



SETUP

Set up all units as shown on the map, except for the Daqan Riders near the (5). This unit will be brought on in a future turn. The Daqan player begins with 4 Lore. The blue hexes marked on the map can be marked in any way using tokens from the game or other elements to indicate a city wall.

SPECIAL RULES

The Uthuk player decides initiative.

The Walls of Glimmerfell(1)-The hexes marked in blue on the board are to be represented in some way as the walls of the city. These walls have 3 Health, and can be only attacked with melee attacks from an adjacent hex. Once a wall is destroyed, move any unit that was on it as if it had been forced to retreat 1 hex away from the attacking unit, and remove the wall from that hex. That hex is now considered clear. The three hexes marked with building tiles(2) are to be treated as an entrance, though they follow all the rules for building tiles. These cannot be removed. The walls are considered obstructing terrain, but a unit on a wall hex is considered to see above all obstructions. Units on the wall ignore the first damage in an attack.

The Terror of the Unlight-The darkness cast by the Uthuk General obscures the abilities of all ranged units. All ranged attacks on both sides are reduced by 1 range. Additionally, all Uthuk units gain the special rule **Terrifying**. On a (Special) result, the Uthuk player may treat it as two flags against the Daqan units.

A Light in the Darkness(3)-The Crystal hex has the following special abilities. Any unit adjacent to the hex can ignore **The Terror of the Unlight**, and thereby ignore the ranged restrictions and the retreat special rule. Additionally, once per turn the Daqan player may spend 3 lore tokens to attack with the crystal. This is a 5 die **Ranged** attack. It has unlimited range, but cannot attack through obstructions.

The Blood Fields(4)-Uthuk units in the Blood Fields gain 1 health back at the end of the Uthuk turn if they are on or adjacent to the hex. This gain may not exceed their starting health value.

A Desperate Ride(5)-On the first turn after any Uthuk unit crosses the city wall line, the Daqan player must place this unit where it is marked on the map. This unit plays the rest of the scenario with 1 additional die per attack, and gains **Pursue 2**.

OBJECTIVE

The Uthuk player wins if he gets any 3 units off the Daqan side of the board, if all wall tiles are destroyed, or if all Daqan units are destroyed. The Daqan player wins if at any time there are less than 3 Uthuk units.

If the Daqan Player wins, Proceed to CM4aD: Cleansing the Profane

If the Uthuk Player wins, Proceed to CM4aU: The Massacre at Jomar's Hollow