

# Lords of War

## King of the Mountain



### Do you have what it takes!

War has broken out in the Northern Wastes. The Lords of War have been unable to settle the age old argument of "**Who is the 'Ardest?**". Of course they are all wrong, it's clearly Warriors of Chaos but in a bid to settle it once and for all the Lords are fighting to the summit of Mount 'Ard.

To reach the peak, a Lord has to take and defend one of the four lower plateaus. Once the Lords have fought off the opposition for a suitably impressive amount of time, the occupying generals will ascend and fight to claim the summit!

### Details

Each plateau is fought at a different points level: 2000, 2200, 2400 and 3000. A general can only occupy one plateau at a time. Each battle is fought **open list**. If you are the attacker and win, you displace the defender. Once you take a plateau **you cannot change your army list** until defeated and knocked off the plateau.

Occupying generals must respond to a challenge within 2 weeks or be displaced. The best plateau generals will be the ones with the most consecutive defense wins, breaking ties with a game.

Full end-times rules will be in effect.