

Desecrate the Elfin Shrine

The Orc King has just discovered that the Elves defiled the valley of the Sacred Boars. He has sent the clans out to desecrate an ancient Elfin Shrine in revenge.

Scenario Set Up

An Elf player arranges the map according to the enclosed diagram and places one face-down treasure token in the space indicated on the map. This is not a treasure, it cannot be picked up or used. It merely shows the location of the Shrine.

Elves place their figures on any spaces that occupy the same tile as the Shrine, or an adjacent tile, no more than one Elf per tile.

The Orc player places a certain number of active Orcs on the cavern tile.



2 Elves (3-player) 5 Orcs
3 Elves (4-player) 7 Orcs

Remember that you can only reinforce Orc clans that have active members on the board. Thus you might want to start the game with at least one Orc from each of the 5 clans.

Scenario Special Rules

This scenario is intended for 3 & 4 players only.

Orcs take the first turn, and turns proceed clockwise from there.

During the game, the orc reinforces normally except that he may only place reinforcement(s) on an entrance space on the cavern tile.

Whenever an Elf kills an Orc, he keeps the base but returns the figure to the Orc player.

Victory Conditions

The Elves win when they collect a certain number of Orc bases: 9 for two Elves, and 12 for three Elves. This scenario does not require the Elves to escape.

The Orcs win if any member of a squad stands adjacent to the Shrine space, and that squad plays a Base Attack of any value.



Scenario Setup



Place Shrine marker.



Elves start on the Shrine tile or one of the 2 adjacent tiles.

Place Orcs
Number of Starting Orcs



2 Elves	5 Orcs
3 Elves	7 Orcs

Orc Starting Tile

Orc Reinforcement Spaces

