



Following the break on the siege of the city Loredon, the Realm's Army pursues the Chaos Lord North. In the Chaos Lords army movement, they have allowed a part of the Realm's army to block them off from the river crossings. The Chaos Lord must cross the river for his army to survive.

SETUP

Both players have a muster total of 50 points.

The Chaos player places his units on the map first indicated by the red hexes and the Realm player places his units on the map after the Chaos player indicated by the blue hexes.

The Chaos player moves first and the Realm player second.

SPECIAL RULES

Rivers are impassable, except by using a bridge.

OBJECTIVE

The objective for the Chaos Lord is to move his army across the map to the number "1" indicated on the map. Each unit that makes it to the hex with the number "1", this unit is removed from the map and counted as victory points for the Chaos player.

The Chaos player receives the cost of a unit in victory points for each unit that is moved off the map.

40 to 50 Victory Points = Total Victory

30 to 40 Victory Points = Marginal Victory

20 to 30 Victory Points = Partial Victory

The Realm player is the winner if the Chaos player does not achieve 20 victory points or more.