



Much time has passed between each battle. The time, weather and losses are beginning to take their toll. For the Realm army, they have moved to the town of Ragnor for much needed rest and time to heal. As the Realm's army begins to hold up for the night, some of the men in a local tavern are told of an ancient lore. There was once a beautiful lady that fell in love with the local Lord. The Lord though, would have nothing to do with her because she was just a lonely cleaning maid. Sara, the cleaning maid, turned to the local lady of the forest for help. She asked if there was a way to have the Lord fall in love with her and not take another woman. The lady explained there is, but one must be swift. For if the love one kisses another, you shall be cursed to scream through the ages.

Sara got the potion for the lady of the forest and was able to pass it to the Lord in his drink that night. Sara did not know, that the Lord has asked his friend (girl) from his past to stay for dinner. Thus with the drink and dinner, the Lord kissed the girl. From that time on, there have been rumors of a lady's voice screaming in the night and that when the scream occurred, people would vanish.

SETUP

** Using the "Terrors of the Mist" expansion.

The Chaos player shall play the Waiqar the Undying.

The Chaos player shall place one Reanimates on each of the number " 1 " on the map.

The Realm player will place his units at positioned on the map. The unit cost of the each will be deducted from the Realm's player Total. If the Realm player does not have enough points to purchase all the units, the Realm player may choose which one not to purchase.

The Chaos player goes first.

SPECIAL RULES

All the Terrors of the Mist rules are in effect.

OBJECTIVE

The objective is for the Realm player to withstand the long night. The Cgaos player's objective is to inflict as much damage to the Realm player as possible.

Each unit that is destroyed is a loss of points (the units cost) from the Realm players Grand Total of points.

The game either ends on turn 12 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.