



DRAGON RUSH

Deployment: 6" for player 1
42" for player 2

Setup

- The player who **grumbled the most** in his last game is player 1, if the players can't break the tie, each player should then roll a die (*re-roll ties*). The player who rolls highest may choose who is the player 1.
- Player 1 may only have 1 unit on the battlefield.
- Player 2 may ignore **the usual attachment restriction**.

Special Rules

- Player 1 chooses who will be the **First Player**.
- Player 1 have to be alive at the end of round 1 to win.
- Player 2 have to kill the opponent before the end of the round 1 to win.
- At the end of the game, it doesn't matter what happened, player who finish the game with a **Tully unit** on the battlefield win. If it's a draw, player who have **Brynden Tully - The Blackfish** as a Commander win.

Special Scoring

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

