



The Magic Glade

The Clash of Evil over the Land of Terrinoth has begun! Uthuk vs the Waicur Forces clash and only one faction will prevail to conquer the vast and fertile lands of Terrinoth! The first Battle will be fought in the forest with the prime objective being controlling a magic glade...

SETUP

Setup is conducted as usual except that flying units cost 2 more muster points to deploy

SPECIAL RULES

At the beginning of each victory point step the active faction receives one extra victory point if at least one of its units occupy one of the two hexes of the Magical Glade and no unit of the opponent's faction occupies any of the Magical Glade Hexes

OBJECTIVE

At the start of the first player's turn if any faction has reached 16VP, the scenario ends at the end of the turn. The player with the most victory points is the winner. In case of a tie both players have reached their objective. The winner of the scenario receives 2 extra Lore Points at the start of each consecutive scenario of the campaign