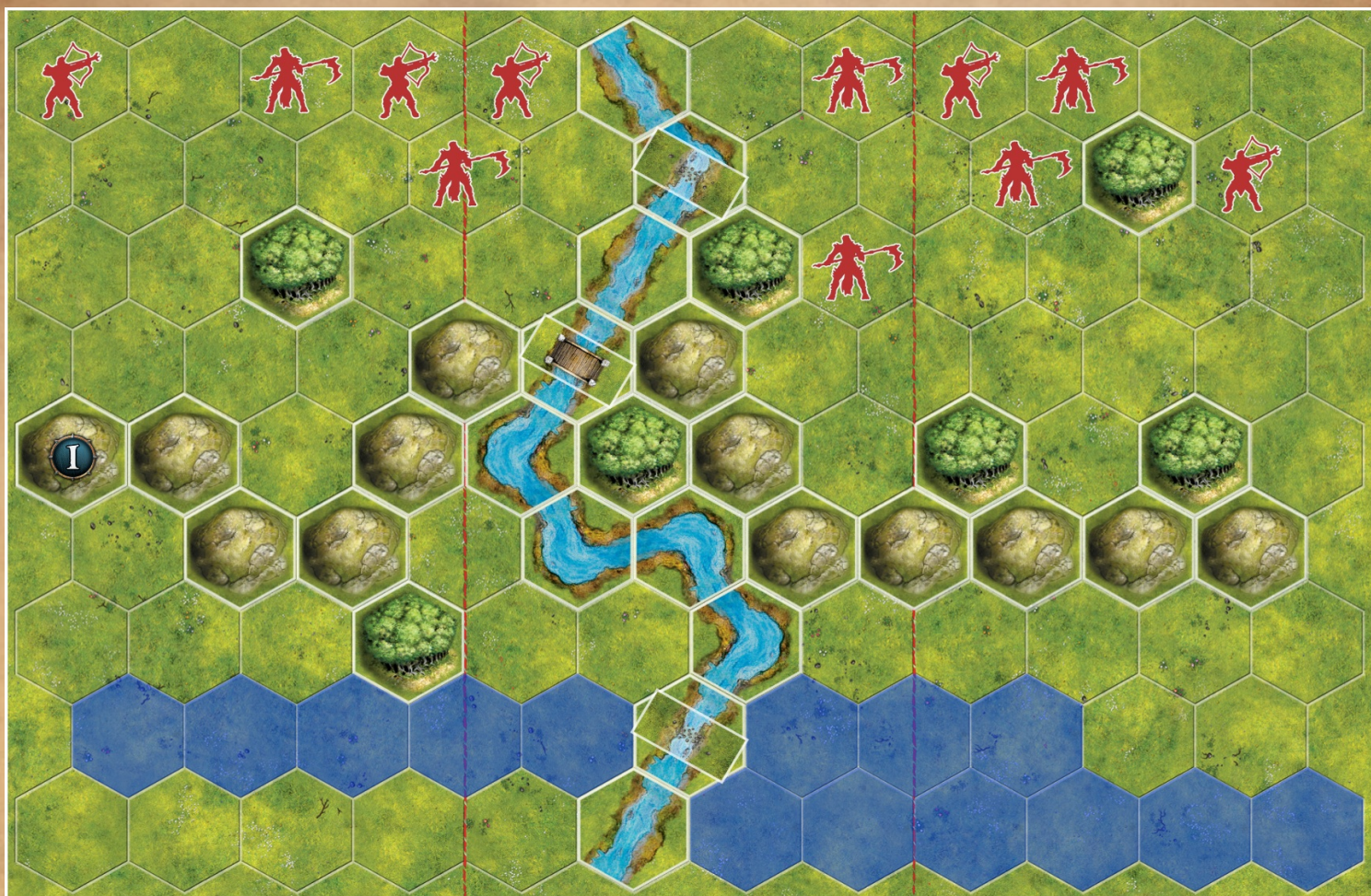


THE CARAVAN AMBUSH



SETUP

The Daqan player has 40 gold to spend buying units (citadel guards, yeoman archers, riverwatch riders, rune golems, roc warrior).

The Uthuk player sets up his units as shown on the map.

The Uthuk player is the first player.

SPECIAL RULES

The Blood harvesters are Bandits. They have 3hp, 2dmg, 2mvt and can poison their target.
The Viper Legions are Bandit Crossbowmen. They have 3hp, 3dmg, 2mvt, range 1-3 and do not suffer attack penalty for being in a forest.

The hills on the map mark the route of the caravan. They do not function as hills nor have any special rules. The numbered token is the caravan. It has 10 hit points. At the end of each players turn it moves one space towards the other side of the board along the route.

The caravan is immovable and can support Daqan units. It recovers from all effects at the start of every players' turn.

If there is a unit blocking the caravan's way both take one damage and the unit retreats one space opposite of the direction the caravan is moving. If that space it blocked it retreats to a random direction. Then the caravan moves normally as instructed above.

The Daqan player wins if the caravan is at the last space of the route and moves out of the board at the end of a turn.

OBJECTIVE

The Uthuk player wins if he destroys the caravan.