



Big Epic Battle! With a lot of chances for VP this should be a bloody battle with a good mix strategies.

SETUP

Set up as usual with neutral units included. 54 Muster points.

SPECIAL RULES

Units occupying a hill hex may roll 1 additional dice when attacking or defending. 1 VP awarded for controlling 2 cities of each side of the river with a max of 1 point per turn. Turn 1 and 3 are diplomatic steps- no attack, VP or lore step. At the beginning of round 5 the secondary units (marked with "2") may be deployed. The player with the most points at the end of round 5 will be rewarded with 1 additional VP, if tied both teams get 4 lore each.

OBJECTIVE

16 Points for the win! IF there is tie for 16 points in a round then all VP tokens are removed and the cities become the only way to score additional VP!