



No escape, no prisoners, no mercy. This is the final epic battle!

Victory points are useless. For the rest use all normal rules.

SETUP

Recruit all your army, fill up all your spaces with troupes and dummies.

Take 3 lore cards randomly.

Roll 4 dies, player with more swords starts. 2 swords value 2 and 1 sword values 1. In case of draw roll dies again.

SPECIAL RULES

In your turn you can order any 3 units you wish.

If a player conquers the tiles with markers on the opponent's half of the board get the lore tokens indicated immediately.

Every time you destroy an enemy unit get 1 lore token. If you kill the legendary unit get 3 lore tokens.

OBJECTIVE

Conquer and hold on the opponent's base Campament first at the beginnig turn of the initial player.

In case of both players draw... kill the opponent troupes in your base Campament and still hold on the enemie's base.