

3 Player

Army Size

Defender	2400 pts (minus up to 150 pts of siegeworks)
Attacker One	1000 pts
Attacker Two	1000 pts

Field Setup

Attackers One and Two begin 12cm in from the tables edge. The Defender begins in the center of the map with a deployment zone of 30cm wide. There will be 1d6 terrain pieces placed by the defending player.

Army Placements

Defender places entire army in deployment zone.
Attacker One the Attacker Two. Then Defender may shift up to 250 pts of forces (non siegeworks) within his deployment zone.

Victory Conditions

Breakpoints or General's death do not cause armies to leave field of battle.
Battle is played through to turn 6 only.

Defender survives to turn 6 (minimum of 240 pts remaining). +250 pts
Attacker slays Defender's General. +200 pts
Defender slays Attacker's General. +100 pts

