

AGAINST THE NECROMANCER

The Undead, lead by a powerful Necrom, have poured forth from their tombs beyond the Jabari Desert and overrun the lands as far south as Goranda. A well-equipped force of Feudals sets out across the Bridge of the Gods to cleanse the lands of this unholy host and destroy its commander.

Layout and Forces

Attacker (Feudals) 75 GP

The Attacker sets up second in any of the southern areas of board 4 (red hexes.)

Quick start army:

Wizard (B+)	2/6s	6 GP
Kog	2/6s	24 GP
Crossbow	1/2s	8 GP
Templar	2/6s	12 GP
Cleric	2/5s	10 GP
Spear	4/15s	15 GP



**Defender (Undead) 40 GP
+ 1 4-step A+ Necrom**

The Defender receives a single A+ Necrom for free, but may not build others during the game.

The Defender sets up first anywhere on the northern landmass (blue hexes of boards 3 and 4), with a limit of one block per hex.

Quick start army:

Vampire	1/1s	6 GP
Varghan	1/2s	8 GP
Castle (C4)	1/2s	4 GP
Cleric	1/2s	4 GP
Skeleton	3/5s	10 GP
Zombie	3/8s	8 GP

Special Rules

Attacker Initiative: The attacker automatically goes first on turn 1.

Home Cities: All cities on board 3, as well as Juslac and Tava on board 4 are home cities for the Defender. All remaining cities on board 4 are home cities for the Attacker.

Foes Begone: Instead of the spell card text, this spell has the same effect as Crypt Smell.

Feudal Wartime Economy: The GPs generated by Tozgar and Merak (board 3) can be immediately transferred to Saros and spent during the same Build Phase.

He Has No Fear: The Necrom may never voluntarily retreat from a combat.

Victory and Game Length

The attacker wins instantly if the Necrom is destroyed.

Otherwise, victory is determined by the total of city GPs controlled by the defender at the end of 8 turns:

7+ GPs	Major Defender Victory
6 GPs	Minor Defender Victory
5 GPs	Draw
4 GPs	Minor Attacker Victory
0-3 GPs	Major Attacker Victory

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1	2	3	4
5	6	7	8