



After the Destruction of Holstoc County, the Uthuk Raiders moved further into the Golden Plains. They ravaged the land and savaged it's inhabitants, and slowly the dread fears left over from the Great War rekindled in horror. Shock held fast the strength of the Daqan, and terror muddled their strategies. Were they facing merely a leftover shard of the Uthuk armies? Or was this in fact the return of the most hated of foes, and the end of the Daqan?

The Death Legion began it's awesome advance, and for Ungra Do Lorok, dread general and second to the Dark Throne, victory was assured. He watched with grim satisfaction as the terrified Daqan soldiers were butchered like cattle. This was their hour, their time to reclaim what had been stolen by these pathetic beasts, and their time to see that every man, woman and child who lived in this realm would die in savage terror. He roared the order to advance, and with a tumult and sound that rent the heavens, the Legion continued to advance...

## SETUP

Set up all the units as shown on the map. The Daqan player begins with 4 Lore.

## SPECIAL RULES

If either player holds the VP markers at the end of their respective turns, they receive the VP as marked.

### The Terror of Y'llan-

If the Uthuk player causes a unit to rout in one roll 3 or more spaces, that unit is considered destroyed.

### In Brotherhood, we Find Our Courage-

If the Daqan player is forced to retreat yet has another unit adjacent (to any hex-side) to the target unit, that unit gains the keyword **Supported**.

The Uthuk player chooses initiative.

## OBJECTIVE

If either player gains 16 VP, they win. If either army is eliminated, the other army wins.

If the Daqan player wins, proceed to CM3aD: Battle of Tekaraa

If the Uthuk player wins proceed to CM3aU: Fall of Night