



During the days of chaos and folly that followed the rise of the Ynferral cult, the commercial city of Lunbar was destroyed to be never rebuilt. A secret is hidden among its ruins: a small contingent of Rune Golems, laying dormant in secret catacombs, concealed there by the last inhabitant when they hastily left the city. The help of the Golems is necessary for the success of the expedition. To find and awake them Sir Xon decides to set up an outpost among the ruins, with the support of troops from the Crimson Forest. Perhaps because they guessed Sir Xon's plan, or because of the powerful source of Lore located there, the Uthuk Y'llan are themselves interested in controlling the area.

SETUP

Uthuk: Draw 4 Command cards and 3 Lore cards. Then place 1 Lore card on the bottom of the appropriate deck.

Daqan: The Daqan is the first player. Draw 6 Command cards and 2 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

SPECIAL RULES

The building hexes represent the ruins of Lunbar. They are treated as forest hexes for any purpose.

Daqan ships. Blue river hexes represent docked Daqan ships. Denote them with any appropriate token. Units on a ship can be attacked normally, but ignore one flag. Units move out from a ship normally. Once empty, ships are treated as impassable terrain and can be attacked. They are destroyed by a single strike, cleave or pierce roll. Ignore any other result.

Poisonous Land. This scenario takes place in the Ru Darklands where the Uthuk poison is more effective. At the beginning of the Command Phase, the Daqan player rolls one die for each poisoned unit. If Heroic is rolled, the unit takes one hit. Ignore any other result.

Unrestricted lore cards. Ignore reference to specific "half" of the battlefield in Lore cards.

Special units. Units marked with a "1" are Crimson Rangers. Those marked with a "2" are Crimson Bowmen. Refer to the Unit Cards for their characteristics and abilities.

Magic fount. The pond hex represents the magic fount of Lunbar. It is treated like a ford. In addition, the player who occupies it, receives 1 extra VP in his VP step.

OBJECTIVE

1 VP for each enemy unit eliminated.

The Uthuk player receives 1 VP for each Daqan ship eliminated.

VP step: 1 VP for occupying the majority of ruins hexes. To obtain the VP the player must occupy one building hex more than his opponent.

Both factions win at 16 VP.