



With resources beginning to dwindle, the Chaos Lord is forced to scavenge across the land for supplies. Will the Realm's garrison of the village area be enough to hold off the Chaos Lord's army?

OBJECTIVE

The Chaos player wins if 3 buildings are destroyed.
The Realm player wins at the end of the 6th round if less than 3 buildings are destroyed.

SETUP

The Realm player has 30 gold to buy troops (yeoman archers and citadel guards)

The Chaos player sets up his troops as instructed in the map.

The Chaos player is the first player.

SPECIAL RULES

If a Chaos unit occupies a building at the end of the round, it is destroyed. Remove the building from the map.