



In pursuit of the Realm's Army, the Chaos Lord was able to get some of his troops south before the Realm's Army began their retreat south.

SETUP

Both players have a muster total of 50 points.

The Realm player sets up first then the Chaos Army second. The Realm player places his units on the blues hexes indicated on the map.

The Realm player goes first. The Chaos player places his units on the red hexes indicated on the map.

SPECIAL RULES

Rivers are impassable.

OBJECTIVE

The objective is for the Realm player to move across the board and his army to move off the board marked by the number "1" on the map.

The Realm player receives the cost of the unit in victory points.

40 to 50 point = Total Victory

30 to 40 points = Marginal Victory

20 to 30 points = Partial Victory

Chaos player wins if the Realm player is not able to achieve more than 20 victory points.

** If the Realm player wins continue to #7a

** If the Chaos player wins continue to #7b