



Two lakes surrounding the victory tokens at the center of the map. You can access by deep forest or narrow bridge in order to achieve your victory... but be aware!!!

Your enemy wants the same as you.

## SETUP

Recruit an army of 50 points. Put the correspondent army cards face down at any space you want of the colored hexagons.

Take 3 lore cards randomly.

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

## SPECIAL RULES

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

First player stopping at the towns with markers gets 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 16 VP at the start of the initial player wins.

If there is a draw, then first to get 20 victory points at the start of the initial player wins.

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