



The guardians have gained an unknown power and seek to unlock its might. The Captian has sought out soothsayer in the woods. He has made it clear that the Giant is the key to unlocking the power. The guardians have scouted deep into hill of the mountain Giant and he has agreed to help them. The guardians must bring the giant back to comand.

SETUP

Set up with 50 muster points. No comand tents. The Giant is controlled by the guardian team.

SPECIAL RULES

The giant's movment, attacks, and counters are normal, however the portal comand card cannot be used on the giant. If the giant is ordered he may move and attack normally, however if the giant is not ordered he may move 1 hex but may not attack after that players movement step. All attack and counters from hill hexes add 1 die to combat rolls. A player may discard a comand card to move 2 units in any section.

OBJECTIVE

The goal is for the guardians to successfully portect the giant all the way to the comand tent. If the giant is killed the guardians lose.