



The Ruins of a once glorious city are said to be hiding powerful secrets. Humans, Demons and Undead have mustered powerful allies and are now all converging there. The land will soon tremble with the clash and cry of battle.

Each army has 55 setup points.

Each army start with an Ally, as indicated. No more neutrals can be mustered.

The map starts with Command Tents, Crystal Spires, Blood Fields and Graveyards already placed, as indicated. No more of these can be placed on the map.

Place the 2 VP banner on the Ruins (rubble tile) in the middle of the map.

You are allowed to replace up to 8 Lore cards in your Lore deck, instead of the standard 5. You can include the Lore cards specific for you Ally among the maximum replacements. The limit of 2 copies per card still applies.

Determine starting player randomly.

Set aside the Command deck. It will not be used in this game. On their turn a faction can activate any 3 units (including their Ally), anywhere on the map. Any reference to the map left, right or center or to the "your" and "opponent's" side of the map is disregarded. Any effect or unit ability or Lore card referring to such cannot be played.

Eliminating an enemy unit grants 1 VP. Eliminating an enemy Ally grants 2 VPs.

Allies. The Allies will have nothing to do with the Ruins in the middle of the map, where the 2 VP banner is. They will never enter, cross or retreat into them. If forced to retreat there they will not move and take damage instead, even if able to fly, and they will not Counter. Remove the Cavern tile from the map when the Razorwings are eliminated. Remove the Hoard tile from the map when the Great Dragon is eliminated.

Command Tents. Occupying an enemy Command Tent does not grant any VPs. and occupied enemy Command Tents are not removed from the map. However, occupying both enemy Command Tents grants immediate Victory (see Objective).

The standard victory conditions apply: the game end is triggered by a faction reaching 16 VP and whoever has the most VPs at the end of that round will win. Break ties in favour of the faction with most VPs, then with most units (normal and ally) left. If still a tie, take more complete game rounds till the tie is resolved.

A faction can achieve immediate victory by eliminating all enemy units (no need to defeat enemy allies) or by occupying both enemy Command Tents.

Note: this scenario can be played without allies. Remove the Cavern and Hoard tiles if so. Replace the rubble tile with a suitable marker (for example a wound token), if needed.

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Feedback welcome: contact user **barbanera** on BGG (www.boardgamegeek.com). Enjoy!