



The Captured Banshee

The Uthuk have captured a Banshee from the Weiquir forces. Releasing the Banshee will be the next Weiquir objective

SETUP

Both factions receive 50 muster points. The Banshee figure does not count against the Weiquir player's muster points and cannot be controlled by any player during this scenario. The Weiquir player cannot deploy the Barrow Wurm for this scenario. The Uthuk player goes first.

If the Weiquir player wins the scenario, for the rest of the campaign, Lore cards referring to the Banshee, cost him one Lore less.

If the Uthuk player wins the scenario, the Weiquir player cannot deploy the Banshee in any of the remaining Campaign scenarios.

SPECIAL RULES

During the Victory Point Step of the Uthuk Player, he receives 1 VP as long as no Weiquir Unit has reached the Banshee Hex

OBJECTIVE

The Weiquir player wins the scenario if one of his units reaches the Banshee Hex. The Uthuk Player wins the scenario if at the start of his turns has 16VPs and no Weiquir units has reached the Banshee Hex.