#### 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

