



*The long campaign begins between the Realm and the Chaos Lord.*

( This is the first in the series where each player must keep track of their victory points and mustering points. Each following scenarios will have certain goals that will effect the total points of each players mustering forces. )

## SETUP

Each player starts with a Grand Total of 60 points. Each of the follow scenarios, each player can only use a maximum of 50 points to build their mustering army. During each scenario, each player will adjust their total points based on the outcome of following scenarios.

Chaos player sets up his army first in the red color hexes and then the Realm player sets up his army in the blue hexes.

## SPECIAL RULES

The rivers are impassable.

The number "5" circles on the map indicate Lore points that can be captured to use.

## OBJECTIVE

The objective is to cause maximum damage to your opponents army, while minimizing the damage to yours.

Each unit that is destroyed is a loss of points (the units cost) to that player from their Grand Total of points.

If a player captures the other players HQs, the other player losses 10 points from their Grand Total points.

The game either ends on turn 20 or if one army has destroyed the other.

At the end of the game, each player adds up the remaining units at their cost value, any victory points that were gained or loss during the scenario and then this is added to the players Grand Total. Now each player has a new Grand Total the will carry on to the next scenario.