

The Realm Wars: Invasion 2-4

The heroes were resting after their long fights and struggles against the dark lords, when the trumpets of danger echoed across one of the realms. The heroes once again rushed forward to save those in need and help with the problems at hand, unaware of what was really going on. As they reached the realm, they quickly realized that there was a full army on invasion underway and rushed in to quell the enemies attack. Soon the rest realms were in need, reaching out for some help... looking for some heroes....

Set-Up

Select one of the realms and place it on the table. For this scenario all heroes start in that realm. Follow the rest of the set-up normally taking into mind that there is only 1 realm board in play.

Winning Condition

The normal winning conditions of the base game apply here for this plot.

Gameplay

For this plot all players start off together on a single realm.

When the invasion track reaches certain numbers, new realms will be added to the table.

Randomly add 2 boards and perform all the steps as if they were added during setup (Add their cards to the Realms' Deck etc.). Players now have to defend those realms too normally.

The number of players does affect how many boards are added and when. Just follow the table below:

- 2 Players: 1 new realm on 6, 1 new realm on 10 and 1 new realm on 14.
- 3 Players: 2 new realms on 6, 1 new realm on 12, 1 new realm on 16.
- 4 Players: 2 new realms on 6, 2 new realms on 12.

For this plot when there are 2 or more heroes stand in the same Realm, draw an extra realm card each round for every 2 different heroes on the realm.