



This scenario is designed with tournament style of play in mind. Both players can play the same race. Different colors of deployment zones are used only to differentiate between deployment zone of the first player and deployment zone of the second player.

SETUP

At the start of the game's setup determine which player will be the first player. To do this both players roll 4 dice. The player who rolled more "Strikes" and "Cleaves" results combined is determined to be the first player. In case of a draw each player re-roll all dice until one of them is determined to be the first player.

Second player picks deployment zone (red or blue) where he will deploy his troops. After that both players muster their armies and deploy their troops according to standard rules.

SPECIAL RULES

Game lasts for 20 turns (10 turns per player). Alternatively game ends immediately as soon as one of the player's units has been completely eliminated.

Each player gets VP every time he eliminates an enemy unit, the number of VP gained this way is equal to the muster points cost of the eliminated unit.

OBJECTIVE

The winner of the game is the player who at the end of 20th turn got the most VP. Alternatively, player wins the game if all of his opponent's units have been eliminated. (he wins immediately)