

THE BATTLE OF EXILE PEAK



There is a Mountain Giant atop Exile Peak. Gain his help, and you may win the battle of Exile Peak!

The Undead have captured the town of Everton and the Fort Caer Loec. So the Daqaan send three task forces to reclaim these important locations, found on the edge of Starfall Forest. The first force, on the left, is the remainder of Ronan's army after the Battle of the Cursed Ruins. The second, in the middle, are reinforcements from Tamalir. And the third force is led by Battlemage Kelro, and hails from Greyhaven.

This is the third scenario in the Runebound Campaign. Whoever controlled the Uthuk in the second scenario, *The Siege of Fort Rodric*, now controls Waiqar.

SETUP

Notes: The banner in the middle of the large forest is a Daqaan banner. There is a ford underneath the Waiqar banner.

Each player gains two lore at the start of the game.

Take the remaining terrain tiles in your collection and stack them under the hill in the center of the map to form a **Mountain**. More on this later.

SPECIAL RULES

During the attack phase, an ordered unit may attempt to **ally** the Mountain Giant. The ordered unit must be adjacent to exile peak, and rolls four dice against the Mountain Giant, which replaces the unit's attack. The unit may commit any number of lore results on the dice to get the following results:

0 lore committed: The Mountain Giant may counter. Any lore rolled by the Mountain Giant when countering is placed atop Exile Peak, and is claimed by the allying player when the Giant is allied on a future turn. The opposing player controls the Giant during this counter.

1 lore committed: Nothing happens. The Giant does not counter.

2 Lore committed: You have allied the Mountain Giant! Take all lore from Exile Peak, and place a marker to show that you control the Mountain Giant. You may now order it as you would any unit in your army. As a bonus, take the Shortcut lore card and add it to your hand.

Mountain rules: A Mountain is a new type of terrain. No unit except a Mountain Giant may occupy it. The Mountain is blocking terrain. When attacking a unit on a mountain with a non-flying unit, roll 1 less dice. A unit on a mountain ignores all retreats.

OBJECTIVE

1 VP for each unit eliminated by an **attack or counter**, so long as the **Graveyard** ability is not used.

The first player to reach 16 VPs achieves a major victory (2 campaign points).