



### A run for the prize

At the country side of Argos , the Archmage Archon's home city , there is a place called the " Hill's of Hope " , is a nice quiet corner , where the archmage keeps his sanctuary , a hidden place of practising new spells .

After this location was compromise to the enemy , some troops was send there as a guard until the reinforcement come.Because there was disturbing news that a horde of the enemy is about to over run this place . The two rival armies arrived to this place at the same time , but at the opposite sides of the river of Achelous .

A race is about to began !

### SETUP

Blue team at point's 2

Red team at point 1

### SPECIAL RULES

Both teams must also not lose their camps by the enemy .

### OBJECTIVE

The blue team must protect the sactuary and destroy the invader

The red team must overtake the sactuary