



The battle rages on as the Daqan and Uthuk shore up their defences against the onslaught of Waiqar's undying legion. They have formed an uneasy alliance to fend off the undead eating away at a village in the north. As their force approaches the river south of town, the earth around them begins to shake. A unit of death knights begins to ford the river while two other undead legions flank the allies. The knights stop mid-river and turn their mounts away from the allies, looking back towards the hills behind the town and up at the beast breathing fire atop the hill.

SETUP

The Daqan player is the first player and performs his scenario setup first.

Players cannot muster Legend units.

Daqan, Uthuk and Waiqar Setup: Each player musters an army consisting of 25 muster points (not including pre-deployed units), and places each of those units on any of the blue (Daqan), red (Uthuk), or purple (Waiqar) deployment hexes. Each player receives 1 lore token, to a maximum of 5, for each unspent muster point.

Place the hoard tile and Great Dragon figure on the yellow deployment hex containing a "1."

SPECIAL RULES

The Great Dragon is not controlled by either player is considered an enemy unit to all players. During combat, if a player's unit is the target of an attack or counter by the Great Dragon, the player to his left resolves combat for the Great Dragon.

Each player separately tracks the damage he has caused to the Great Dragon by placing damage tokens near his play area.

The Great Dragon ignores all retreats, and cannot be moved from a yellow hex by any means.

When a player has caused damage equal to or exceeding the Great Dragon's health value, it is **overpowered**. When all players have overpowered the Great Dragon, it is removed from the game board.

The hoard tile is never removed from the game board.

When a player's unit is eliminated, he immediately deploys that unit into any unoccupied deployment hex belonging to his faction.

Daqan, Uthuk and Waiqar VP Step: Remove all effect markers from the Great Dragon's hex. Then, the Great Dragon moves to the next unoccupied yellow hex in ascending numerical order. If the Great Dragon is already at the hex with the highest available number, it moves to the lowest-numbered unoccupied hex. If there is no available yellow hex, the Great Dragon does not move.

Finally, the Great Dragon must perform an attack against a unit adjacent to it, if able. If there are no units adjacent to it, the Great Dragon performs a melee attack with a range of 2. In either case, the active player chooses the target.

OBJECTIVE

To win, a player must first overpower the Great Dragon unit. Then, he must have a friendly unit occupy the hoard hex at the start of his turn.

If a player overpowers the Great Dragon unit while it occupies the hoard hex, he immediately wins.