



The battle has raged on for several weeks now. Both armies have suffered severe losses. Reinforcements on both sides have been attacked before they could make it to the battleground. Under these circumstances, unlikely alliances may be forged...

SETUP

Goblin Archer, Goblin Witcher, Volucrix Reaver and Zombie units must be placed in a city or adjacent to the command tent.

When placing units during the mustering phase you may replace a 4 mustering value unit with the Descent reinforcement. Use the Descent minion version of the monsters, there is no distinction between master and minion version in this game.

Goblin Archer and Zombie are from Descent 2.0 (Second Edition) base game, Goblin Witcher and Volucrix Reaver are from the Labyrinth of Ruin expansion.

SPECIAL RULES

When destroying an opposing Descent reinforcement unit, the player earns 1 VP.

A Descent reinforcement for the Uthuk

Volucrix Reaver: Infantry, Melee - Mustering value 4 - Movement 3, Attack 3, Health 3 - Vigilant, Flanking.

Zombie: Infantry, Melee - Mustering value 4 - Movement 1, Attack 2, Health 3 - Craving, Heroic: Viper's Bite.

A Descent reinforcement for the Daqan

Goblin Archer: Infantry, Archer, Ranged - Mustering value 4 - Movement 3, Attack 3 (range 1-4), Health 3 - Scamper (May move through spaces containing units)

Goblin Witcher: Infantry, Ranged - Mustering value 4 - Movement 2, Attack 3 (range 1-4), Health 3 - Heroic: Stunning Blow (on both ranged and melee attack)