



The Royal Family's pet cat, Sir Richard, was let out of the castle walls to play and has not returned. Fearing the worst, the King requests Ronan of the Wild to track the feline and return him home safely.

Ronan ventures in to the woods to rescue the missing cat. After many hours of searching he prepares for his journey home, a sword in one hand and Sir Richard in the other. On his journey he is met by a small battalion of the King's Army.

"Sir Ronan! We have been sent to help you by the order of the King. The Uthak have surrounded the castle and we are to bring you home safely". The King, desperate to save his beloved cat, has ordered others out to create a diversion.

SETUP

Both Armies: The bridge to the castle will only lower for Ronan. No unit may step on the bridge except for Ronan.

Uthuk: Deploy units per the normal rules using 50 points. The command tent does not offer the -5 bonus.

Daqan: Deploy units per the normal rules using 50 points. Remove 'Defend the Realm' and 'Portal' from your Lore Deck. You may not use a command tent.

Ronan the Wild: Take 2 decoy cards and 1 non decoy card and set them aside. Using 3 different sets of 2 tokens, place one on each deployment card set aside and the matching token on another deployment card on the board. This will track if the token is Ronan or a decoy. You may only place one token in each section.

SPECIAL RULES

Uthuk: Gain one VP at the end of each turn if your command tent has not been destroyed. Gain a VP for revealing a decoy. You are the first player.

Ronan the Wild: Ronan can join other units except the Roc Warrior. One Ronan Token may move one space before the movement phase to join a new unit. He will move with them and assist in their attack. He adds 1 attack die to the unit he is a part of during melee combat. He does not require activation to move, but he must be part of a unit to attack. He only has 1 life but is always the last of the unit to die. He is never part of a unit if he is alone.

Hidden Identity: Ronan's identity is not revealed unless he is alone and adjacent to an enemy. All tokens are considered Ronan until revealed. Once a decoy is revealed the token is removed from the game. Once Ronan is revealed all decoy tokens are removed.

Special: Regroup: Ronan may spend a crown in combat to replace a fallen soldier of his unit with a soldier of the same unit type in his section. A unit can never exceed the normal size of 3, not including Ronan. If there are no other units of the same type in his section, Ronan can not use *Regroup*.

OBJECTIVE

Uthuk: Keep Ronan from returning to the castle before nightfall. You win if you kill Ronan or earn 15 VPs. The game immediately ends if Ronan dies.

Daqan: Get Sir Richard home safely. You win if Ronan moves into the castle or you defeat all of the Uthak Army. The Daqan player wins all ties.