

## #2 - OUT POST OVER RUN



Army of Chaos has swept passed the outlying towns and now begins to clear the way moving deeper into the Realm.

### SETUP

The Realm player is first to setup and the Chaos player is second. The Realm player will have 2 cavalry units on the side for reinforcements that will come into play on the 9th turn. On the 9th turn the Realm player will roll the dice and see if the cavalry units come into play at full strenght or with losses (Roll the two dice and the cavalry shall incur what losses if any befor entering play.

### SPECIAL RULES

If the Chaos player captures the Realm players outpost before game turn 12 then game ends.

### OBJECTIVE

The objective is for the Chaos player to capture the outpost before game turn 12. The Realm player is to stop the Chaos player from capturing the outpost by game turn 12. At the end of game turn 12, if the outpost has not been captured, then each player recieves 3 victory points for each banner destroyed. The Realm player recieves 6 victory points if the Chaos player did not capture the outpost. The player with the most victory points is the Winer.