



In the small county of Hulverstoc the decades-long silence from the nearby border has led to a relaxation of the defenses and fears so long maintained of the now fabled Uthuk Y'llan. Far from the seat of the Daqan Lords themselves, the county's garrisoned troops take only the occasional patrols along the edge of the county line. However, even as the villagers gathered in preparation of the Ymor Harvest Ritual on the eve of Light's Day, a large raiding party of the Death Legion crossed the border in stealth. The dreaded Death Legion, most storied and terrifying of all the Uthuk armies involved in the Great War was now on the march once again!

## SETUP

Setup all the units as shown on the map. The Uthuk Y'llan player begins with 2 Lore.

## SPECIAL RULES

### Instill in Them Terror-

The Uthuk Player gets 1 VP per enemy unit destroyed, and also receives 2 VP for each village destroyed. Villages are destroyed if at the start of the Uthuk turn, an Uthuk unit occupies a village space.

### Our Lives, the Wall-

For every round per village that the villages are intact, the Daqan player receives 1 VP. For each enemy unit destroyed, The Daqan player receives 1 VP.

## OBJECTIVE

The scenario ends when either player has 16 VP, or when either army is eliminated.

If the Daqan player is the victor, proceed to CM2aD: Ride of the Riverguard.

If the Uthuk player is the victor, proceed to CM2aU: Shadows of the Great War