



Four strategic positions to achieve victory in an open field with all your army into battle.

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.

When you stop at the town in the opponent's half of the board get the lore tokens indicated immediately.

Every time you destroy an enemy unit get 1 VP or 3 lore tokens.

Disregard the concept of half side of the board for lore cards.

Command cards are useless. For the rest use all normal rules.

OBJECTIVE

The first player who gets 20 VP at the start of the initial player wins.

If there is a draw, then first to get 25 victory points at the start of the initial player wins.

Also, at the moment that one player controls the 4 victory points tokens at the start of the initial player wins immediately.

If draw persists... fight till death!!!