



Princess Olivia has been kidnapped. Her father wanted her home at all costs, his rival wanted her for his own devious plans. She was kidnapped by rouges and taken to one of the many run down houses that had been abandoned due to the war.

SETUP

Set up the map as shown

Separate 3 decoy placement cards and one base placement card.

These 4 cards are shuffled placed one at a time under each house tile, faced down so neither player sees the cards.

The base placement card represents Princess Olivia.

SPECIAL RULES

Each house is filled with 3 rouges who fight the same as a Melee unit with 3 strength, and who get to use the house tile bonus. The Rouges are surrounded and will not retreat! Before the card under a house tile can be explored the Rouges must be defeated. Keep track of damage to rouges using blood tokens. The attacking player's opponent will roll the counterattack dice. **Players cannot play lore cards that give the Rouges any combat advantage.**

When a unit of Rouges is defeated the attacking unit can use the move-in action to flip the card. When Olivia is found she is immediately picked up by the discovering unit.

If a Unit carrying Olivia is defeated they use their move-in action to pick up Olivia.

OBJECTIVE

The Goal is to find Olivia, and move her off of the army's side of the map.

When she is escorted OFF of the map the player who controls the carrying unit, wins the game.