

This is a kill mission, with the goal of destroying as much of your foes forces as possible. During your player turn add up all of the point from destroyed units; at the end of your player turn for each 100 points you have destroyed draw a card, face down, from the deck. Put this card aside and continue the game. At the end of the game flip all your cards over and add them up with face cards counting as ten. The player with the highest number added together wins. Leftover points do not carry over.

### Secondary

The following objectives affect a players number of cards not the number they add from them.

- +1 Card - Slay the Warlord
- +1 Card - First Blood
- +1 Card - Line Breaker
- +1 Card - If you Warlord is alive, by the end of the game.

For any cards remove you opponent will choose which face down card you must discard.

- 1 Card - If your Warlord has taken any wounds during the game.
- 1 Card - If you have no troops units alive, by the end of the game.
- 1 Card - If you do not have a unit in you enemy's deployment zone, by the end of the game.

## Game Length:

6 Turns

## Deployment:

Spearhead and roll for sides.

## Special Rules:

**Night Fight, Mysterious Objectives,**

## **Aces Wild:**

If either player flips their cards to reveal any aces, they can either trade it in for a redraw, or roll 2D6 to determine its numerical value.