



The Undead Hordes seek to add a Barrow Wight to their forces. To do this, they intend to kill the Great Dragon and resurrect its bones. The Daqan seek to use this as a chance to rally the Great Dragon to their side in the face of this common enemy. Not being so foolish, as to appeal to the dragon's fears, the Daqan commander seeks to offer it the treasure horde of a giant.

SETUP

The Undead player goes first.

Both players deploy 50 points worth of units.

No Legendary Units can be recruited.

SPECIAL RULES

Carrying an Item: A unit carries an item by moving into the hex the item occupies. That item then moves with the unit. If the unit is killed it is dropped and can be picked up by another unit on either team.

Neutral Units: The dragon and Giant both stay in their original hex and attack any units that come within range. The Obscene stay on the bridge tile and guard the bridge. They must either be killed, or paid a toll to cross. The toll is 2 lore.

Towns: The townspeople can be recruited by the Daqan or slaughtered by the undead. This occurs when the town is claimed by either army. A town is considered claimed when a unit is in that town. If a town is claimed at the start of a player's turn they receive 1 unit of Citadel Guards or Reanimates. This unit can be deployed in any open hex in that player's deployment zone.

OBJECTIVE

Undead Objective:

Kill all Daqan units.

Special objective: Kill the dragon and carry its bones back to the graveyard in the deployment zone. Once the bones arrive at the graveyard a Barrow Wym is summoned and can be used by the undead army.

Daqan Objective:

Kill all undead units.

Special Objective: Kill the giant and carry his treasure to the dragon. The Dragon will not attack a unit that is carrying the treasure. If the treasure reaches the dragon it is recruited and usable by the Daqan army. It maintains any wounds dealt by the undead army.