



The Uthuk turned west to capture three defending outposts which lay on the banks of the Great River. It is vital to hold them until reinforcements arrive

SETUP

Both factions receive 50 muster points.
The Uthuk player goes first

SPECIAL RULES

The Daqan player may spend 3 lore during his command step to recover one health to an elite or legendary unit

The Uthuk player may spend 1 lore during his movement step to move one unit one more hex. He can do that for up to two units per turn

The Daqan player receives 2 lore tokens as long as he holds all three buildings during his Lore Step

The Uthuk player receives 3 lore for each elite unit he eliminates

OBJECTIVE

The Daqan Player wins the scenario when he reaches 14 victory points.

The Uthuk Player wins the scenario when he holds all three buildings during his Victory point step