

The Tangles, Sandal, Forbidden Forest

SOUTHERN REACHES (5 bonus armies) -
Brixworth, Wickham, Tenbury, Freeport,
Elderberry Downs, Endless Forest,
Southern Reaches

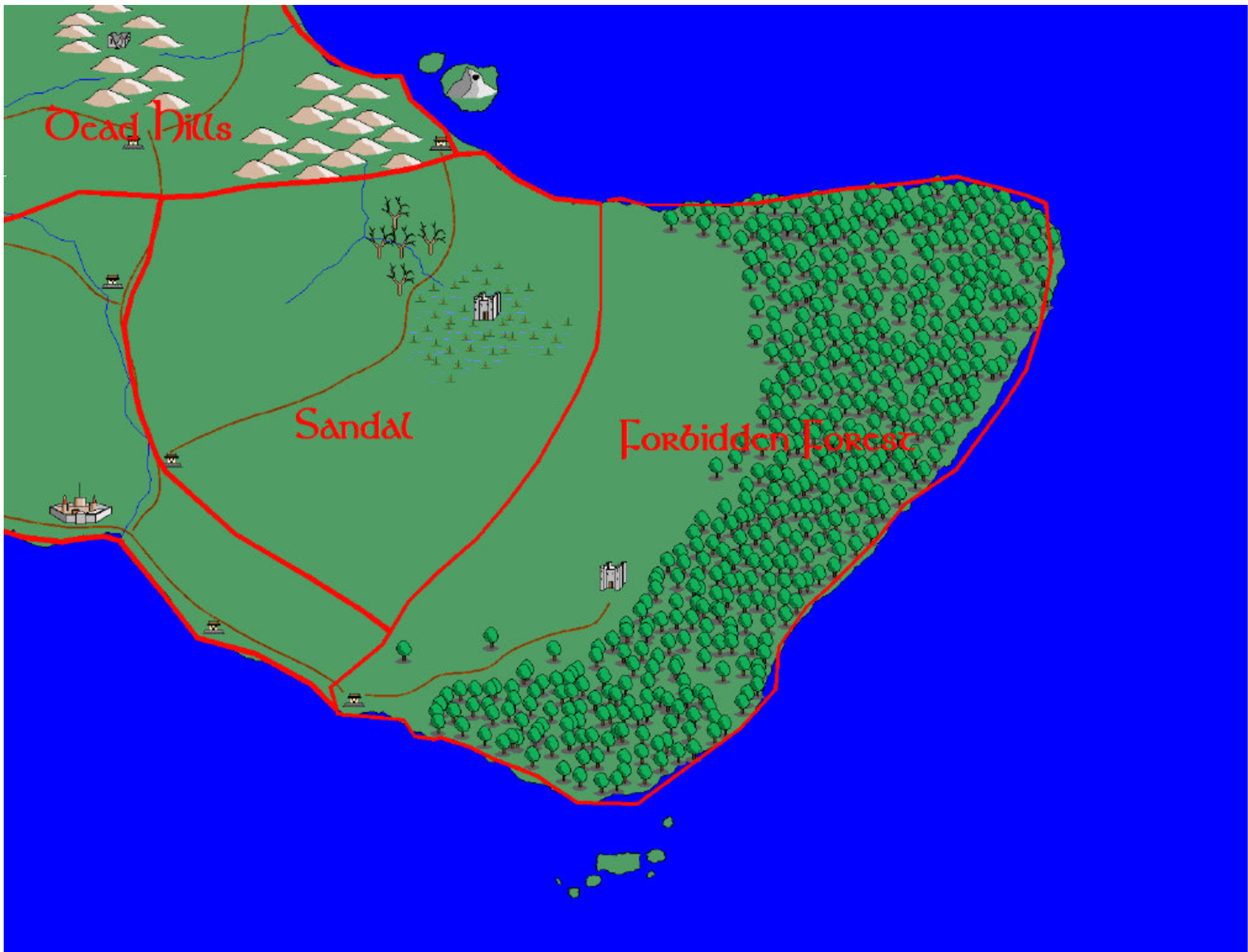
TOMB KINGDOM (3 bonus armies) - Izuz,
Inner Dunes, Tomb Kingdom, Gold Hill,
Cave of Runes, Outer Dunes

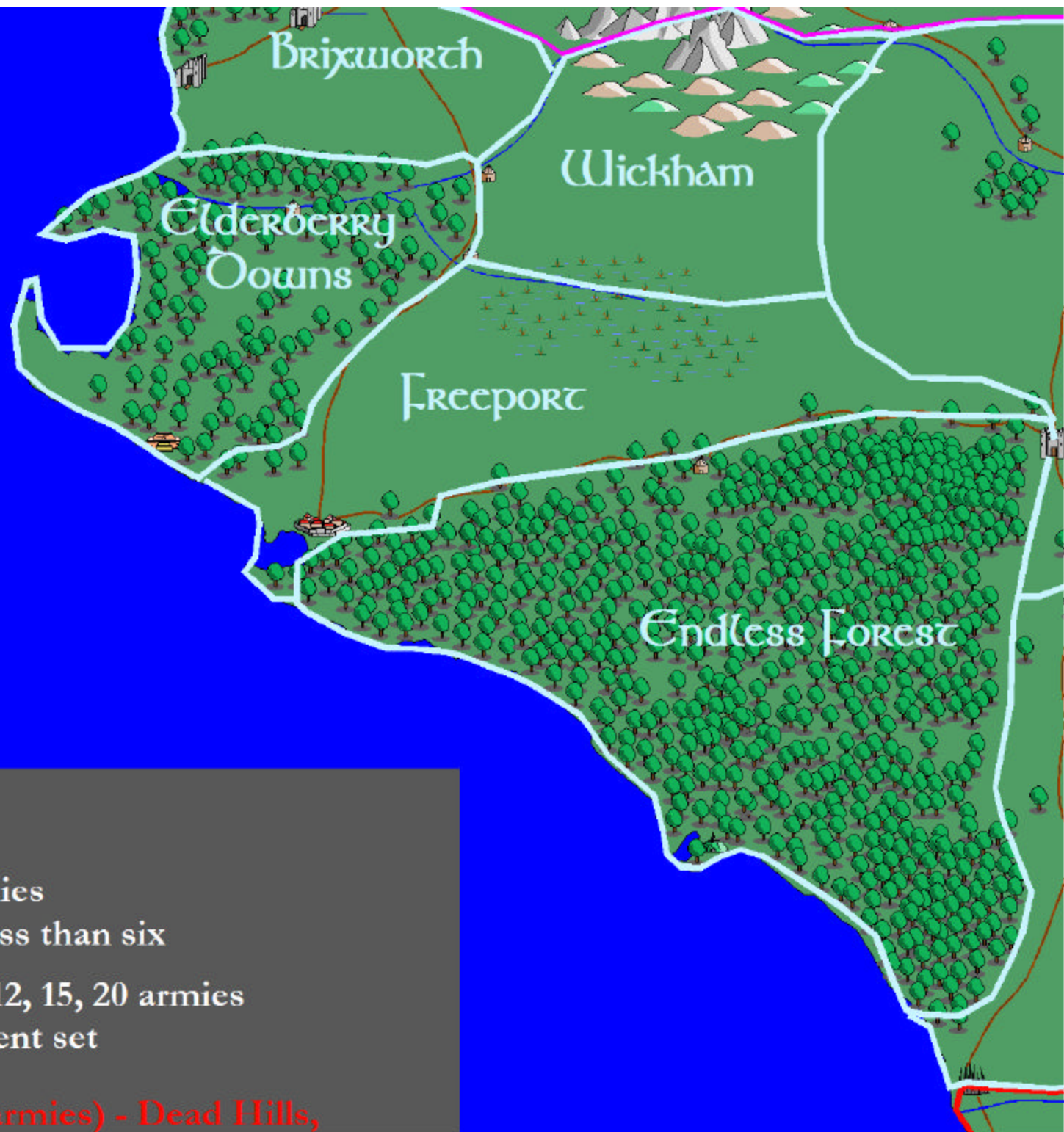
EASTERN REACHES (2 bonus armies) -
Dragonsford, Eastern Reaches,
Dreadwood, Steppes of Ryan

ORC NATION (5 bonus armies) - Bloodlent,
Shamblefield, Loftwood, Dourmoor,
Black Hills, Orc Nation, Wintershriven,
The Barrens, Vile March

WESTERN REACHES (7 bonus armies) -
Teufeldorf, Azgarde, Iron Hills,
Wirksworth, Rivershaw, Guildford,
Middlewich, Dunsbury, Grunfeld,
Grimore Jungle, Shield Lands, Mt. Todd





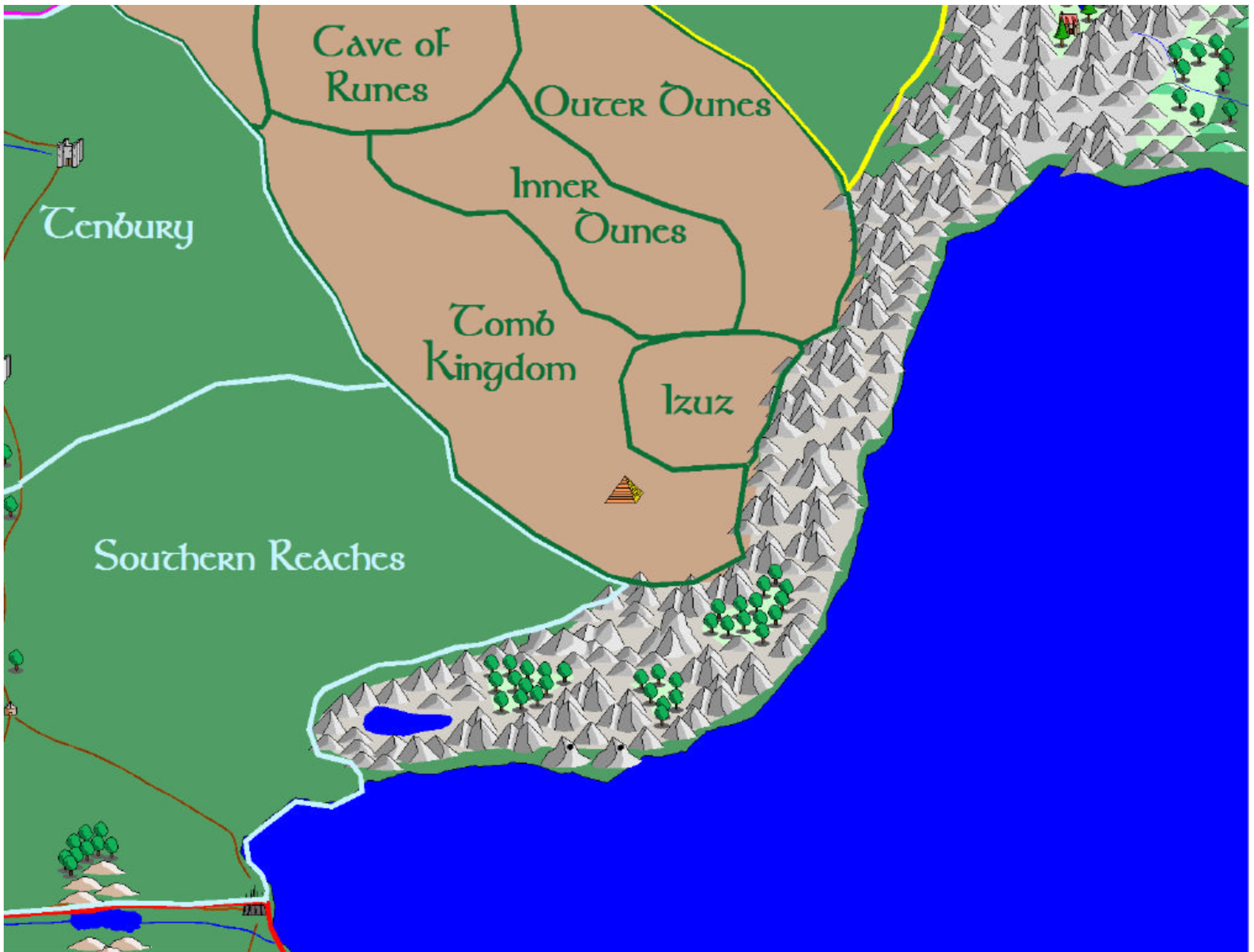


Realm Risk

Six Players = 20 armies
+5 for each player less than six

Cashes = 4, 6, 8, 10, 12, 15, 20 armies
+5 for each subsequent set

SANDAL (2 bonus armies) - Dead Hills,



Cave of Runes

Outer Dunes

Inner Dunes

Tomb Kingdom

Izuz

Tenbury

Southern Reaches



Shamblefield

Bloodlent

Teufeldorf

Rivershau

Azgarde

Iron Hills

Wirksworth

Ounsbury

Guildford

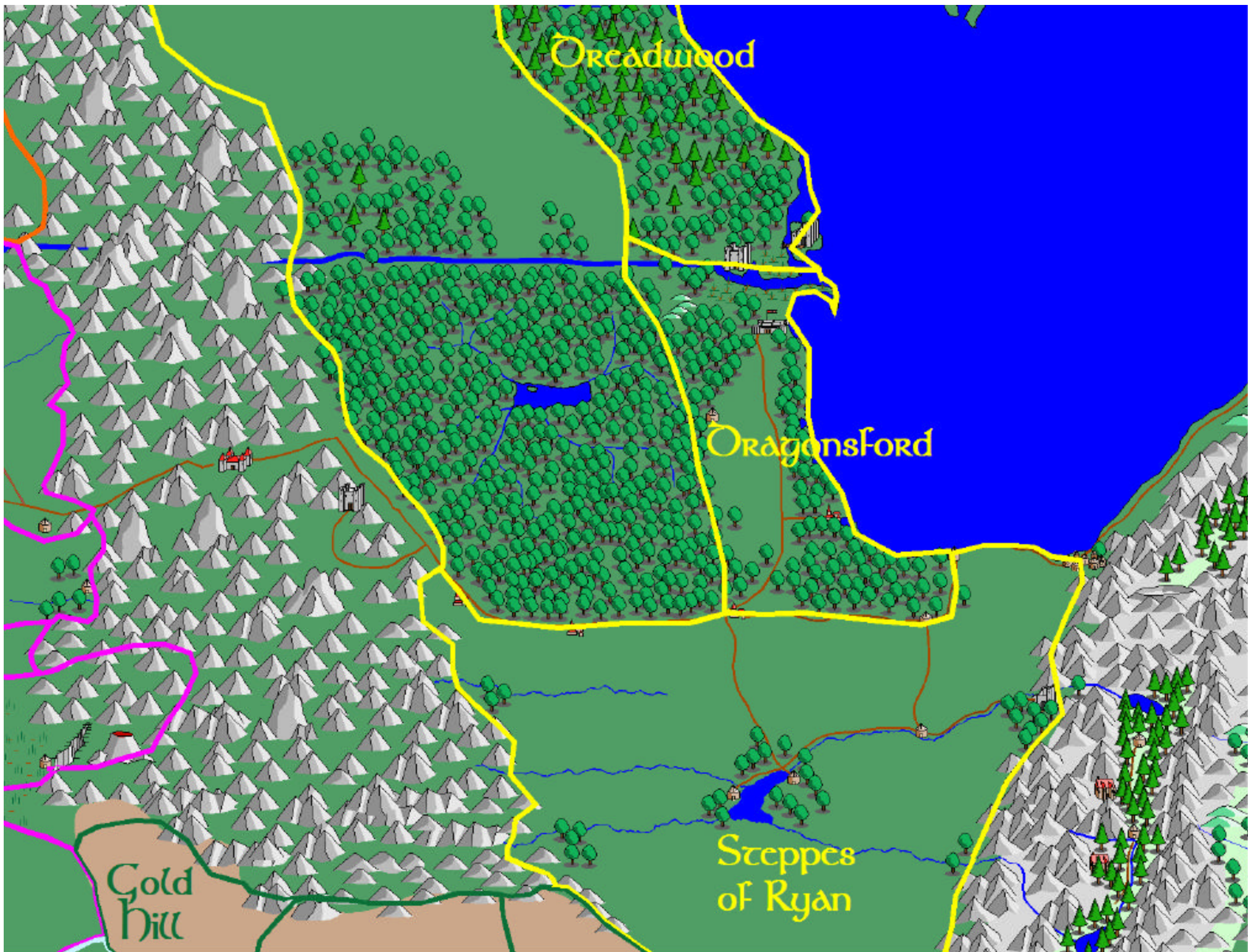
Middlewich

Grimore
Jungle

Grunfeld

De
Todd

Shield Lands



Oreadwood

Dragonsford

Steppes of Ryan

Gold Hill



The Barrens
Vile March

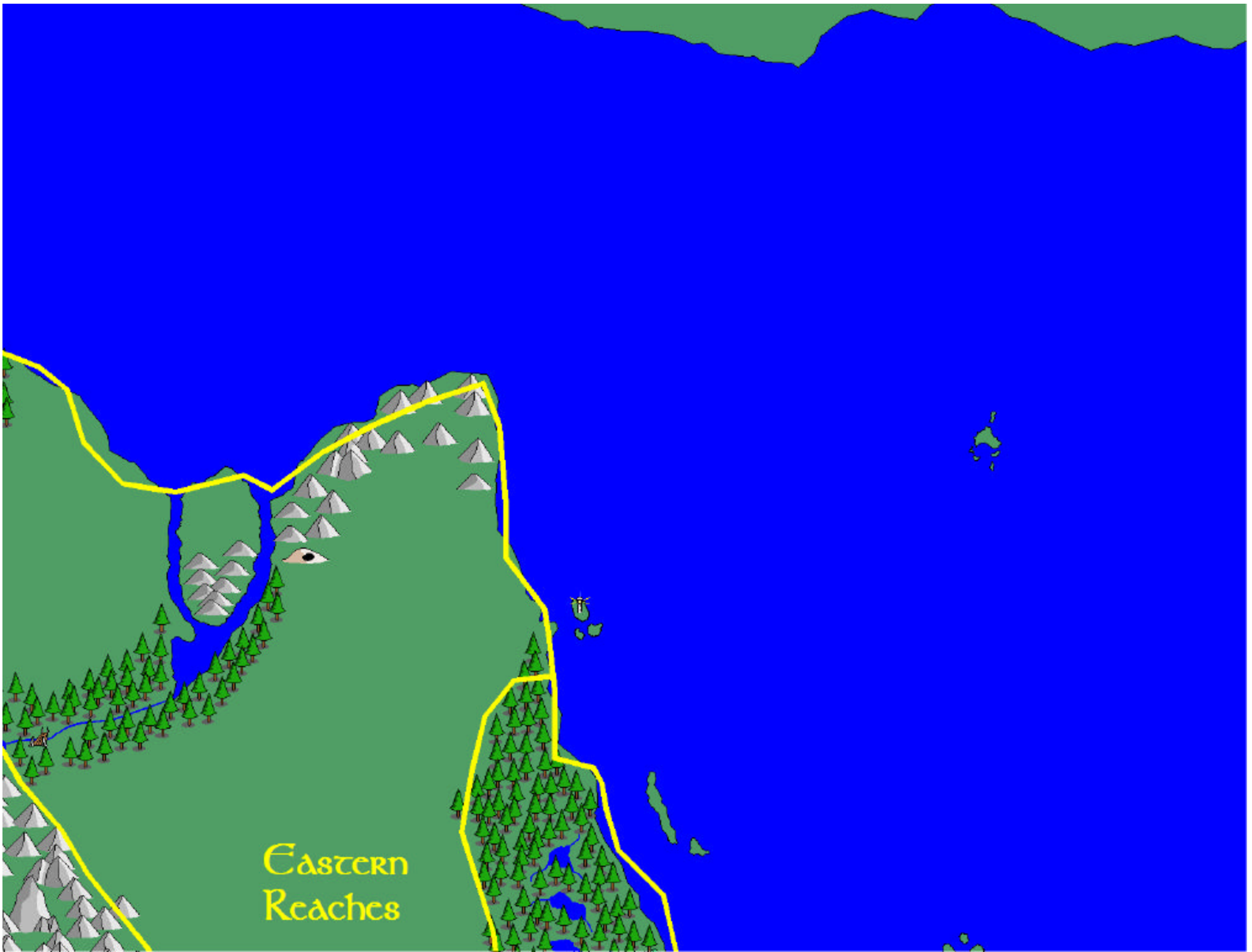
Wintershriven

Orc Nation

Black Hills

Lofcuwood

Ourmoor



Eastern
Reaches