

THE INVASION OF RAVOS



The army of Ravos the Ever-Hungry is at the gates of Kellar Keep. Kill him before the gates are breached and all hope for the free men is lost.

SETUP

The Daqan player has 60 gold to spend buying units.

The Uthuk player sets up his units as instructed on the map.

The Uthuk player is the first player.

SPECIAL RULES

The lone Obscene is Ravos the Ever-Hungry. H10, D4, M1.

He has Sweep (Deals one (1) damage to the enemy unit and one (1) damage to all other enemy units adjacent to this unit).

He recovers one health whenever he eliminates an enemy unit.

He is Massive (cannot move into building hexes. He has Immovable 1 (Ignores 1 retreat each combat).

He is ordered automatically every turn in addition to the units shown at the command card.

The hills are considered Walls. They block line of sight and units cannot move into a wall hex. The Daqan command tent is the gate of the Keep.

If an Uthuk unit occupies the gate of the Keep at the end of a round the gate is destroyed.

OBJECTIVE

The Uthuk player wins if the gate of the Keep is destroyed.

The Daqan player wins immediately if Ravos the Ever-Hungry is eliminated.