



The Uthuk army is taking to the hills with the help of the mighty Mountain Giant. Can the unruly Razorwings spur the undead Waiqar units on and fight back the enemy?

The fate of the Ru Darklands lie in your hands, can you bear the responsibility?

SETUP

The setup is based on the scenario cards B2 Treasures of the Shadow Peaks (Uthuk) and B1 Taming the Twin Vipers (Waiqar). Place terrain and units as shown. The Uthuk Y'llan starts with 1 Lore Point. The undead Waiqar starts with 0 Lore Points. The Waiqar player is the starting player.

The Uthuk army consists of 54 muster points (1 Mountain Giant, 1 Doombringer, 1 Obscene, 2 Flesh Ripper Brutes, 2 Berserkers and 3 Blood Harvesters) and a command tent. The undead army consists of 48 muster points (1 Razorwing, 1 Barrow Wym, 1 Wraith, 1 Death Knight, 1 Necromancer, 1 Barghest and 3 Bone Horrors) and a graveyard.

SPECIAL RULES

The hill in the center of the map is a Cavern, and can as such only be targeted by adjacent units.

Undead Waiqar:

- The Razorwings is an undead unit.
- When an undead unit occupying a hex containing a banner marker performs a counter, add 1 die to the combat roll.
- (VP step) Gain 1 VP if the undead control fewer banners than the Uthuk.

Uthuk Y'llan:

- The Mountain Giant is a Uthuk unit.
- Undead units roll a maximum of two dice (before modifiers) when attacking a Uthuk unit that occupies a hill hex.
- (VP step) Gain 1 VP for each pair of hill and forest hexes occupied by Uthuk units. A pair consists of 1 forest hex and 1 hill hex that is not part of another pair.

OBJECTIVE

Regular victory conditions:

- Each time the first player starts a new turn, players must check if either player has won the game. A player wins the game if he has 16 or more victory points and has more victory points than his opponent.
- Alternatively, a player wins the game if all of his opponent's units have been eliminated. This happens immediately, regardless of the number of victory points each player has and overrides all other victory conditions.