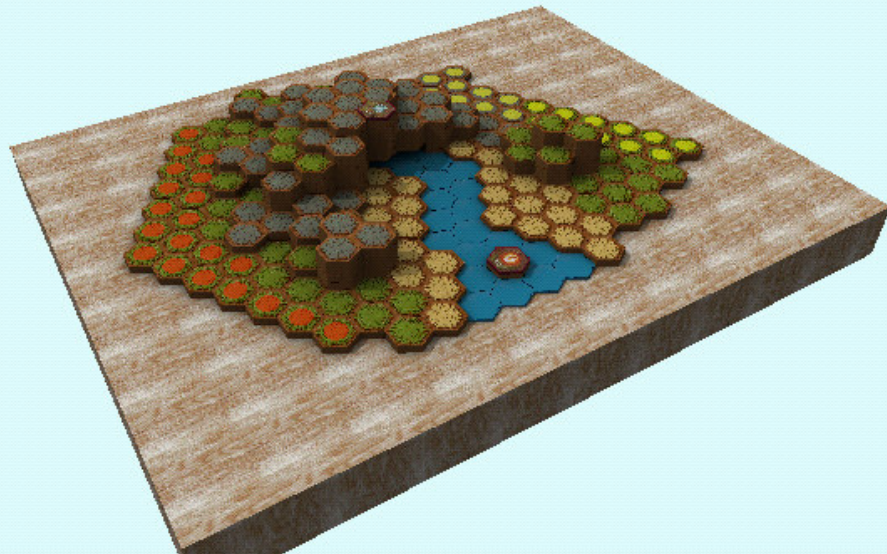
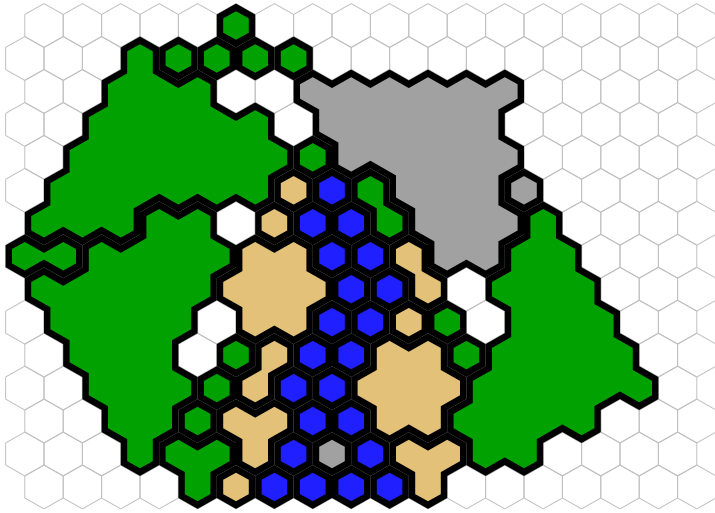


# The Spring at Thades

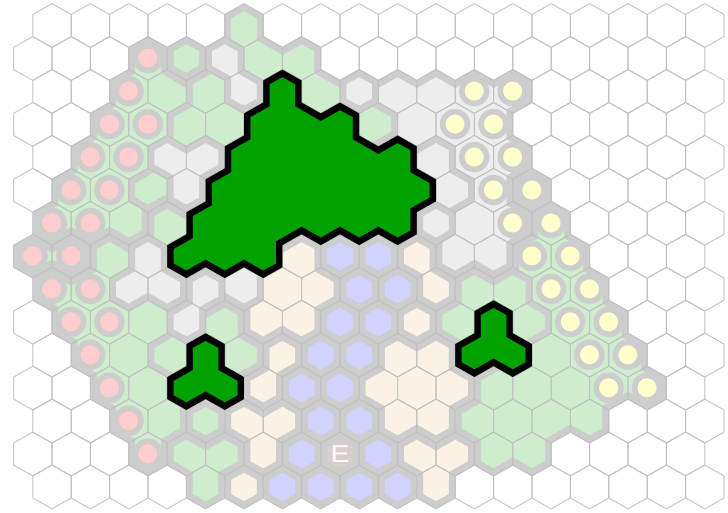


Author : Mr. Bistro

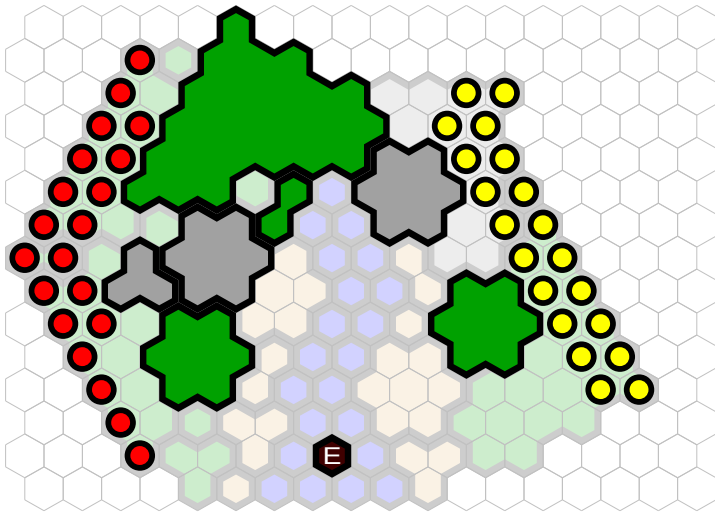
Level : 1



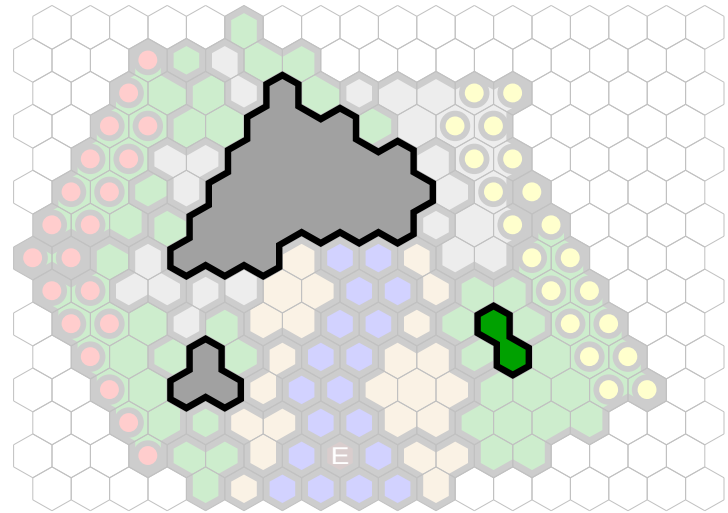
Level : 4



Level : 2



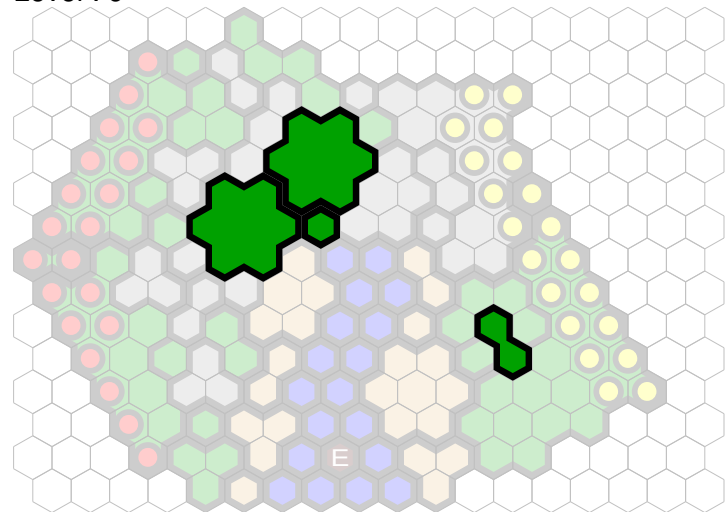
Level : 5



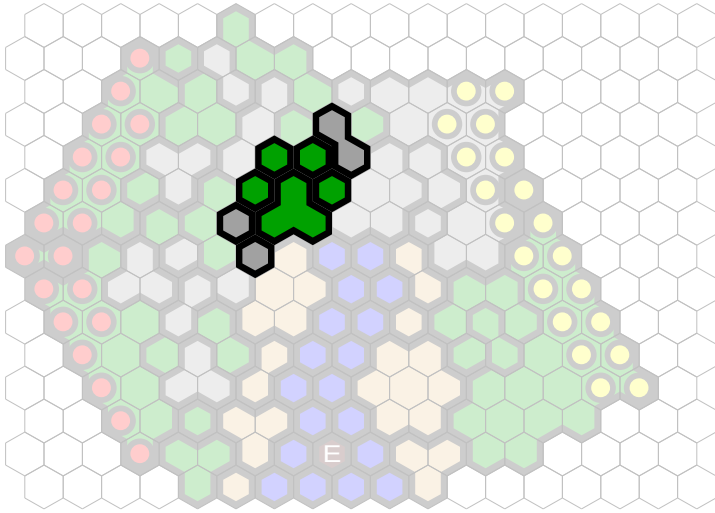
Level : 3



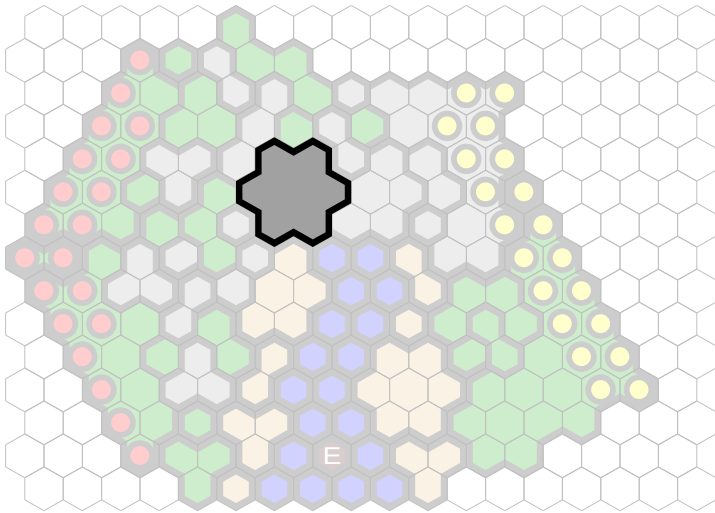
Level : 6



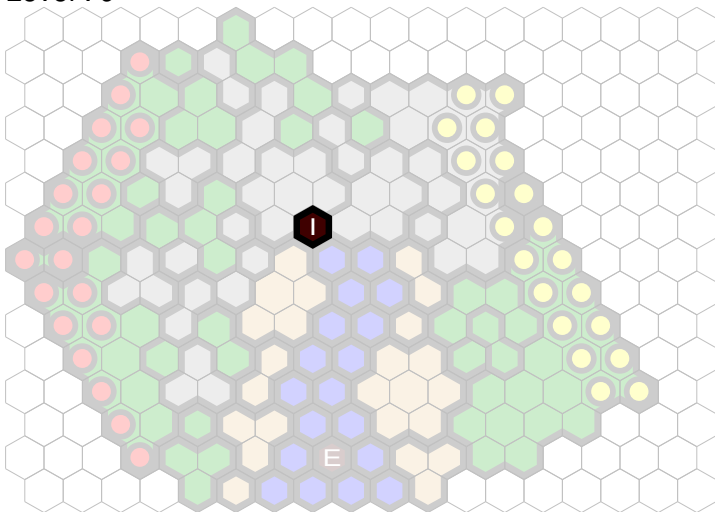
Level : 7



Level : 8



Level : 9



Number of player : 2

The Spring which feeds the River Thades is shallow, but the current is strong and carries with it a bone-numbing chill. Many communities depend upon the river, and any army that can control the spring can ensure its safety... or befoul it for others.

Setup: Place glyphs power-side up where shown. Each player drafts or brings a pre-made army worth 400 points. Player 1 deploys his forces in the red starting zone, and Player 2 deploys his forces in the yellow starting zone.

Game Length: 8 rounds, or until one player's forces are completely destroyed.

Victory Conditions: Any player completely destroying the other's army wins. If Round 8 ends, then the battle is over and the player with the most points on the battlefield wins (see Scoring, on page 14 in the Master Game Guide).