



The ritual for the reactivation of the Rune Golems proceeds steadily during the night. At dawn, however, the Daqan troops are surprised by a sudden attack. The ruins of Lunbar are at first surrounded by a mysterious purple fog. Then huge obscene creatures emerge from the fog and move toward the Daqan tents, soon followed by screaming barbarian fighters. The few Rune Golems already available are committed to the defence, but only the help of the allied from the Crimson Forest can possibly save the day for the Dqan Lords.

## SETUP

**Uthuk:** Shuffle 2 Obscene and 4 decoy deployment cards. Place them face down on the 6 red hexes. This represents the random result of the Obscene evocation ritual. Flip the cards, remove the decoys and place the Obscene units in the hexes occupied by the respective cards. The Uthuk is the first player. Draw 6 Command cards and 3 Lore cards. Then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

**Daqan:** Draw 1 Command card and 2 Lore cards, then place 1 Lore card on the bottom of the appropriate deck.

## SPECIAL RULES

The building hexes represent the ruins of Lunbar. They are treated as fores hexes for all purposes.

**Daqan player:** Draw 2 Command cards in turn 1, 2 and 3. Then draw normally and play the rest of the battle with a hand of 4 Command cards.

**Poisonous Land.** This scenario takes place in the Ru Darklands where the Uthuk poison is more effective. At the beginning of the Command Phase, the Daqan player rolls one die for each poisoned unit. If Lore is rolled, the unit takes one hit. Ignore any other result.

**Unrestricted lore cards.** Ignore reference to specific "half" of the battlefield in Lore cards.

**Special units.** Units marked with a "1" are Crimson Rangers. Those marked with a "2" are Crimson Bowmen. Refer to their Unit Cards for values and abilities.

**Magic fount.** The pond hex represents the magic fount of Lunbar. It is treated like a ford. In addition, a player receives 1 extra VP in his VP step if he occupies it.

## OBJECTIVE

The Uthuk player receives 2 VP for the elimination of each Rune Golems unit. Both player receive 1 VP for the elimination of any other enemy unit.

**VP step:** 1 VP for occupying the majority of ruins hexes. To obtain the VP the player must occupy one building hex more than his opponent.

Both factions win at 16 VP.