

**Setup:**

Take  $(2 \times \text{Number of Players} - 1)$ , but no less than three, terrain disks (in the basic setup, these do not have special abilities, just to mark areas on the battlefield, but using actual terrains might also work, though they will obviously complicate things) and put one of them in the center of the play area, distributing the others evenly in a circle around the central terrain (there should be about 4-5 inches of free space between any two terrain disks). Then put the home lands of all players evenly on another circle around the first (again 4-5 inches away from any other terrain).

**Army Size:**

Whatever feels comfortable (100-150 points is a good size).

**Reinforcements:**

This scenario can either be played with a reinforcement stack (i.e. 6 starting disks and 3 reinforcements every round) or with all disks starting on their home land.

**Goal:**

The goal in this scenario is to control the regions represented by the terrain disks. Each such region grants 1 victory point to the player controlling it at the end of every round (after removing casualties).

In order to control a region, the player must have the highest value (measured in size; 1.75" and 2" disks are worth 1 point, 2.5" disks are worth 2 points, and 3.5" and 4.25" disks are worth 3 points) of disks touching the terrain disk in question (with noone else having the same value). If one disk is touching multiple terrains, the player chooses one region where it applies its full value.

At the end of any round, once any player has 10 or more victory points (including vps gained in the current round), the player with the most victory points (unless tied!) is the winner and the game ends.

To count and display the victory points of each player, you can use the numbered counters that came with the starter sets, simply give every player a counter with the number of vp gained during the current round on it, and collect those near the players' home lands.