



The Realm attempts to hold back the Chaos hoard from the crossing the river. This is one of two major river crossing the Chaos must capture.

SETUP

The Chaos player is first to setup and then the Realm player. The Chaos player moves first.

SPECIAL RULES

- Each bridge captured is worth 3 victory points to the Chaos player. The Chaos player receives the victory points at the end of the round (round being when each player has conducted their turn).
- Starting on turn 7, the player that controls one or more of the town hexes receives two victory points for each town hex they control.
- Each player receives 2 victory points for destroying a banner unit.

OBJECTIVE

- The game ends when either the Chaos or Realm player reaches 16 victory points or at the end of turn 16.