



Deadly hordes plunder the surrounding of Ivagred. -
 Folk is fleeing into the city and awaits with a small -
 contingent of soldiers for the oncoming storm. Ivagred -
 lays tactically very well but will it hold?

SETUP

The defending player is the first player.

Players cannot muster Legend units.

50 muster points for attacking army (red).

40 muster points for the defending army (blue).

While marching up the banner marker fields can only
 be occupied by infantry.

OBJECTIVE

Defending army wins instantly if it has collected 16VP.

Attacking army wins if there is no enemy unit is left in
 Ivagred (the five blue fields within the river circle).