



The Guardians have decided to bring the fight to the wild! Tired of the wild attacks the guardians muster their forces. The great captian, on his mighty eagle, is leading a force into woods to strike at the heart of the wild emcampmnet. His goal is to wipe out the home base of the wild and destroy them utterly... or die trying!

OBJECTIVE

The guardians win when the wild's comand tent is occupied at the beginning of their turn AND has 12 victory points

The wild wins with 16 victory points.

SETUP

58 Muster points.

SPECIAL RULES

Units occupying hill hexes roll 1 additional die when attacking or counter attacking.

Any comand card can be discarded for ordering any 2 units during your order step.