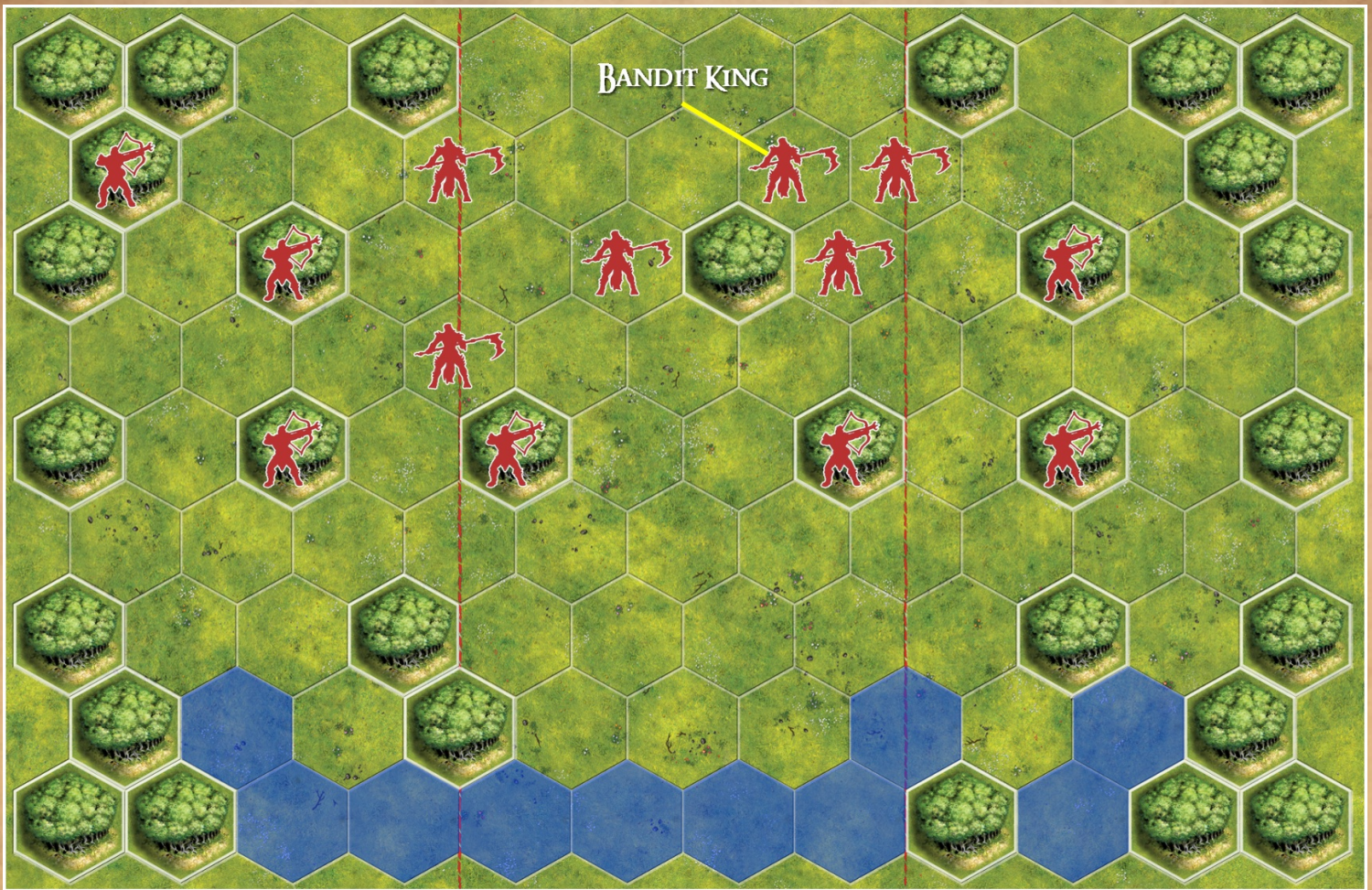


THE BANDIT KING



The bandit king has taken hold of an outpost at a clearing in the woods. All the close-by villages live under the threat of being attacked by him and his men. You have to take out the bandit king and his followers to keep the villagers safe.

SETUP

The Daqan player has 42 gold to spend buying units.

The Uthuk player will control the Bandit king and his followers.

He sets up his units as instructed on the map

The Daqan player is the first player.

SPECIAL RULES

The Blood harvesters are Bandit swordsmen. H3, D2, M2. They have poisoned blades.

The Viper Legion are Bandit crossbowmen. H3, D3, M2. Range 1-3. They do not suffer the penalty for being in a forest.

The lone blood harvester is the Bandit King. H5, D4, M2. Range 1-2. He has mobility 2, can make two attacks each round and is ordered every turn automatically in excess to the units ordered by the command card.

OBJECTIVE

The Daqan player wins if he eliminates the bandit king.

The Uthuk player wins if he eliminates all Daqan units from the map.