



The Army of Chaos has begun its first step to moving into the outlands of the realm. With this town being the first of many to come, the realm begins to muster the defenses to hold off the coming hoard.

SETUP

The Army of Chaos is the first to setup. The Volunteers of the Realm are second to placement. Beginning on turn six, the Realm player rolls a dice to see if the cavalry reinforcements will arrive.

SPECIAL RULES

Beginning with turn six, the realm player rolls a die for each of the two cavalry reinforcements. The die roll will determine which type of unit the cavalry shall be (Green - Blue - Red). Placing the two cavalry units on the map in their location, the Realm player can begin to move them on their seventh turn.

OBJECTIVE

The objective for the Chaos player is to capture the two town hexes and hold them for one turn. Holding the town hex for one turn, the Chaos player is able to "Burn" the town hex. Burning of a town hex is worth 8 victory points.

For the Realm player, it is their job to hold back the Chaos player from being able to capture either of the town hexes. At the end of turn 16 if the Chaos player has not been able to capture a town hex, the Realm player receives 8 victory points for each town hex not burned.

Each player receives 2 victory points for each banner destroyed.

If at any time during the game, either player accumulates 16 victory points, this player is declared the Winner. At the end of turn 16, both players add up their victory points and the player with the most victory points is the Winner.