



## The Battle of Silverwood Glade

*Two rival detachments were sent to control the area of the Silverwood Glade. It would soon lead to a deadly clash...*

### SETUP

Setup is as shown on the map. The Uthuk player goes first and starts with 3 Lore.

### SPECIAL RULES

The Weiqr player receives 2VPs if the Doombringer is killed during his turn. The Uthuk player receives 3VPs if the Barrow Wurm is killed during his turn.

### OBJECTIVE

The Last Round is played when at the start of the Uthuk player's turn any player has accumulated 16VPs

If The Uthuk Player wins, he Can deploy a Blood Field Hex for free in all the rest of the campaign scenarios.

If the Weiqr Player wins, he Can deploy a semetary hex for free in all the rest of the campaign scenarios.