



The twin Churches of Our Saviour and their sacred grounds had become a peaceful haven for exhausted Daqan bodies and souls in the relentless war with the Waiqar.

The local priests assured villagers and militia alike that the area would remain free from undead attack.

As the first swords and skeletal arms emerged from the graveyard soils, they realised with horror the magnitude of their mistake....

## SETUP

Place units as shown.

Remove VP cards from lore decks. VP are not won in this scenario.

Ignore lore card references to "Halves of the board", they can be played anywhere.

Daqan have first turn.

## SPECIAL RULES

If Waiqar units occupy both Daqan Crystal Spires at the end of a turn, they immediately warp the crystals powers to summon a legendary undead - at the beginning of their next turn, place a Banshee or Barrow Wyrn on one graveyard hex. That graveyard and the 2 Crystal Spires are then treated as destroyed and removed from the board.

When any non legendary Daqan unit ends its turn in one of the churches, they immediately climb to the roof and light the distress beacon (despite assurances that they were not necessary). When both church beacons have been lit, at the beginning of the next Daqan turn, place a Siege Golem or Roc Warrior on one blue hex around the perimeter.

Only a Barrow Wyrn unit may enter a church hex for the Waiqar ( with no defensive bonuses ) - for all others retreat penalties apply.

Only a Roc Warrior unit may enter a graveyard hex for the Daqan, - for all others retreat penalties apply.

Only one legendary unit may be summoned for each side.

## OBJECTIVE

Eliminate the enemy.