



Beyond the Hardwoodriver lies the old Town Bricklestone. Many tried to push there luck to realise there foolish dreams of become rich man with the Gold mines around it. But the city is lost with poor and hopeless people, far beyond a hope of a new life. And while this town slumbers covered in its own dust, WAR is approaching on the horizon!

SETUP

This is a Tournament Map for 2 Players that is good for fast battles. Controlling the two towns and VP markers is the key here with a supportive attitude from the other side of the river.

Determine the starting player with coin toss, or rock-paper-scissor or just rolling a die.

When placing ford, instead players will use a bridge token.

SPECIAL RULES

VP: A player gains 1 VP per destroyed Unit.

Gain 2 VP instead per destroyed Legend Unit.

OBJECTIVE

Victory Condition:

A player wins the game if he has 16 or more victory points and has more victory points than his opponent (at the start of starting players turn). Alternatively, a player wins the game if all of his opponent's units have been eliminated (he wins immediately).