



This Epic Double Map is combined with part 2 to make a giant map!

SETUP

Muster 90 Points! Can use comand tent. Barricades must be placed within 3 hexes of a friendly unit.

SPECIAL RULES

Hill hexes stop movement and 1 die is added to all attacks and counters made from a hill hex, after modifiers. For every 3 cities you control at the end of your turn earn 1 VP. For every city that does not earn you a VP 1 lore is awarded. Controlling 3 bridges at end of turn earns 1 VP. Diplomat steps (only move 3 units no lore or VP step) will take place round 1, 3 and 5. After round 6 and additional VP is awarded to player with the most cities under their control.

OBJECTIVE

14 Points wins the game