



We have replaced the Daqan with their dead minions! Portals of Medias is a small area east of the Bine Mountain chain. It is an enchanted realm. Portal entrances and exits are located in areas of concealment. Mages know these locations. We Dead must fight to take this area back from the Uthuk hordes. Thought it might mean our lives, as it were, it must be done.

As of yet, the enemy has not discovered all of its powers. Note that these areas are only used and opened by a mage. We will approach in darkness and sneak up to the enemy encampment. May the gods smile upon us in our quest.

SETUP

Follow the layout to indicate locations of individual Dead/Uthuk units. This scenario starts with the Dead at night and continues thru the Lore/VP stage. At which point the Uthuk step proceeds. When the Uthuk player has reached his VP stage the 'first player' token is then passed to the Dead player and the day cycle begins.

To continue play, day night cycle proceeds as above making the next Dead turn a Day cycle.

SPECIAL RULES

- 1-The player with the caster ability must be within range of the Red or Blue hex. The caster then allows a friendly unit to enter the hex and teleport to any colored hex he wishes. A caster unit may occupy the same hex as the unit to be teleported.
- 2-If the caster units are destroyed, then that player loses his ability to teleport.
- 3-A player enters the portal and when he comes out the other side, his move turn end. He may then do an attack, if possible. Important note: Once he arrives at the destination, he cannot return unless there is a friendly caster on the other side.
- 4-VP are accumulated in the same manner as normal, except when a caster unit is destroyed, 1 VP point goes to the victor!
- 5- Turn 1 thru 3, the Uthuk cannot teleport!

6-When darkness falls, no combat is allowed except when an enemy unit is adjacent to one another.

7-When a unit is destroyed 1 lore goes to the victor.

OBJECTIVE

Each player must gain 16 Victory Points to win.