

#4 - CHAOS LORD ARRIVES



The Realm's Army has come to battle the Chaos Army North of the town Loredon. The Chaos Lord is leading his Army South driving for the capital of the Realm. If the Realm Army fails to stop the Chaos Lord, the road to the South shall open to him.

- Realm: The Realm player wins immediately if he kills the Chaos Lord or if he collects 10 victory points.

- The game ends on the 20th turn.

SETUP

The Chaos Army and the Realm both set up as the scenario map shows.

SPECIAL RULES

- Each player receives 1 victory point for eliminating one banner.

- On each side is a 2 point victory location. If a player ends his turn on the other players victory location, that player receives 2 victory points.

OBJECTIVE

- Chaos: The objective is either to destroy the Realm's Army or collect 10 victory points.