



After the crushing defeat the Chaos Lord delivered to the Realm's Army, the Realm's Army quickly withdrew south to the city of Loredon. Hoping the Realm's reinforcements would arrive in time, the Realm's Army began to build the defense of Loredon. Unknowing to the Realm's Commander, the Chaos Lord had sent troops out to flank the city and cut off the reinforcements for the Realm's Army.

SETUP

Chaos Lord: Sets up first and is the first player

Realm: Sets up second.

SPECIAL RULES

On the tenth turn the Realm's reinforcements arrive. Roll one die for each of the Riverwatch Riders. Apply any strikes/cleave damage as a hit and remove one Riverwatch Rider for each damage rolled.

OBJECTIVE

Chaos Lord: The objective for the Chaos Lord is to capture all five hexes of the city of Loredon by the end of the 20th turn.

Realm: To defend the city of Loredon, by not allowing the Chaos Lord to capture any hexes of the city by the end of the 20th turn.

- If the Chaos Lord is eliminated during the game, the game ends and the Realm player wins.

Chaos Lord captures five city hexes = Total victory for the Chaos Lord

Chaos Lord captures four city hexes = Marginal victory for the Chaos Lord

Chaos Lord captures three city hexes = Partial victory for the Chaos Lord

Chaos Lord captures two city hexes = Partial victory for the Realm

Chaos Lord captures one city hex = marginal victory for the Realm

Total victory if the Realm player stops the Chaos Lord from capturing any city hexes.

** If the Chaos Lord wins the scenario, continue to the next scenario #6a

** If the Realm player wins the scenario, continue to the next scenario #6b