

Aldryami

Colour: Red.

Have Aldryami Forest Units. Immobile. Can be built in any Aldryami zone which does not contain a forest for 3 Resources. Must be targeted last in battle. Other Aldryami units defending a zone containing an Aldryami Forest have +1 to resist. Aldryami Forests don't count towards Population Limit. On Turn 1 they are in each Aldryami area at setup.

If **Kyger Litor's Curse** is in Effect: -1 to resist.

Homelands: Rist, Elder Wilds, Arstola, Eol.

Victory Points at Any Time: Each Uz, Dragonewt or Mostali destroyed when attacking 2.

Turn 1: 2 Erigia, 2 Eol, 2 Rist, 1 Elder Wilds, 2 Arstola, 2 Longsiland. Alliance: Unity Council.

Turn 2: Alliance: World Council of Friends.

Turn 3: Alliance: World Council of Friends. VP: each zone containing an Aldryami Forest 2.

Turn 4: Alliance: World Council of Friends.

Turn 5: 6 in Rist. Alliance: World Council of Friends.

Turn 6: 6 in Rist, 6 in Elder Wilds. Alliance: World Council of Friends. VP: each zone containing an Aldryami Forest 2.

Turn 7: Alliance: World Council of Friends.

Turn 8: Alliance: High Council. High Council Army. Alliance Invasion Turn. Alliance VP Tarsh 8, Shadow Plateau 10, Kill Only Old One 8, each other Uz or Heortling zone 2. If fail to take Tarsh in Alliance turn **Kyger Litor's Curse** for the rest of the game.

Turn 9: Taris Sharpthorn (Hero) and 1 in Rist. Alliance: High Council. VP: each zone containing an Aldryami Forest 2.

Turn 10-11: If Talastari control Dorastor Alliance: High Council.

Turn 10: *Taris Sharpthorn (Hero)* in Rist.

Turn 11: 12 in Rist. Invasion Turn.

Turn 12: If Talastari control Dorastor Alliance: High Council. VP: each zone containing an Aldryami Forest 2.

Turn 13: 6 in Eol. Invasion Turn.

Turn 14: 4 in Arstola.

Turn 15: VP: each zone containing an Aldryami Forest 2.

Turn 18: Fogarth Toothaxe (Hero) and 4 in the Elder Wilds. VP: each zone containing an Aldryami Forest 2.

Turn 20: *Fogarth Toothaxe (Hero)* in Elder Wilds, Tobasta Greenbow (Assassin) in Rist. Must attack Alkoring Dragonbreaker if possible. VP: Kill Alkoring 4.

Turn 21: *Tobasta Greenbow(Assassin) if Alkoring Dragonbreaker still alive.* Must attack Alkoring if possible. VP: each zone containing an Aldryami Forest 2. Kill Alkoring 4.

Turn 24: 4 in Far Place. VP: each zone containing an Aldryami Forest 2.

Turn 26: 3 in Arstola. Alliance: Anti-Troll. VP: extra VP for each Uz unit destroyed south of Tarsh and the Rockwoods this turn.

Turn 27, 30, 33, 36: VP: each zone containing an Aldryami Forest 2.

Turn 38: 3 in the Elder Wilds. Alliance: Lunar Empire. VP: 2 for each Heortling Unit destroyed.

Turn 39: Alliance: Lunar Empire. VP: 2 for each Heortling Unit destroyed. VP: each zone containing an Aldryami Forest 2.

Turn 40: VP if any Aldryami Survive: Uz Wiped Out 8, Mostali Wiped Out 8, Dragonewts Wiped Out 8, Arstola 4, Rist 4, Elder Wilds 4, Erigia 4.

Malkioni

Colour: Red.

Submission: 2.

Can build City Units.

From Turn 15 to 21 (God Learners) they have +1 to hit and +1 to resist.

Homelands: Esvurela God Forgot.

Turn 1: 1 in God Forgot, 2 in Esvurela.

Turn 2: World Council of Friends.

Turn 3: World Council of Friends. VP: 3 for God Forgot and Esvurela 3, 1 for other zones.

Turn 4-5: World Council of Friends.

Turn 6: World Council of Friends. VP: 3 for God Forgot and Esvurela 3, 1 for other zones.

Turn 7: World Council of Friends.

Turn 8: Unity Council.

Turn 9: VP: 3 for God Forgot and Esvurela 3, 1 for other zones.

Turn 12: VP: God Forgot 3, Esvurela 3, Others 1.

Turn 15: 9 in the Homeward Ocean. VP: 3 for Pavis, God Forgot, Feroda, Wenelia and Esvurela 3, 2 for Maldros, Caladraland and Left Arm Islands, 1 for other zones.

Turn 16: 9 in Wenelia. Invasion Turn. VP: 2 per zone taken from EWF.

Turn 18: Zistor (Hero) and 4 in God Forgot. Place City Unit in God Forgot if there isn't one there already. VP: 3 for God Forgot, Feroda, Pavis, Wenelia and Esvurela 3, 2 for Maldros, Caladraland and Left Arm Islands, 1 for other zones.

Turn 19-20: Zistor (Hero) if control God Forgot.

Turn 21: Zistor (Hero) if control God Forgot. VP: 3 for God Forgot, Feroda, Pavis, Wenelia and Esvurela 3, 2 for Maldros, Caladraland and Left Arm Islands, 1 for other zones.

Turn 24, 27, 30: VP: 3 for God Forgot, Feroda, Pavis, Wenelia and Esvurela 3, 2 for Maldros, Caladraland and Left Arm Islands, 1 for other zones.

Turn 32-34: Alliance: Lunar Empire.

Turn 32: Sir Ethilrist (Hero)* and 2 in Redlands – appear as Lunar Empire allied troops in Lunar turn.

Turn 33, 36, 39: VP: 3 for North March, God Forgot, Feroda, Pavis, Wenelia and Esvurela, 2 for Maldros, Caladraland and Left Arm Islands, 1 for other zones.

Turn 40: VP if any Malkoni survive - Wolf Pirates Wiped Out 8, Harrek the Berserk Dead 6.

Aramites

Colour: Red

+1 to hit when attacking.

Homeland: Ivory Plinth.

Victory Points at Any Time: 2 per unit eliminated when attacking.

Turn 1: 2 in Ivory Plinth.

Turn 2-7: Alliance: World Council of Friends.

Turn 3, 6: VP: Ivory Plinth 3, Others 1.

Turn 8: Swine Dezar (Hero) and 2 in Ivory Plinth. Alliance: Unity Council, Unity Council Army. Must provide Swine Dezar and 1 for the Unity Army. VP: 2 per unit eliminated when defending with the Unity Army.

Turn 9: *Swine Dezar (Hero)*.

Turn 9, 12, 15, 18, 21: VP: Ivory Plinth 3, Others 1

Turn 24: Karastand Halftroll (Hero) and 3 in Ivory Plinth.

Turn 25: *Karastand Halftroll (Hero)*.

Turn 24, 27, 30: VP: Ivory Plinth 3, Others 1.

Turn 27: 3 in Ivory Plinth.

Turn 32: 2 in Ivory Plinth.

Turn 33-39: Alliance: Lunar Empire.

Turn 34: 2 in Ivory Plinth.

Turn 33, 36, 39: VP: Ivory Plinth 3, Others 1.

Praxians

Colour: Red.

+1 to hit in Lowland or Wasteland, -1 to resist when defending. From Turn 27 on they become the Sable Lancers and no longer have -1 to resist when defending.

Special Resources: 1 point for each lowland or wasteland and 0 for highlands or mountains.

From Turn 8: **Homeland:** Hungry Plateau.

Victory Points at Any Time: 1 per unit eliminated when attacking, 5 per city unit eliminated.

Turn 1: 1 in Praxian March, 1 in Prax, 1 in Pavis, 1 in Zola Fel, 1 in Feroda.

Turn 2: 3 in The Wastelands.

Turn 3: 3 in The Wastelands. VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 4: 2 in The Wastelands.

Turn 5: 2 in The Wastelands.

Turn 6: 3 in The Wastelands. VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 7: 3 in The Wastelands.

Turn 8: 2 in The Wastelands, 6 on the Hungry Plateau.

Turn 9: 2 in The Wastelands. VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 10: 2 in The Wastelands.

Turn 12, 15: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 17: 3 in Hungry Plateau.

Turn 18: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 19: 3 in Hungry Plateau. Alliance: Old Way Rebels. Alliance VP: Aggar 8.

Turn 20: 3 in the Wastelands.

Turn 21, 24: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau.

Turn 25: 3 in the Wastelands.

Turn 26: 3 in Hungry Plateau.

Turn 27: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau.

Turn 29: 3 in the Wastelands.

Turn 30: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau.

Turn 33: 3 in the Wastelands. VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau.

Turn 34: 3 in Hungry Plateau.

Turn 36, 39: VP: 3 for Prax, Pavis, Zola Fel, Praxian March and Hungry Plateau. 1 for each other zone.

Turn 27-38: Alliance Lunar Empire.

Turn 39-40: Alliance Lunar Empire if Rinliddi hold Silver Shadow,

Turn 40: VP if any Praxians Survive: Animal Nomads Wiped Out 8, Pentans Wiped Out 8.

Chaos

Colour: Red.

Submission: Never Submit.

Special Resources: gain resources for Chaos Nests even if there are no Chaos units present.

Victory Points at Any Time: 2 per unit eliminated when attacking.

Turn 1: 2 in Snakepipe Hollow, 2 in Print.

Turn 2: 3 in Snakepipe Hollow, 3 in Print.

Turn 3: 2 in the Print, 3 in Snakepipe Hollow.

Turn 4: 2 in the Print, 2 in Snakepipe Hollow.

Turn 5: 2 in the Print, 2 in Snakepipe Hollow.

Turn 6: 2 in the Print, 2 in Snakepipe Hollow.

Turn 7: 2 in the Print, 3 in Snakepipe Hollow.

Turn 8: 2 in the Print, 2 in Snakepipe Hollow.

Turn 9: 2 in the Print, 2 in Snakepipe Hollow. If Dorastor falls to the Uz or Heortlings any time this turn then place the Great Chaos Nest there.

Turn 10: 3 in the Print, 3 in Snakepipe Hollow. If Dorastor falls to the Uz or Heortlings any time this turn then place the Great Chaos Nest there. If Great Chaos Nest is in play at start of Chaos turn then 6 at Great Chaos Nest.

Turn 11: 2 in the Print, 2 in Snakepipe Hollow. If Great Chaos Nest is not in play at start of Chaos Turn choose an Uz controlled region north of Tarsh which becomes the great Chaos Nest – all other units are removed and has 6. Ignore any reinforcement in that zone except Chaos.

Turn 17: Ralzakark (Hero)* and 6 in Great Chaos Nest.

Turn 23: 9 in Great Chaos Nest, 7 in Print.

Turn 24: 2 in Print.

Turn 27: Mad Sultan (Hero)* and 4 in Tork. 4 in Great Chaos Nest.

Turn 30: 6 in Tork, 6 in Great Chaos Nest.

Turn 31: 4 in Snakepipe Hollow.

Turn 33: 4 in Great Chaos Nest, 4 in Tork.

Turn 34: Wowander (Hero) and 4 in Great Chaos Nest.

Turn 35: Queen of the Jab (Hero) and 4 in Print.

Turn 37: Oddi (Hero) and 6 in Great Chaos Nest.

Turn 40: Ralzakark in play 5.

Rinliddi

Colour: Red.

+1 to hit in lowland.

If **Kyger Litor's Curse** is in Effect: -1 to resist.

Can build City Units.

Homelands: Rinliddi, Dinzizi, Althil, Velthil and from Turn 26 Silver Shadow.

From Turn 26 on unless Heortlings take Silver Shadow: additional +1 to hit and +1 to resist on the first round of combat when attacking or at all times if stacked with the Crimson Bat or within one zone of a Temple of the Reaching Moon.

From Turn 30 on unless Heortlings take Silver Shadow can build Temple of the Reaching Moon Units for normal cost. These are immobile units.

The Greater Temple of the Reaching Moon Unit in Sartar is like a normal temple but effects every zone south of Tarsh and the mountains.

Submission: 2.

VP at any time after Turn 26: Orlanth is Dead – once at end of Nation Turn there are no Heortling, Alkoring or Talastarian zones not submitted to the Lunar Empire: 10.

Turn 1: 2 in Rinliddi, 2 in Dinzizi.

Turn 3: VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 4: Lord Bright Eagle (Hero) and 3 in Rinliddi.

Turn 5: *Lord Bright Eagle (Hero)*, 6 in Rinliddi.

Turn 6: VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 7: Palangio Iron Vrok (Hero) in Rinliddi, 2 in Rinliddi.

Turn 8: Palangio Iron Vrok (Superhero) in Rinliddi, 2 in Rinliddi, Invasion Turn. Alliance: High Council. High Council Army. Alliance Invasion Turn. Alliance VP Tarsh 8, Shadow Plateau 10, Kill Only Old One 8, each other Uz or Heortling zone 2. If fail to take Tarsh in Alliance turn **Kyger Litor's Curse** for the rest of the game.

Turn 9: *Palangio Iron Vrok (Superhero)* in Rinliddi. VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone. Alliance: High Council. Kill Arkat VP 8.

Turn 10: *Palangio Iron Vrok (Superhero)* unless either killed or Dorastor fell on Turn 9. Alliance: High Council if Talastari control Dorastor. Alliance: Solar Empire. Kill Arkat VP 8. If Dorastor not taken by Uz in Turn 9 or 10 VP 8.

Turn 11: Alliance: Solar Empire.

Turn 12: Alliance: Solar Empire. VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 15: VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 18: VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 19: 4 in Rinliddi.

Turn 21: 6 in Rinliddi. VP: 3 Rinliddi, 3 Dinzizi, 2 Althil, 2 Velthil, 1 each other zone.

Turn 22: 4 in Rinliddi. Alliance: True Golden Horde. Alliance VP: 1 per unit given to the alliance. 8 for Dragon's Eye, 3 per Dragonewt City.

Turn 23: Alliance: True Golden Horde until end of Dragonewt Nation Turn.

Turn 24: 6 in Rinliddi. VP: 3 for Rinliddi and Dinzizi, 2 for Althil and Velthil, 1 each other zone.

Turn 25-38: Alliance: Lunar Empire.

Turn 25: Teelo Estara (Hero), Yanafal Tarnils (Hero), Queen Deezola (Guardian), Irripi Ontor (Hero) and 6 in Rinliddi. Invasion Turn. VP: Kill Mahedras 4.

Turn 26: Teelo Imara (Superhero), Yanafal Tarnils (Superhero), *Queen Deezola (Guardian)*, *Irripi Ontor (Hero)*, Kana Poor (Hero) and Crimson Bat in Rinliddi. Invasion Turn. At end of the whole turn remove none Rinliddi units from Silver Shadow and place the Red Emperor (Superhero)***, Twin Stars (Hero)***, 2 Units and a City Unit instead. Remove Teelo Imara, Yanfal Tarnils, Queen Deezola and Irripi Ontor. VP: Kill Carmanian Heroes 4 each, Carmania 8.

Turn 27: *Kana Poor (Hero)*, Hwarim Dalthippa (Hero) and 6 in Silver Shadow. Crimson Bat∞. Invasion Turn. At the start of nation turn choose a zone containing an Aldryami Forest and completely south of Silver Shadow and north of Tarsh. Remove the forest and any Aldryami units. Replace the forest and each unit with a Rinliddi unit. VP: 4 for Silver Shadow, 3 for Rinliddi and Dinzizi, 2 for Althil, Velthil, Sylila, Carmania and Oraya, 1 each other zone.

Turn 28: *Kana Poor (Hero)* in Silver Shadow, Hwarim Dalthippa (Superhero) and 5 in Sylila.

Turn 29: *Hwarim Dalthippa (Superhero)* in Sylila, Yara Aranis (Hero) in Silver Shadow, Deneskerva (Guardian) in Darsen**.

Turn 30: Yara Aranis (Superhero) in Silver Shadow, *Hwarim Dalthippa (Superhero)* in Sylila. From this turn on can build Temples of the Reaching Moon. VP: 4 for Silver Shadow, 3 for Rinliddi and Dinzizi, 2 for Althil, Velthil, Sylila, Carmania and Oraya, 1 each other zone.

Turn 31: Aronius Jaranthir (Hero) and 8 in Carmania, Hon-eel (Guardian with Assassin movement) in Dobljan. Invasion Turn. Alkoring Conversion: in the combat phase if Hon-eel is in an Alkoring zone replace up to 8 Alkoring units in that and adjacent zones with Lunar Tarsh units.

Turn 32: 6 in Silver Shadow, *Hon-eel (Guardian with Assassin Movement)*.

Turn 33: 6 in Silver Shadow, 4 in Holay, *Hon-eel (Guardian with Assassin Movement)*, Jar-eel (Hero) in Silver Shadow. VP: 4 for Silver Shadow, 3 for Rinliddi and Dinzizi, 2 for Althil, Velthil, Sylila, Carmania and Oraya, 1 each other zone.

Turn 34: Jar-eel (Superhero Assassin. Special units destroyed by Jar-eel don't recover)* in Silver Shadow. VP: Kill Belintar 5.

Turn 35: If Jar-eel is in a battle where Aelwrin (Alkoring unit) is destroyed immediately replace it with the Aelwrin (Hero)* Rinliddi unit. VP: Kill Belintar 5.

Turn 36: If Tadius and Enerian (Dara Happan) are in Sartar at the start of the Rinliddi Nation Turn can use resources to construct the Greater Temple of the Reaching moon in Sartar. VP: 4 for Silver Shadow, 3 for Rinliddi and Dinzizi, 2 for Althil, Velthil, Sylila, Carmania and Oraya, 1 each other zone. 8 for Build Greater Temple of the Reaching Moon.

Turn 37-38: Invasion Turns.

Turn 39: If hold Silver Shadow then Lunar Empire. Invasion Turn. VP: 4 for Silver Shadow, 3 for Rinliddi and Dinzizi, 2 for Althil, Velthil, Sylila, Carmania and Oraya, 1 each other zone.

Turn 40: If hold Silver Shadow then Lunar Empire. VP if any Rinliddi Units Survive: Argrath Dead 8, Heortlings Wiped Out 8, Sheng Seleris Dead 8, Pentans Wiped Out 8.

Dara Happans

Colour: Red.

Can build City Units.

Homelands: Yuthuppa, Raibanth, Dara Happa, Henjarl, Alkoth

Killmen +2 to hit all others +1 resist in lowland. Can have up to 5 Killmen Units if control Alkoth. If Alkoth is lost they are immediately removed.

If **Kyger Litor's Curse** is in Effect: -1 to resist.

Submission: 4.

Turn 1: 5 Killmen and a City in Alkoth, 2 in Henjarl, 2 in Dara Happa, 2 in Raibanth.

Turn 2: Vurnostum (Hero) and 3 in Raibanth.

Turn 3: *Vurnostum (Hero)*, VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, other zones 1.

Turn 5: Khordavu (Hero) in Raibanth, 3 in Raibanth, 3 in Yuthuppa, 3 and 3 Killmen in Alkoth. Alliance: Yelmite Alliance.

Turn 6: *Khordavu (Hero)*, VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1.

Turn 8: 4 in Raibanth, Alliance: High Council. High Council Army. Alliance Invasion Turn. Alliance VP Tarsh 8, Shadow Plateau 10, Kill Only Old One 8, each other Uz or Heortling zone 2. If fail to take Tarsh in Alliance turn **Kyger Litor's Curse** for the rest of the game.

Turn 9: Alliance: High Council. Kill Arkat VP 8. VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1.

Turn 10: 9 in Raibanth. Invasion Turn. Alliance: Solar Empire. If Talastari control Dorastor Alliance: High Council.

Turn 11: If Talastari control Dorastor Alliance: High Council.

Turn 12: Casatokum (Hero) and 6 in Raibanth. Invasion Turn. If Talastari control Dorastor Alliance: High Council. VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, 1 for each other zone. 2 VP for each Pentan controlled area taken this turn.

Turn 13: *Casatokum (Hero)*.

Turn 15: 4 in Raibanth. VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1.

Turn 16: Elmexdros (Hero) and 6 in Raibanth. Invasion Turn.

Turn 16: *Elmexdros (Hero)*.

Turn 18: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1.

Turn 19: Karvanyar (Hero) and 9 in Raibanth. Invasion Turn. Alliance: Old Way Rebels. Alliance VP: Aggar 8.

Turn 20: *Karvanyar (Hero)*.

Turn 21: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, other zones 1.

Turn 22: 4 in Raibanth. Alliance: True Golden Horde. Alliance: True Golden Horde. Alliance VP: 1 per unit given to the alliance. 8 for Dragon's Eye, 3 per Dragonewt City.

Turn 24: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, other zones 1.

Turn 25: Yelmgatha (Hero) and 6 in Kostaddi. Invasion Turn. Alliance: Lunar Empire.

Turn 26: Alliance: Lunar Empire.

Turn 27: Submit to Alkorings automatically regardless of the number of zones, provides subject troops and resources. Doesn't affect VPs. VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1.

Turn 28: Automatically unsubmitted this turn to the Alkorings. Alliance: Lunar Empire.

Turn 29-38: Alliance: Lunar Empire.

Turn 30, 33: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, other zones 1.

Turn 35: Tatius the Bright (Hero)*, Enerian Scarlet (Guardian)*. VP: Kill Broyan 5. Tatius and Enerian in Sartar 8.

Turn 36: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1. Kill Broyan 5.

Turn 39: VP: 3 each for Raibanth, Alkoth and Yuthuppa, 2 for Darsen, Darjin, Henjarl and Dara Happa, others 1. If Rinliddi hold Silver Shadow then Alliance: Lunar Empire.

Turn 40: If Rinliddi hold Silver Shadow then Alliance: Lunar Empire.

Ditali

Colour: Red.

Submission: 2.

VP at Any Time: VP: each Esrolian unit killed when attacking 2, each Esrolian city unit destroyed 5.

Homelands: Ditali, Solanathi, Wenelia.

Turn 1: 2 in Ditali, 1 in Solanathi, 1 in Wenelia.

Turn 3: VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 6: 3 in Solanathi. VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 7: 3 in Solanathi.

Turn 9: VP: 3 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 10: 3 in Ditali.

Turn 12, 15, 18: VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 19: 3 in Ditali.

Turn 21: VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 24: Longsi (Hero) and 3 in Longsiland. VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 25: *Longsi (Hero)*. 3 in Longsiland.

Turn 27, 30, 33: VP: 2 for Solanathi, Ditali, Wenelia, Longsiland, South Esrolia, North Esrolia, North March. All other zones 1.

Turn 34: 4 in Solinathi.

Turn 35: Greymane (Hero), 6 in Solinathi. Invasion Turn.

Turn 36-38: *Greymane (Hero)*.

Turn 40: VP if any Ditali Units Survive: Esrolians wiped Out 8.

Balazarings

Colour: Red.

-1 to hit when attacking except in wastelands, +1 resistance in wastelands.

Submission: 1.

Special Resources: 1 point for each lowland or wasteland and 0 for highlands or mountains.

Turn 1: 1 in Balazar, 1 in Dog Plains.

Turn 3: 2 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 6: 2 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 9: 2 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 12: 2 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 15: 4 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 21: 3 in Balazar. VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 24, 27, 30: VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Turn 32: 2 in Balazar.

Turn 33, 36, 39: VP: 2 for Balazar, Dog Plains, Saird and Holay. 1 for each other zone.

Char-Un

Colour: Red.

+1 to hit in lowland or wasteland, -1 to resist in highlands.

Special Resources: 1 point for each lowland or wasteland and 0 for highlands or mountains.

Victory Points at Any Time: 1 per unit eliminated when attacking, 5 per city unit eliminated.

Turn 25: After the Pentan nation has done reinforcements and resources Char-Un player chooses up to 10 Pentan units north of Tarsh to swap for Char-Un.

Turn 26: Panishi (Hero) in any Char-Un controlled zone.

Turn 27: *Panishi (Hero) in any Char-Un controlled zone.* At the start of nation turn choose a zone containing an Aldryami Forest and completely north of Silver Shadow. Remove the forest and any Aldryami units. Replace the forest and each unit with two Char-Un units.

Turn 25-38: Alliance: Lunar Empire.

Turn 27, 30, 33, 36, 39: VP: 2 for Redlands, Oraya, Jarasan and Erigia. 1 per other zone.

Turn 39-40: If Rinliddi hold Silver Shadow then Alliance: Lunar Empire.

Lunar Tarsh

Colour: Red.

Can build city units.

Homeland: Tarsh.

Turn 31: Alkoring Conversion: in the combat phase if Hon-eel is in an Alkoring zone replace up to 8 Alkoring units in that and adjacent zones with Lunar Tarsh units.

Turn 31-38: Alliance Lunar Empire.

Turn 33: Phargentes (Hero) and 6 in Orenaria. VP: 3 for Tarsh, 2 for Gardint, Orenaria, Wintertop, Far Place, Sartar, North Esrolia and South Esrolia, 2 for each other zone.

Turn 34: Fazzur Wideread(Hero) and 6 in Tarsh. Invasion Turn.

Turn 35: *Fazzur Wideread (Hero)*. At the start of the Esrolian turn if Belintar is not in play replace up to 4 Esrolian units with Lunar Tarsh units. Invasion Turn.

Turn 36: VP: 3 for Tarsh, 2 for Gardint, Orenaria, Wintertop, Far Place, Sartar, North Esrolia and South Esrolia, 2 for each other zone.

Turn 38: Phargentes (Hero)* in Silver Shadow.

Turn 39: If Rinliddi hold Silver Shadow then Alliance: Lunar Empire. VP: 3 for Tarsh, 2 for Gardint, Orenaria, Wintertop, Far Place, Sartar, North Esrolia and South Esrolia, 2 for each other zone.

Turn 40: Rinliddi hold Silver Shadow then Alliance: Lunar Empire. If any Lunar Tarsh units survive: Alkorings Wiped Out 8.

Uz

Colour: Green.

Homelands: Blue Moon Plateau, Dagori Inkarth, Shadow's Dance, Shadow Plateau
If Cragspider is in play and in Dagori Inkarth can build a Dragon Unit there.

+1 to hit and +1 resist until **Nysalor's Curse** then no bonus.

Submission: can submit separately for Shadow Plateau only, Dagori Inkarth plus Shadow's Dance and Blue Moon Plateau. Can't submit to Esrolia.

Special Resources: gain 1 point per zone of any kind.

Victory Points at Any Time Except if Arkat in Play: Each Aldryami, Dragonewt or Mostalli destroyed when attacking 2. Kill Belintar 6.

Turn 1: 7 and the Only Old One (Guardian)* on the Shadow Plateau, 2 in Storn, 2 in Beast Valley, 2 in Kitori, 4 in Yolp Mountains, 2 in Dagori Inkarth, 2 in Shadow's Dance, 2 on Blue Moon Plateau. Alliance: Unity Council.

Turn 3: Alliance: World Council of Friends. VP: 3 for Dagori Inkarth, 2 for Blue Moon Plateau and Shadow Plateau, each other zone 1.

Turn 4: Lord Demon of Death (Hero) in Kitor. Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 5: *Lord Demon of Death (Hero)*. Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take (if not on Turn 4) – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 6: Alliance: World Council of Friends. VP: 3 for Dagori Inkarth, 2 for Blue Moon Plateau and Shadow Plateau, each other zone 1.

Turn 7: Alliance: World Council of Friends.

Turn 8: Lord Kitor (Hero) in Kitori, Alliance: Unity Council, Unity Council Army.
Alliance VP: successfully defend Tarsh 12.

Turn 8-9: If Tarsh is taken by the Army of the High Council or any of its members Nysalor's Curse comes into immediate effect.

Turn 9: Arkat (Superhero) and 18 in Solinthi, Kwaratch Kang (Hero) and 4 in Dagori Inkarth, *Lord Kitor (Hero) in Kitori*, Invasion Turn. Alliance: Arkat's Empire. VP: Take Dorastor 12, 3 for Dagori Inkarth, 2 for Blue Moon Plateau and Shadow Plateau, each other zone 1.

Turn 10: 8 in Solinthi, *Arkat (Superhero)* unless either killed or Dorastor fell in Turn 9, *Kwaratch Kang (Hero)*. Alliance: Arkat's Empire. Invasion Turn. VP: Take Dorastor 8 unless taken on Turn 9.

Turn 11: 9 in Naveria.

Turn 12: VP: 3 for Dagori Inkarth, 2 for Worrian, Blue Moon Plateau and Shadow Plateau, each other zone 1.

Turn 14: 4 in Blue Moon Plateau. Alliance: Spolites.

Turn 15: Cragspider (Hero)* and 3 in Dagori Inkarth. VP: 3 for Dagori Inkarth, 2 for Worrian, Blue Moon Plateau and Shadow Plateau, each other zone 1. Alliance: Spolites.

Turn 16-17: Alliance: Spolites.

Turn 18: Giant and 6 in Shadow's Dance. VP: 6 for Pavis, 3 for Dagori Inkarth, 2 for Worrian, Blue Moon Plateau and Shadow Plateau. Each other zone 1. Alliance: Spolites.

Turn 21: 9 in Dagori Inkarth. VP: 3 for Dagori Inkarth, 2 for Worrian, Blue Moon Plateau and Shadow Plateau and each Deathline Zone. Each other zone 1.

Turn 24: 2 in Dagori Inkarth. VP: 3 for Dagori Inkarth and Pavis, Blue Moon Plateau and Shadow Plateau. Each other zone 1.

Turn 25: Varmargic (Hero) and 6 in Dagori Inkarth. Invasion Turn. VP: each Aldryami zone or Dragonewt City taken this turn 3.

Turn 26: *Varmargic (Hero)*, Gerak Kag (Hero) and 7 in Shadow's Dance.

Turn 27: *Gerak Kag (Hero)*, 1 Giant in Balazar. VP: 3 for Balazar, Dagori Inkarth and Pavis, Blue Moon Plateau and Shadow Plateau. Each other zone 1.

Turn 28: 3 in Yolp.

Turn 29: Bina Bang (Guardian) and 3 in Blue Moon Plateau.

Turn 30: *Bina Bang (Guardian)* in Blue Moon Plateau. Pikat Yaraboom (Hero)* in Dagori Inkarth. VP: 3 for Dagori Inkarth, Blue Moon Plateau and Shadow Plateau. Each other zone 1.

Turn 33, 36, 39: VP: 3 for Dagori Inkarth, Blue Moon Plateau and Shadow Plateau. Each other zone 1.

Turn 40: If any Uz Units Survive: Aldryami Wiped Out 8, Mostali Wiped Out 8, Dragonewts Wiped Out 8.

Jajalorings

Colour: Green.

Submission: 2.

Homelands: Saird, Vanch.

Turn 1: 2 in Saird, 3 in Vanch.

Turn 3: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 4: 3 in Saird.

Turn 6: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 9: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 10: 3 in Saird.

Turn 12: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 14: 3 in Saird.

Turn 15, 18: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 19: 3 in Saird.

Turn 20: Verenmars (Hero) and 4 in Saird.

Turn 21: *Verenmars (Hero)*, VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 23: 4 in Saird.

Turn 24, 27, 30, 33, 36, 39: VP: 3 for Saird and Vanch, 2 for Holay, Dog Plains, Terarir, other zones 1.

Turn 40: VP if any Jajaloring Units survive - Balazarings Wiped Out 6.

Pelandans

Colour: Green.

Submission: 4.

Allowed to build City Units.

Can build cities in Pelanda and Naveria.

Homelands: Pelanda, Naveria, Spol.

Turn 1: 2 in Pelanda, 2 in Darsen, 2 in Naveria, 1 in Carmania, 1 in Jhor, 1 in Spol, 1 in Worrian, 1 in Bindle.

Turn 3, 6: VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 8: Zexiderus (Hero) and 3 in Pelanda.

Turn 9: *Zexiderus (Hero)*, VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 10: 3 in Pelanda.

Turn 12: VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 14: Vesturdu (Hero) and 12 in Spol. Invasion Turn. Alliance: Spolites.

Turn 15: *Vesturdu (Hero)*, Agadelos (Hero) and 3 in Spol. VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1. Alliance: Spolites.

Turn 16: *Agadelos (Hero)*, Aegrastus (Hero) and 3 in Spol. Alliance: Spolites.

Turn 17: *Aegrastus (Hero)*, Glautoros (Hero) and 3 in Spol. Alliance: Spolites.

Turn 18: *Glautoros (Hero)*. VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1. Alliance: Spolites.

Turn 21, 24: VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 25: 3 in Spol.

Turn 27: VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 29: 2 in Spol.

Turn 30, 33, 36: VP: 3 for Pelanda, 2 each for Darsen, Naveria, Jhor and Spol. Each other zone 1.

Turn 39: 3 in Pelanda.

Turn 40: VP if any Pelandan Units Survive: Dara Happans Wiped Out 5, Carmanians Wiped Out 8.

Alkorings

Colour: Green.

Submission: 3.

Homelands: Broliia, Sylilia, Imther, Holay, Tarsh.

Turn 18: Alkoring (Hero) and 9 in Broliia. Invasion Turn. VP: 2 for Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 19: Alkoring Dragonbreaker(Superhero) and 9 in Aggar. Invasion Turn. Alliance: Old Way Rebels. Alliance VP: Aggar 8.

Turn 20: *Alkoring Dragonbreaker (Superhero)*, 6 in Holay.

Turn 21: *Alkoring Dragonbreaker (Superhero)*. VP: 2 for Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 22: 4 in Orenaria. Alliance: True Golden Horde.

Turn 23: Alliance: True Golden Horde.

Turn 24: VP: 2 for Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 27: Jannisor (Hero) and 8 in Imther. Invasion Turn. Dara Happa automatically submits this turn to the Alkorings regardless of the number of zones the nation controls and provides subject troops and resources. This submission doesn't affect VPs. 8 for Silver Shadow, 2 for Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 28: *Jannisor (Hero)*, Gwythar Longwise (Hero) and 8 in Holay, Arim the Pauper (Hero) and 4 in Orenaria.

Turn 29: *Gwythar Longwise (Hero)*, *Arim the Pauper (Hero)*, Twins (Hero) and 6 in Tarsh if Alkorings control it.

Turn 30: *Twins (Hero)*, 6 in Tarsh if Alkorings control it. VPs. 3 for Tarsh and Wintertop, 2 for Far Place, Sartar, Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 32: Palashee Longaxe (Hero) and 6 in Wintertop.

Turn 33: *Palashee Longaxe (Hero)*. VPs. 3 for Tarsh and Wintertop, 2 for Far Place, Sartar, Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 35: Aelwrin (Hero) and 6 in Oraya.

Turn 36: *Aelwrin (Hero)*. VPs. 3 for Tarsh and Wintertop, 2 for Far Place, Sartar, Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar, Oraya and Holay, 1 for each other zone.

Turn 37: *Aelwrin (Hero)*, Twins (Hero)* in Wintertop if hold it.

Turn 39: VPs. 3 for Tarsh and Wintertop, 2 for Far Place, Sartar, Broliia, Anadiki, Sylilia, Vanch, Imther, Terarir, Aggar and Holay, 1 for each other zone.

Turn 40: VPs if any Alkoring Units survive – Rinliddi Wiped Out 8, Lunar Tarsh Wiped Out 8.

Seshnegi

Colour: Green.

Can build a City Unit.

+1 to hit in lowlands.

Turn 35: Count Rikard (Hero) and 4 in Esvularella.

Turn 36: 2 in Esvularella, *Count Rikard (Hero)*. VP: 3 for Esvularella and Heortland, 2 for Karse and Storn, 1 for each other zone.

Turn 37: 2 in Esvularella, *Count Rikard (Hero)*.

Turn 38: 2 in Esvularella, *Count Rikard (Hero)*.

Turn 39: VP: 3 for Esvularella and Heortland, 2 for Karse and Storn, 1 for each other zone.

Turn 40: VP if any Seshnegi Units survive – Heortlings Wiped Out 6.

Wolf Pirates

Colour: Green.

Can retreat back to the Homeward Ocean from any adjacent zone either from combat or after combat.

VP at any time: 1 per unit destroyed when attacking, 5 per city unit destroyed.

Turn 34: 6 in the Homeward Ocean. VP: 2 for Left Arm Islands, North Esrolia, City of Wonders and Karse, 1 for each other zone.

Turn 35: Harrek the Berserk (Superhero)*, Gunda the Guilty (Hero) and 8 in Homeward Ocean. Invasion Turn. At end of nation turn lend any units wished to Heortlings for use in the next Heortling Nation Turn as part of the Anti-Lunar Alliance. Alliance: Anti-Lunar.

Turn 36: 4 in the Homeward Ocean, *Gunda the Guilty (Hero)*. Leave the Anti-Lunar Alliance at the start of their nation turn. Can retrieve units from Heortling areas unblocked. VP: 6 for City of Wonders, 2 for Left Arm Islands, North Esrolia and Karse, 1 for each other zone. Kill Kallyr 4.

Turn 37: 4 in the Homeward Ocean, *Gunda the Guilty (Hero)*.

Turn 38: *Gunda the Guilty (Hero)*.

Turn 39: VP: 2 for City of Wonders, Left Arm Islands, North Esrolia and Karse, 1 for each other zone.

Turn 40: VP if any Wolf Pirate Units survive Esrolians Wiped Out 8, Ditalli Wiped Out 6.

Mostali

Colour: Yellow.

+1 resist.

Can build City Units.

Homelands: Greatway, Dwarf Run, Gemborg, Imther Mountains.

Special Resources: gain 2 points for mountains, 1 point for highlands and 0 for any other zone.

Victory Points at Any Time: Each Aldryami, Dragonewt or Uz destroyed when attacking 2.

Turn 1: Isidilian (Guardian)** in Dwarf Run, 3 in Jord, 3 in Imther Mountains, 2 in Imther, 2 in Garsting, 3 in Greatway, 3 in Eastern Rockwoods, 2 in Gemborg. Alliance: Unity Council.

Turn 2: Alliance: World Council of Friends.

Turn 3: Alliance: World Council of Friends. VP: 2 each for Dwarf Run, Jord, Imther Mountains, Imther, Greatway, Eastern Rockwoods and Gemborg. Each other zone 1.

Turn 4: Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 5: Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take if not on Turn 4– Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 6: Alliance: World Council of Friends. VP: 2 each for Dwarf Run, Jord, Imther Mountains, Imther, Greatway, Eastern Rockwoods and Gemborg. Each other zone 1.

Turn 7: Alliance: World Council of Friends.

Turn 8: High Council, Army of the High Council. Must send 2 to the Army of the High Council.

Turn 9: Alliance: High Council. VP: 2 each for Dwarf Run, Jord, Imther Mountains, Imther, Greatway, Eastern Rockwoods and Gemborg. Each other zone 1.

Turn 12, 15, 18, 21, 24, 27, 30, 33, 36, 39: VP: 2 each for Dwarf Run, Jord, Imther Mountains, Imther, Greatway, Eastern Rockwoods and Gemborg. Each other zone 1.

Turn 15: 3 in Gemborg.

Turn 19: 3 in Imther Mountains.

Turn 24: 4 in Dwarf Run.

Turn 40: VP if any Mostali Units survive: Aldryami Wiped Out 8, Uz Wiped Out 8, Dragonewts Wiped Out 8.

Heortlings

Colour: Yellow.

If Argrath is in play can build Giant and Dragon units (counter limit 1 of each) at normal cost. Can build city units on Turns 31-32 in Sartar and Far Place. If these cities are subsequently destroyed they can be rebuilt.

Homelands: Sartar, Heortland,

Submission: 4. Can submit for Heortland separately to the Esrolians. Can't submit to Lunar Empire (Alliance).

If Argrath is in play all units get +1 to hit.

VP at Any Time: Kill the Red Emperor 5.

Turn 1: 3 in Gardint, 1 in Holay, 3 in Tarsh, 2 in Grazelands, 1 in Wintertop, 2 in Orenaria, 2 in Sartar, 2 in Heortland. Alliance: Unity Council.

Turn 2: Alliance: World Council of Friends.

Turn 3: Alliance: World Council of Friends. VP: 3 for Wintertop and Heortland, 2 for Sartar and Tarsh. Each other zone 1.

Turn 4: Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 5: Alliance: World Council of Friends, Army of the High Council. Alliance VP: Take if not on Turn 4 – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 6: Alliance: World Council of Friends. VP: 3 for Wintertop and Heortland, 2 for Sartar and Tarsh. Each other zone 1.

Turn 7: Alliance: World Council of Friends.

Turn 8: Garindath (Hero) and 4 in Sartar. Alliance: Unity Council, Unity Council Army. Alliance VP: successfully defend Tarsh 12.

Turn 9: *Garindath (Hero)*, Vardan (Hero) in Sartar, Harmast Barefoot (Superhero) in Sartar. 9 in Sartar. Invasion. Alliance: Arkat's Empire. VP: 6 for Alkoth, 4 for Raibanth, 3 for Wintertop, Heortland, Yuthuppa, 2 for Sartar, Tarsh, Kostaddi, Henjarl or Dara Happa. Each other zone 1.

Turn 10: *Vardan (Hero)*, *Harmast Barefoot (Superhero)*. Alliance: Arkat's Empire.

Turn 12: Hardros (Hero) and 5 in Heortland. VP: Take Shadow Plateau 6, Kill Only Old One 6, Each Uz Unit Destroyed 1. 3 for Wintertop and Heortland, 2 for Sartar and Tarsh. Each other zone 1.

Turn 13: *Hardros (Hero)*, 6 in Sartar. VP: Holay 6. If own Holay at end of nation turn add a City and 2 units there.

Turn 15: VP: 3 for Wintertop and Heortland, 2 for Sartar, Tarsh, Holay, Gardint and Orenaria. Each other zone 1.

Turn 16: Orimandan (Hero) and 3 in Heortland.

Turn 18: *Orimandan (Hero)*, VP: 3 for Wintertop and Heortland, 2 for Sartar, Tarsh, Holay, Gardint and Orenaria. Each other zone 1.

Turn 19: 6 in Heortland. VP: 8 for God Forgot, 8 Kill Zistor.

Turn 21: VP: 3 for Wintertop and Heortland, 2 for Sartar, Tarsh, Holay, Gardint and Orenaria. Each other zone 1.

Turn 23: 3 in Heortland.

Turn 24, 27: 2 in Heortland. VP: 3 for Heortland, 2 for Karse, Esvularela. Each other zone 1.

Turn 28+: Treat Praxian March as though they are nomads.

Turn 28: Colymar (Hero) and 4 in Heortland.

Turn 29: *Colymar (Hero)*, 4 in Sartar.

Turn 30: VP: 3 for Heortland and Wintertop, 2 for Sartar and Tarsh. Each other zone 1.

Turn 31: Sartar (Hero) in Sartar, 3 in Pavis. This turn can build City Units in Sartar and Far Place.

Turn 32: *Sartar (Hero) in Sartar*. This turn Heortlings can build City Units in Sartar and Far Place.

Turn 33: VP: 3 for Heortland and Wintertop, 2 for Sartar, Far Place, Praxian March, Pavis and Tarsh. Each other zone 1.

Turn 34: Household of Death (Hero) in Sartar, Dragon in Sartar – cannot move. VP: Tarsh 5.

Turn 35: Kalyr Starbrow (Hero) and 4 in Sartar, Broyan (Hero) and 4 in Heortland. Alliance: Anti-Lunar.

Turn 36: *Kalyr Starbrow (Hero), Broyan (Hero), Gareth Sharpword (Hero)* and 4 in North Esrolia, Janar Maniskisson (Hero), Loricon Venharlson (Hero), 4 and Dragon in Sartar, Bad Dream Ennostar (Hero) in Pavis. If the Wolf Pirates have already taken the City of Wonders remove Broyan at the end of the Heortling Nation turn. If they take it this turn immediately remove Broyan. Invasion Turn. Alliance: Anti-Lunar. VP: 3 for Heortland and Wintertop, 2 for Sartar, Far Place, Praxian March, Tarsh, Holay and Saird. Each other zone 1.

Turn 37: 6 in Sartar. *Kalyr Starbrow (Hero), Broyan (Hero), Gareth Sharpword (Hero), Janar Maniskisson (Hero), Loricon Venharlson (Hero), Bad Dream Ennostar (Hero)*. Select any of the Heortling heroes which are already in play to replace with Argrath (Superhero)*. Invasion Turn. If Heortlings take or hold Tarsh immediately gain Annstad of Dunstop (Hero) in Tarsh. Alliance: Anti-Lunar.

Turn 38: *Kalyr Starbrow (Hero), Broyan (Hero), Gareth Sharpword (Hero), Janar Maniskisson (Hero), Loricon Venharlson (Hero), Bad Dream Ennostar (Hero), Annstad of Dunstop (Hero)*, Giant and Dragon in Sartar. Invasion Turn. Alliance: Anti-Lunar.

Turn 39: *Annstad of Dunstop (Hero)*, Invasion Turn. Alliance: Anti-Lunar. VP: 3 for Silver Shadow, Heortland and Wintertop, 2 for Sartar, Far Place, Praxian March, Tarsh, Holay and Saird. Each other zone 1.

Turn 40: VP if any Heortling Units Survive: Rinliddi Wiped Out 8, Dara Happans Wiped Out 8, Silver Shadow 8.

Veshtorgas

Colour: Yellow.

Submission: 3.

Homelands: Thunder Delta, Thrice Blessed. After Turn 18: Eol

Turn 1: 1 in Thunder Delta, 1 in Birin, 1 in Koror, 1 in Althil, 1 in Yuthuppa, 1 in Ashrill, 1 in Thrice Blessed.

Turn 3: 4 in Thunder Delta. VP: 2 for Thunder Delta, Birin, Koror, Althil and Yuthuppa. 1 for each other zone.

Turn 6: VP: 2 for Thunder Delta, Birin, Koror, Althil and Yuthuppa. 1 for each other zone.

Turn 9: VP: 2 for Thunder Delta, Birin, Koror, Althil and Yuthuppa. 1 for each other zone.

Turn 10: 2 in Thunder Delta.

Turn 12, 15: VP: 2 for Thunder Delta, Birin, Koror, Althil, Ashrill, Thrice Blessed and Yuthuppa. 1 for each other zone.

Turn 18: Five Stones (Hero) and 3 in Eol. VP: 2 for Thunder Delta, Birin, Koror, Althil, Ashrill, Thrice Blessed and Yuthuppa. 1 for each other zone.

Turn 19: *Five Stones (Hero)*.

Turn 21, 24, 27: 2 in Thrice Blessed. VP: 2 for Thunder Delta, Birin, Koror, Althil, Ashrill, Thrice Blessed and Yuthuppa. 1 for each other zone.

Turn 28: 2 in Thrice Blessed.

Turn 29-38: Alliance: Lunar Empire.

Turn 30, 33, 36: 2 in Thrice Blessed. VP: 2 for Thunder Delta, Birin, Koror, Althil, Ashrill and Thrice Blessed. 1 for each other zone.

Turn 39: If Rinliddi hold Silver Shadow Alliance: Lunar Empire. VP: 2 for Thunder Delta, Birin, Koror, Althil, Ashrill and Thrice Blessed. 1 for each other zone.

Turn 40: If Rinliddi hold Silver Shadow Alliance: Lunar Empire.

Darjinni

Colour: Yellow.

+2 resistance in Darjin or Dara-Ni.

Submission: Darjin Only.

Homelands: Darjin, Esvithil, Dara-Ni.

Victory Points at Any Time: Each Dara Happan Killman destroyed when attacking 2, take Alkoth from Dara Happans 8.

Turn 1: 2 in Darjin, 1 in Esvithil, 1 in Dara-Ni.

Turn 3: VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 4: 2 in Darjin

Turn 6: 3 in Darjin. VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 8: 2 in Darjin

Turn 9: VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 12: 2 in Darjin. VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 15: 4 in Darjin. VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 17: 3 in Darjin.

Turn 18, 21, 24: VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 27: Butterfly Princess (Guardian) and 3 in Darjin. VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 28: *Butterfly Princess (Guardian)* and 3 in Darjin.

Turn 30, 33, 36, 39: VP: 3 for Darjin, 2 for Esvithil and Dara Ni. 1 for each other zone.

Turn 40: VP if any Darjinni Units Survive: Alkoth 8.

Zarkosites

Colour: Yellow.

Submission: 3.

Homelands: Tork.

Turn 1: 1 in Tork, 1 in Garsting, 1 in Jarst.

Turn 3, 6: VP: 3 for Tork, 2 for Garsting, Jarst, Imther and Vanch. 1 for each other zone.

Turn 7: 3 in Tork.

Turn 9, 12: VP: 3 for Tork, 2 for Garsting, Jarst, Imther and Vanch. 1 for each other zone.

Turn 14: 3 in Tork.

Turn 15, 18: VP: 3 for Tork, 2 for Garsting, Jarst, Imther and Vanch. 1 for each other zone.

Turn 21: 3 in Tork. VP: 3 for Tork, 2 for Garsting, Jarst, Imther and Vanch. 1 for each other zone.

Turn 24, 27, 30, 33, 36, 39: VP: 3 for Tork, 2 for Garsting, Jarst, Imther and Vanch. 1 for each other zone.

Carmanians

Colour: Yellow.

Submission: 4.

Homeland: Carmania

+1 to hit in lowland.

Turn 16: Syranthir (Hero) and 15 in Charg. Invasion Turn.

Turn 17: *Syranthir (Hero)*, Carmanos (Hero) and 6 in Charg.

Turn 18: *Carmanos (Hero)*, VP: 3 for Carmania, 2 for Spol, Jhor, Naveria, Pelanda, Darsen, Birin, Yuthuppa, Raibanth, each other zone 1.

Turn 19: Nadar (Hero) and 9 in Carmania, Invasion Turn. Alliance: Old Way Rebels. Alliance VP: Aggar 8.

Turn 20: *Nadar (Hero)*.

Turn 21: Pagadash (Hero) in Carmania. VP: 3 for Carmania, 2 for Spol, Jhor, Naveria, Pelanda, Darsen, Birin, Yuthuppa, Raibanth, each other zone 1.

Turn 22: *Pagadash (Hero)*, 4 in Carmania. Alliance: True Golden Horde. Alliance VP: 1 per unit given to the alliance. 8 for Dragon's Eye, 3 per Dragonewt City.

Turn 23: Shahtavar (Hero) in Carmania. Alliance: True Golden Horde ends at end of Dragonewt Nation Turn.

Turn 24: *Shahtavar (Hero)*, 12 in Carmania. Invasion Turn. VP: 3 for Carmania, 2 for Rinliddi, Spol, Jhor, Naveria, Pelanda, Darsen, Birin, Yuthuppa, Raibanth, each other zone 1.

Turn 25: Mahedres (Hero) in Carmania. At end of Nation Turn Yanistar (Hero) and Harash (Hero) in Carmania. VP: Kill Teelo Estara 6, Kill other Rinliddi Heroes 4 each, Rinliddi 6.

Turn 26: *Mahedres (Hero)*, *Yanistar (Hero)*, *Harash (Hero)*. VP: Kill Teelo Imara 8.

Turn 27, 30, 33, 36, 39: VP: 3 for Carmania, 2 for Rinliddi, Spol, Jhor, Naveria, Pelanda, Darsen, Birin, Yuthuppa, Raibanth, each other zone 1.

Turn 40: VP if any Carmanian Units survive – Pelandans Wiped Out 8.

Animal Nomads

Colour: Yellow.

+1 to hit in Lowland or Wasteland, -1 to resist when defending.

Special Resources: 1 point for each lowland or wasteland and 0 for highlands or mountains.

Turn 17: Waha the Butcher (Hero), 1 Giant and 9 in Wastelands. Invasion Turn.

Turn 18: *Waha the Butcher (Hero)*, VP: 3 for Prax, Praxian March, Pavis and Zola Fel. 1 for each other zone.

Turn 19: Jaldon Goldentooth (Hero) and 9 in the Wastelands. Invasion Turn.

Turn 20: *Jaldon Goldentooth (Hero)*.

Turn 21: VP: 3 for Prax, Praxian March, Pavis and Zola Fel. 1 for each other zone.

Turn 24: 2 in the Wastelands.

Turn 27: Bimabwe (Hero) and 4 in Wasteland.

Turn 28: *Bimabwe (Hero)*.

Turn 32: 2 in the Wastelands.

Turn 35: Alliance: Anti-Lunar.

Turn 36: White Bull (Hero) and 6 in Wastelands. Invasion Turn. Alliance: Anti-Lunar. VP: 3 for Prax, Pavis and Zola Fel, 2 for Praxian March, 1 for each other zone.

Turn 37: *White Bull (Hero)*, Jaldon Goldentooth (Hero) and 4 in Wastelands. Alliance: Anti-Lunar.

Turn 38: *White Bull (Hero)*, *Jaldon Goldentooth (Hero)*. Alliance: Anti-Lunar.

Turn 39: *Jaldon Goldentooth (Hero)*. Alliance: Anti-Lunar. VP: 3 for Prax, Pavis and Zola Fel, 2 for Praxian March, 1 for each other zone.

Turn 40: VP if any Animal Nomad Units survive – Pentans Wiped Out 8, Praxians Wiped Out 8.

Beast Men

Colour: Yellow.

+1 to hit, +1 to resist.

Homeland: Beast Valley.

Turn 23: Ironhoof (Hero)** and 3 in Beast Valley.

Turn 26: 3 in Beast Valley if it isn't held by Beast Men.

Turn 29: 3 in Beast Valley if it isn't held by Beast Men.

Turn 32: 3 in Beast Valley if it isn't held by Beast Men.

Turn 35: 3 in Beast Valley if it isn't held by Beast Men.

Turn 24, 27, 30, 33, 36, 39: VP: 3 for Beast Valley, 1 for each other zone.

Dragonewts

Colour: Blue.

Submission: at any time.

Homelands: all Dragonewt cities.

Victory Points at Any Time: 2 for each Uz, Mostali or Aldryami destroyed when attacking.

ODC = Dragonewt occupied Dragonewt City, DC = Dragonewt City.

Special Resources: Extra 1 per ODC in enemy controlled zone. May place units in ODC.

Special Movement: Named units may move from a zone containing DC to another zone containing a DC passing through enemy zones unless the enemy chooses to block. Dragonewts may be placed in enemy controlled zones which contain ODC.

Special Stacking: 2 Named Dragonewt units may stack in a DC in an enemy zone.

Special Battle: Named Dragonewts in an ODC in an enemy zone can choose not to attack. If they do choose to attack they must leave one named unit to defend the DC which then takes no part in the combat. Armies can choose not to attack dragonewts in ODC in a zone the dragonewts do not control. Dragonewts attacking in an enemy controlled zone containing an ODC can retreat to it.

Special Recovery: each dragonewt unit with a city name is replaced in its ODC as long as the Inhuman King is in play.

Special Population: 2 population for each ODC in a zone belonging to another nation in addition.

Turn 1: Inhuman King (Hero) and 2 (Named) in Dragon's Eye, 2 (Named) in each other Dragonewt City (only not control).

Alliance: The Unity Council

Turn 2+: *Inhuman King (Hero). Can be recovered each turn after combat even if a previous recovery roll is failed. In a turn when he was eliminated or when he didn't recover from a previous turn no other dragonewt recovery is allowed.*

Turn 2: World Council of Friends.

Turn 3: World Council of Friends. VP: 4 for the Dragon's Eye zone, 2 for each other zone containing a dragonewt city, 1 for each dragonewt city in a zone controlled by another nation, 1 for each other zone.

Turn 4: World Council of Friends.

Turn 5: World Council of Friends.

Turn 6: World Council of Friends. VP: 4 for the Dragon's Eye zone, 2 for each other zone containing a dragonewt city, 1 for each dragonewt city in a zone controlled by another nation, 1 for each other zone.

Turn 7: World Council of Friends.

Turn 8: Unity Council.

Turn 9-10: Arkat's Empire.

Turn 9, 12, 15, 18, 21: VP: 4 for the Dragon's Eye zone, 2 for each other zone containing a dragonewt city, 1 for each dragonewt city in a zone controlled by another nation, 1 for each other zone.

Turn 12-18: Alliance: Empire of the Wyrms Friends.

Turn 23: 20 Dragons in the Dragon's Eye. Dragon units can only be used to attack human units in Deathline zones. All zones containing human units (even those belonging to the Dragonewt player) must be attacked with at least one dragon. No human nation can submit. VP: 1 per human unit destroyed.

Turn 24: Remove all Dragons. VP: 4 for the Dragon's Eye zone, 2 for each other zone containing a dragonewt city, 1 for each dragonewt city in a zone controlled by another nation, 1 for each other zone.

Turn 26: Alliance: Anti-Troll.

Turn 27, 30, 33, 36, 39: VP: 4 for the Dragon's Eye zone, 2 for each other zone containing a dragonewt city, 1 for each dragonewt city in a zone controlled by another nation, 1 for each other zone.

Turn 40: VP if any Dragonewt Units survive: Aldryami Wiped Out 8, Uz Wiped Out 8, Mostali Wiped Out 8.

Esrolians

Colour: Blue.

Submission: 4.

-1 to hit when attacking.

Can build City Units.

Homelands: South Esrolia, North Esrolia.

Turn 1: 1 in Caladraland, 3 in North Esrolia, 3 in South Esrolia, 1 in North March, 1 in Karse, 2 in Leftarm Islands. Alliance: Unity Council.

Turn 2: Alliance: World Council of Friends.

Turn 3: Alliance: World Council of Friends. VP: 3 for North and South Esrolia, 2 for North March and Longsiland. 1 for each other zone.

Turn 4: Alliance: World Council of Friends.

Turn 5: Alliance: World Council of Friends.

Turn 6: Alliance: World Council of Friends. VP: 3 for North and South Esrolia, 2 for North March and Longsiland. 1 for each other zone.

Turn 7: Alliance: World Council of Friends.

Turn 8: Alliance: Unity Council

Turn 9-10: Alliance: Arkat's Empire

Turn 9, 12, 15, 21: VP: 3 for North and South Esrolia, 2 for North March and Longsiland. 1 for each other zone.

Turn 22: Darimarja (Guardian) and 4 in North Esrolia, Umandera Heartpiercer (Hero) and 4 in South Esrolia.

Turn 23: *Darimarja (Guardian), Umandera Heartpiercer (Hero).*

Turn 24, 27: VP: 3 for North and South Esrolia, 2 for North March and Longsiland. 1 for each other zone.

Turn 28: Belintar (Guardian Assassin)* in the Homeward Ocean.

Turn 28- 32: VP: Belintar kills Only Old One and he is not recovered 8.

Turn 36-40: VP: Kill Broyan 6, Kill Gunda 6, Kill Harrek 6.

Turn 30, 33, 36, 39: VP: 3 for City of Wonders, North and South Esrolia, 2 for North March, Longsiland, Shadow Plateau, Karse, Caladraland, Leftarm Islands, God Forgot, Heortland and Esvularella, 1 for each other zone.

Turn 40: VP if any Esrolian Units survive – Harrek Dead 8, Wolf Pirates Wiped Out 8, Ditalli Wiped Out 8.

Talastari

Colour: Blue.

Can build City Units from Turns 3-10.

Homelands: Dorastor, Bilini, Skanthiland.

Submission: 4.

If **Kyger Litor's Curse** is in Effect: -1 to resist.

Turn 1: 1 in Dara Ni, 2 in Lakrene, 2 in Sylila, 1 in Talastar, 1 in Vasdningland, 1 in Bilini. 1 in Aggar.

Turn 2: 3 in Talastar. Alliance: World Council of Friends.

Turn 3: 3 in Talastar. Alliance: World Council of Friends. VP: 4 for Dorastor, 2 for Sylila and Talastar. 1 for each other zone.

Turn 4: Alliance: World Council of Friends. Army of the High Council. VP: Take – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 5: Alliance: World Council of Friends. Army of the High Council. Alliance VP: Take if not on Turn 4 – Kostaddi 2, Henjarl 3, Alkoth 6.

Turn 6: Alliance: World Council of Friends. VP: 4 for Dorastor, 2 for Sylila and Talastar. 1 for each other zone.

Turn 7: Lokamayadon (Hero) in Dorastor. Alliance: World Council of Friends.

Turn 8: *Lokamayadon (Superhero)* in Dorastor, 4 in Dorastor, Invasion Turn. Alliance: High Council. High Council Army. Alliance Invasion Turn. Alliance VP Tarsh 8, Shadow Plateau 10, Kill Only Old One 8, each other Uz or Heortling zone 2. If fail to take Tarsh in Alliance turn **Kyger Litor's Curse** for the rest of the game.

Turn 9: *Lokamayadon (Superhero)* in Dorastor. Alliance: High Council. Kill Arkat VP 8. VP: 12 for Dorastor, 2 for Sylila and Talastar. 1 for each other zone.

Turn 10: *Lokamayadon (Superhero)* unless either killed or Dorastor fell on Turn 9. If control Dorastor Alliance: High Council. Kill Arkat VP 8.

Turn 12, 15, 18: VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 19: Iddi (Hero) and 3 in Talastar.

Turn 20: *Iddi (Hero)*.

Turn 21, 24: VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 27: VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 30: Arkal (Hero) and 2 in Bilini. VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 31: *Arkal (Hero)*.

Turn 33: VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 36: Hahlggrim (Hero) and 4 in Billini. VP: Kill Ralzakark 6, Take Great Chaos Nest 6. 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 38: Oddi (Hero) and 4 in Billini. VP: Kill Ralzakark 6, Take Great Chaos Nest 6.

Turn 39: VP: 4 for Dorastor, 2 for Talastar, Bilini, Skanthiland and Vasdningland. 1 for each other zone.

Turn 40: VP if any Talastari Units Survive: Great Chaos Nest Occupied 8.

Pentans

Colour: Blue.

+1 to hit in lowland or wasteland, -1 to resist in highlands.

Special Resources: 1 point for each lowland or wasteland and 0 for highlands or mountains.

Victory Points at Any Time: 1 per unit eliminated when attacking, 5 per city unit eliminated. Kill Red Emperor 6.

Turn 1: 1 in Pent, 1 in Jarasan, 2 in Redlands, 1 in Ezarcos, 1 in Oraya, 1 in Kashis, 1 in Velthil, 1 in Kostaddi, 1 in Sanken, 1 in Terrir.

Turn 2: 6 in Pent.

Turn 3: VP: 2 for Redlands, Oraya and Jarasan. 1 per other zone.

Turn 6: VP: 2 for Redlands, Oraya and Jarasan. 1 per other zone.

Turn 9: VP: 2 for Redlands, Oraya and Jarasan. 1 per other zone.

Turn 10: 3 in Pent.

Turn 12: VP: 2 for Redlands, Oraya and Jarasan. 1 per other zone.

Turn 13: 12 in The Wasteland. Invasion Turn.

Turn 15: Dijaar (Hero) and 10 in Balazar. Invasion Turn. VP: 3 for Gardint, Tarsh and Dwarf Run, 2 for Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 16: *Dijaar (Hero)*

Turn 18: VP: 2 for Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 21: VP: 2 for Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 24: 8 in Pent. VP: 2 for Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 25: 6 in Oraya.

Turn 27: can move or retreat from Prax or Praxian March to Grazelands but can still not enter other Deathline Zones. VP: 2 for Grazelands, Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 28: 2 in Grazelands.

Turn 29: Sheng Seleris (Superhero) and 18 in Pent. Invasion Turn.

Turn 30: *Sheng Seleris (Superhero)* and 4 in Pent. VP: 2 for Grazelands, Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 31: *Sheng Seleris (Superhero)* in Pent.

Turn 32: 12 in Pent.

Turn 33: VP: 2 for Grazelands, Redlands, Oraya, Jarasan, Prax, Pavis, Zola Fel and Praxian March. 1 per other zone.

Turn 34: 2 in Grazelands.

Turn 39: Sheng Seleris (Superhero)* and 14 in Pent. Invasion Turn.

Turn 40: VP if any Pentan Units Survive: Rinliddi Wiped Out 8, Dara Happans Wiped Out 8, Char-Un Wiped Out 8, Praxians Wiped Out 8, Heortlings Wiped Out 8, Animal Nomads Wiped Out 8.

EWF

Colour: Blue.

Each turn from 13-21 can use Dragons. Can have up to 6 dragons at a time. At the end of the resources step remove two units and replace with one dragon. Their dragon units remain in play until destroyed. Can build City Units.

Homeland: Storn.

Turn 12: Vistikos Left-Eye (Hero) and 6 in Storn. VP: 2 for Sartar, Tarsh, Fer, Beast Valley, Wintertop, Grazelands, Far Place and Ivory Plinth. 1 for each other zone.

Turn 13: *Vistikos Left-Eye (Hero)*, Obduran the Flyer (Hero), 12 in Storn. Invasion Turn. Alliance: Empire of the Wyrms' Friends.

Turn 14: *Obduran the Flyer (Hero)*, 6 in Storn. Alliance: Empire of the Wyrms' Friends.

Turn 15: *Obduran the Flyer (Dragon Hero)*, Isandrang (Hero) in Storn. Alliance: Empire of the Wyrms' Friends. VP: 2 for Tarsh, Fer, Beast Valley, Wintertop, Grazelands, Orenaria, Saird, Sylila, Terarir, Vanch, North Esrolia, South Esrolia. 1 for each other zone.

Turn 16: *Isandrang (Dragon Hero)* in Storn. Alliance: Empire of the Wyrms' Friends.

Turn 17: *Isandrang (Dragon Hero)* and Lord Great Burin (Dragon Hero) in Storn. Pavis (Hero), Varajii Nopor (Hero), 1 Giant and 4 in Pavis. Invasion Turn. Alliance: Empire of the Wyrms' Friends. VP: Kill Waha 5 VP.

Turn 18: *Isandrang (Dragon Hero)* and *Lord Great Burin (Dragon Hero)* in Storn. *Pavis (Hero)*, *Varajii Nopor (Hero)*. Golden Dragon Emperor (Dragon Hero) in Sylila or Terarir if EWF hold either. Remove the Giant and if it is in Pavis replace with a City if there is no city present. Invasion Turn. Alliance: Empire of the Wyrms' Friends. VP: 2 for Raibanth, Yuthuppa, Dara Happa, Pavis, Tarsh, Fer, Beast Valley, Wintertop, Grazelands, Orenaria, Saird, Sylila, Terarir, Vanch, North Esrolia, South Esrolia. 1 for each other zone.

Turn 19: *Golden Dragon Emperor (Dragon Hero)* in Raibanth if EWF hold it, *Varankol (Hero)* in Storn. Alliance: Empire of the Wyrms' Friends.

Turn 20: *Varankol (Hero)*, *Golden Dragon Emperor (Dragon Hero)* in Raibanth if EWF hold it. VP: 8 for Aggar.

Turn 21: At the end of the EWF turn remove all Dragon and Dragon Hero units. Remove all EWF units in Tarsh, Grazelands, Fer, Wintertop, Beast Valley, Ivory Plinth, Far Place, Sartar, Kitori, Heortland and Esvulerela. VP: 2 for Raibanth, Yuthuppa, Dara Happa, Pavis, Tarsh, Fer, Beast Valley, Wintertop, Grazelands, Orenaria, Saird, Sylila, Terarir, Vanch, North Esrolia, South Esrolia. 1 for each other zone. 1 per unit removed as a result of Dragonewt Betrayal.

Turn 24: VP: Pavis 4, Each other zone 1.

Turn 26: Balastor (Hero) and 1 in Pavis.

Turn 27: *Balastor (Hero)*. Pavis 4, Each other zone 1.

Turn 30, 33, 36, 39: VP: Pavis 4, Each other zone 1.

Turn 40: VP if any EWF Unit survives – Alkorings Wiped Out 8.