



The commander has told us great news! Adventurers have discovered an ancient map detailing the location of a powerful artifact - a rare dragon rune! But it is buried deep in the earth in the center of Blackleaf Forest. I have heard tales of that cursed forest where creatures of shadow lurk. My heart grows chill to think that we must spend hours in that dark place unearthing the dragon rune.

To make matters worse, the men escorting the adventurers to the citadel have not reported back. The commander believes the Uthuk Y'llan have captured them. We can only assume that the Uthuk will be on their way to Blackleaf Forest to meet us in battle.

SETUP

Players follow the normal rules for mustering units in this scenario.

50 points is recommended, but players may agree to adjust this number as they see fit.

Ford tokens may NOT be placed next to forest hexes.

SPECIAL RULES

Because opportunistic creatures inhabit this forest, any unit on a forest hex that makes an attack that deals no damage (including counters) suffers one damage.

A unit occupying the hex with the victory point banner at the center of the forest may not attack or counter - that unit is occupied with unearthing the dragon rune.

Units lose the Flying ability for this scenario

OBJECTIVE

The first player to acquire 8 victory points wins the game. Their faction successfully finds the dragon rune and uses its power to annihilate the enemy.

Players may also win by eliminating all enemy units, enabling their army to dig up the dragon rune at its leisure.