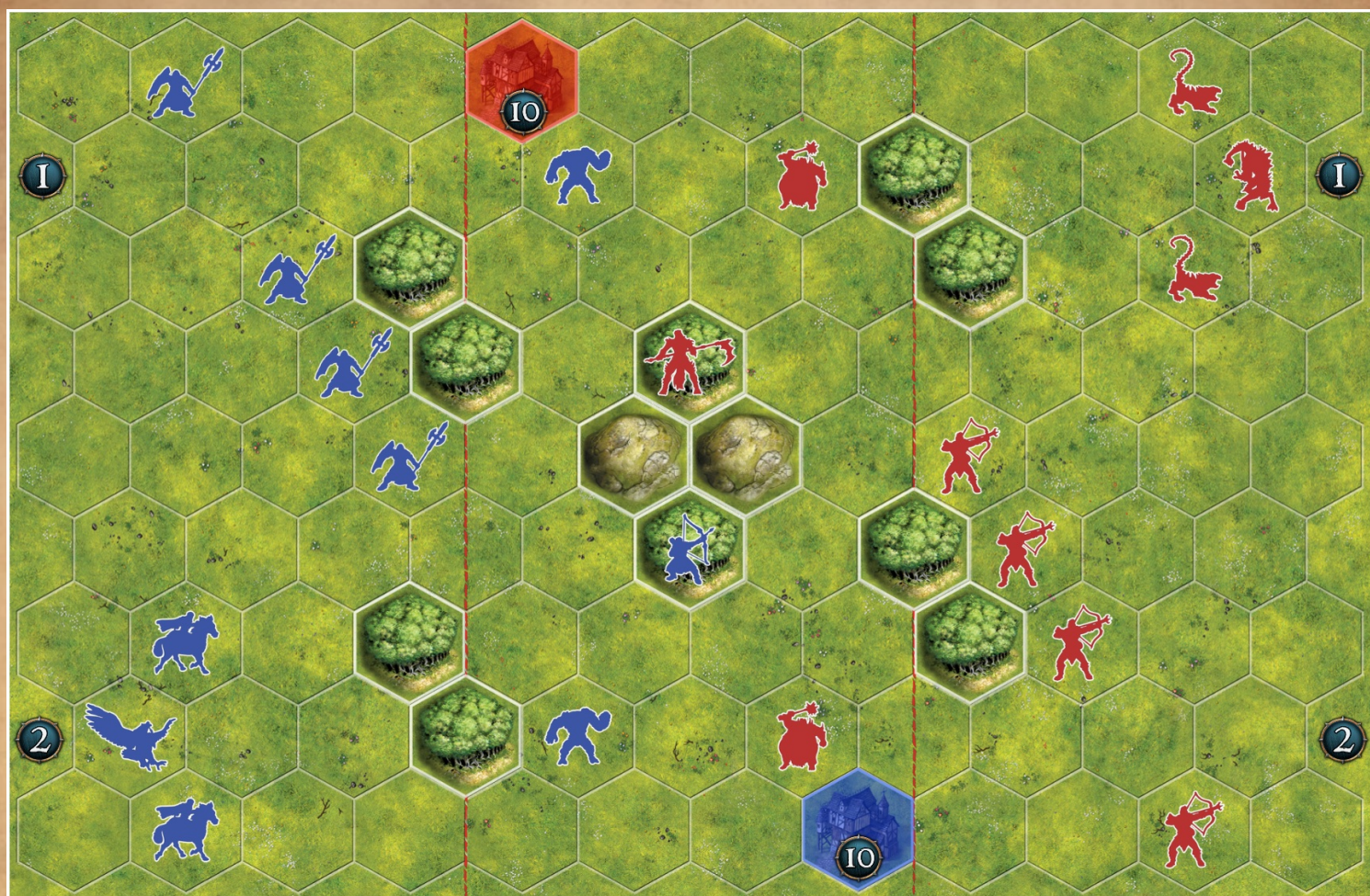


PROTECT THE BOSS



You have to bring back safe from the battle at your Boss, the legendary unit, either the Roc or the Chaos Lord, from the attacks of the enemy.

SETUP

Recruit exactly the same army as showed and at the same starting position.

Take 3 lore cards randomly.

Roll 4 dies, player with more swords starts. 2 swords value 2 and 1 sword values 1. In case of draw roll dies again.

SPECIAL RULES

In your turn order any 3 units you wish and after the resolution of all these combats, also 1 order to your legendary unit, either the Roc or the Chaos Lord. When you end up with movements and combat with your Boss, do the Lore maintenance fase.

Roc Warrior does not have the 2nd movement ability.

Chaos Lord can move 2 hexagons.

When you enter the city in your colour get the 10 lore tokens inmediately.

Every time you destroy an enemy unit get 3 lore tokens.

Disregard the concept of half side of the board for lore cards. Instead of 1VP get 3 lore tokens.

Command cards an VP are useless. For the rest use all normal rules.

OBJECTIVE

The legendary unit, Chaos Lord, has to start at marker 1 (right) and exit the board trough the other marker 1 (left).

The legendary unit, Roc Warrior, has to start at marker 2 (left) and exit the board trough the other marker 2 (right).

If your Boss succeeds to escape you win. If your Boss is killed you loose.