



Following the first major battle, both the Realm and Chaos armies have moved back to regroup before advancing again on each other.

SETUP

Each player can only use a total of 40 points from their Grand Total points to build their army. The winning player from the previous scenario can add five points to their starting total.

The player with the lowest Grand Total of points is the first to setup on the map.

- Chaos player placed on the map in the red hexes
- Realm player placed on the blue hexes on the map.

SPECIAL RULES

River hexes are impassable.

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 loses 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 they will carry on to the next scenario.