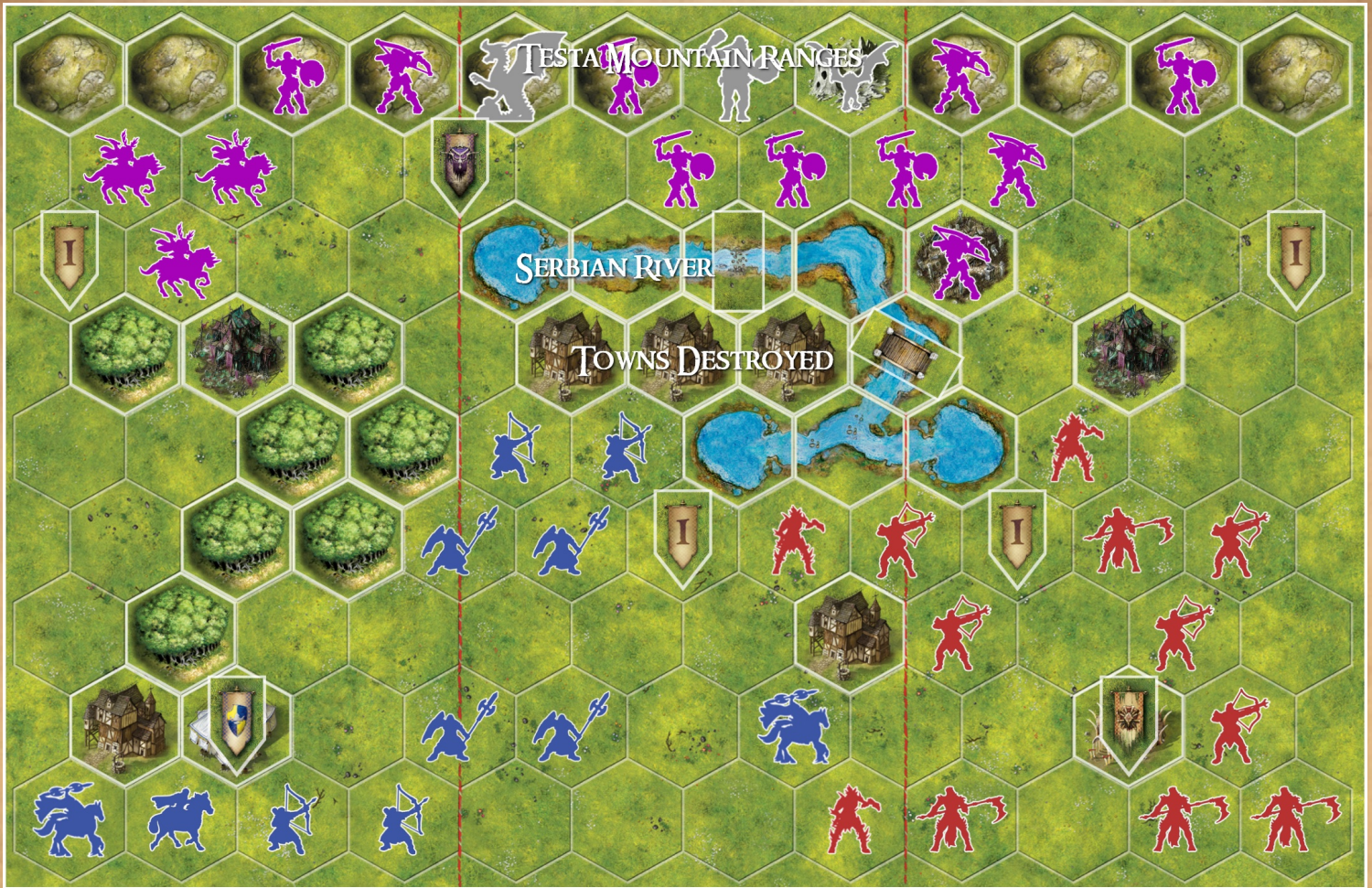


ALL HELL BREAKS LOOSE



It has been many turns since the great hords have clashed in the lands high above Serbia. The Undead Herald of Dreadfall had arisen causing a silence broken by destruction of towns near the great Serbian rivers and Testa mountain chain. It is time to set aside old revalorize and form an alliance between the Daqan and Uthuk whose cities of both factions have been attacked and demolished by the Undead.

SETUP

The Daqan and Uthuk have a total of 98 points and indicated starting positions at start of the game. Each army receives 3 command cards and may mix their movement and battle at the same time.

The Undead have 58 points but are allied with Giant, Dragon and Razor Wings for 24 points. They get 5 command cards.

SPECIAL RULES

The mountains indicated on the left and right are double size and use 2 movement points to ascend. They also allow the owner of the mountain position to add 1 dice to the roll.

The Daqan send a Calvary unit to the Uthuk's war tent. This is the 1st turn before a command card is used. When this is completed the 2 armies become one and utilize the lore cards depending on the army.

The Undead and their allies must follow the standard rules for each unit.

Pass Through Rule: A unit may pass through another unit, as long as they are allies. This pass through will cost 1 movement point.

OBJECTIVE

The victory condition is a combined 20 VP.

Capturing the tent/banner gives the victor an additional 8 points.

Occupying the opponents city gives 1 vp, except for any destroyed cities near the Serbia River.

Elimination of any army faction gives immediate victory to the victor.