



The Battle of Black Forest

The Long corridor of the Black forest Glade would be the strategic point that would define the outcome of the bloody battle. The high trees hide deadly swarms that would attack any flying unit passing closely...

OBJECTIVE

The scenario ends at the end of the turn where any player has reached 16VPs.

The winner of the scenario can spend 2 Lore to Attack from forest tiles without the 2 dice limitation for the rest of the campaign

SETUP

No special rules during setup

SPECIAL RULES

Flying Units receive one damage each time they pass above a forest hex