



The Undead have risen and come to lay waste to the guardians homeland! After the defeating the wild, the guardians return home to find an army at their doorstep. The undead seek to destroy ther villages and decimate the home of the guardians. The guardians must defend their towns from the onslaught.

SETUP

56 Muster Points

No comand tents

SPECIAL RULES

Units attacking or defending from a hill hex get to roll 1 additional die.
You may order any 2 units in place of any comand card.

When a undead occupies a town hex at the begining of their turn it is removed from the board. The town is destroyed.

OBJECTIVE

The undead win if they destroy 4 towns. The guardians win if they sucessfully defend their towns for 10 rounds.