

Land of Medievals

INSTRUCTION MANUAL

MOUNTS & ARMOR EXPANSION



MOUNTS & ARMOR IS A 42 CARD EXPANSION SET FOR LAND OF MEDIEVALS. THIS EXPANSION BRINGS YOU TWO NEW TYPES OF CARDS AND EXPANDS THE GAME DIFFICULTY, GAMEPLAY TIME AND STRATEGIES. EACH MOUNT TYPE HAS DIFFERENT SKILLS AND THE ARMY UNITS CAN NOW EARN AND WEAR EPIC ARMORS TO BLOCK AND DEFLECT RECEIVED DAMAGES. 8 NEW HORSE TYPES, 5 NEW ARMOR SETS, 2 NEW CREATURES, 2 NEW ENCOUNTERS. YOU PLAY WITH THE SAME RULES FROM THE CORE GAME WITH SOME ADDITIONS:

INITIAL SETUP

MOUNT CARDS ARE ADDED TO THE ARMY UNIT DECK.

ARMOR CARDS ARE ADDED TO THE IMPROVEMENTS DECK.

MOUNTS AND ARMORS CAN BE USED TOGETHER IN THE SAME ARMY UNIT OR KING.

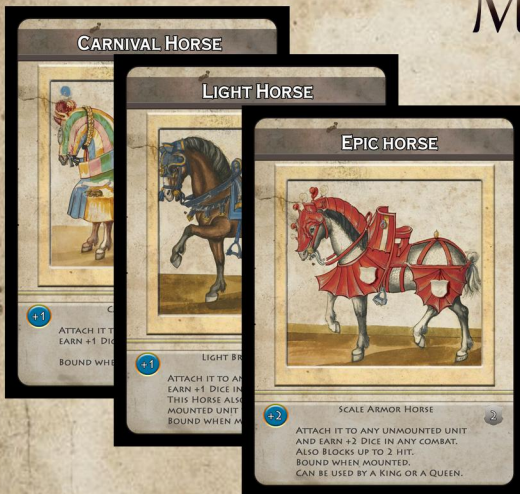


MOUNTS

EACH UNIT CAN ONLY MOUNT ONE HORSE AT A TIME.

WHEN A UNIT DIES MOUNTING A HORSE THE MOUNT CARD GOES BACK TO THE ARMY UNITS DECK.

SOME MOUNTS CAN BE USED BY KINGS, READ THE CARD DESCRIPTION CAREFULLY.



ARMOR

THE ARMORS OFFER PROTECTION AGAINST DAMAGE HITS, SOME OF THEM CAN ALSO DEFLECT THE DAMAGE RECEIVED AGAINST YOUR ENEMY.

WHEN A UNIT DIES WEARING AN ARMOR THE ARMOR CARD GOES BACK TO THE IMPROVEMENTS DECK.

EACH UNIT CAN ONLY WEAR ONE ARMOR AT A TIME.

SOME ARMORS CAN BE WEARED BY A KING, READ THE CARD DESCRIPTION CAREFULLY.

