

THE SIEGE OF GREYHAVEN



The Uthuk army marches to the town of Greyhaven to keep her in siege.

The garrison of the city sends a messenger to the Kingdom Capital before being encircled. The Daqan reinforcements are coming ... will they succeed in preventing the siege?

SETUP

The Uthuk player is the First player.

UTHUK PLAYER Set up in red shaded hex:

4 x Blood harvesters

3 x Viper Legion

2 x Flesh Rippers Brutes

2 x Obscene

1 x Chaos Lord

6 x Decoy

DAQAN PLAYER

Deploy 1 x Citadel Guard in the Outpost

Deploy 2 x Citadel Guard and 1 x Yeoman Archers in Greyhaven

Set up in blu shaded hex:

1 x Citadel Guard

1 x Yeoman Archers

2 x Riverwatch Riders

1 x Rune Golem

1 x Roc Warrior

6 x Decoy

SPECIAL RULES

All hill hexes are steep ridges and moving up onto or down from cost 2 movement for ordered units.

Active Player VP Step:

Active player earns victory points for each hex containing a Banner Marker that is occupied by a friendly unit (Outpost and the Old Bridge)

Active player earns 1 VP for occupying the majority of town hexes in Greyhaven. Majority means at least one more hex than the opposition.

Active player earns 1 VP for each enemy unit eliminated. Disregard reference to opponent's half of the game board on the Lore cards.

DAQAN COMMAND TENT - Issue an order to 1 unit already on the Command Tent Hex and that has suffered casualties. Roll 1 die: if matching to a single sword or double swords symbol, recover 1 lost figure. If Uthuk player occupies this hex at the start of his turn, he removes the command tent and gains 2 VP.

OBJECTIVE

A player wins the game if he has 16 or more victory points and has more victory points than his opponent (at the star of the Uthuk player's turn).

Alternatively, a player wins the game if all of his opponent's units have been eliminated (he wins immediately).