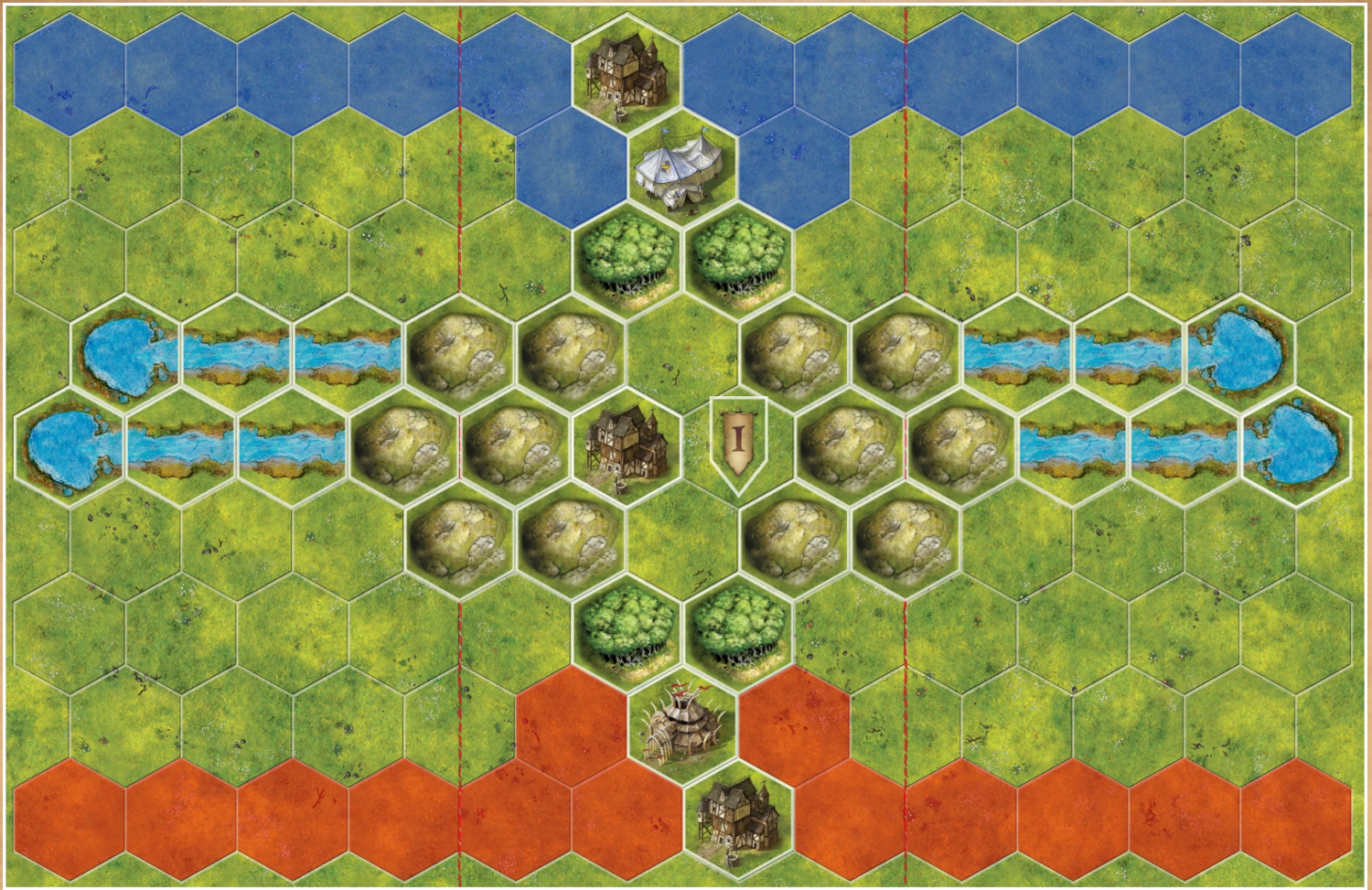


NARROW HILL PASS



Unknowingly, both Daqan and Uthuk forces had setup camp on opposing sides of the narrow hill pass. A Daqan scouting mission led to reveal the position of Uthuk troops just outside the ridge, but their clinking metal armour was heard by Uthuk infantry who were scouring around. In hopes of overwhelming the enemy, both factions commanded all their available units towards clearing the narrow path.

A heated battle in-between the hills resulted in a stalemate, both armies wiping out one-another. The wind had swept along the final battlecries, delivering their painful sounds to both factions' reinforcements.

Now, both factions shall muster up an army capable of clearing the narrow hill path and deciding for once and for all, whom shall pass.

SETUP

General Setup: Setup the game as usual, but leave out the scenario-card step. No fords can be placed.

First Player: Both players roll 3 dice, the highest melee value gets the First Player Token (e.g. three Cleave would win against two Strike).

Muster armies: Both factions muster up armies as usual, with 50 muster points. Do take note of the special rules when deploying units.

Starting cards: As usual, both players draw 6 Command Cards and discard 2, and draw 3 Lore Cards and discard 1. Reshuffle decks, including the discards.

SPECIAL RULES

Reinforcements: Both factions are mustering an army of reinforcements. Because of this, no Legend, Elite or Cavalry units may be placed in the centre section of the board when deploying units.

The Command Tent: This tile cannot be removed from the game board, all other Command Tent rules remain the same. The -5 Muster Points of the Command Tent may be used however you wish, (e.g. spend 5 more muster points on your army, or gain up to 5 Lore for remaining mustering points).

Active Player VP Step

Players have 3 ways of gaining VP apart from the VP banner on the game board:

Hillside VP: If the active player occupies all clear hexes that are adjacent to 2 hill hexes, gain 1 VP.

Supervisor VP: If the active player occupies its own Command Tent with a Legend unit, gain 2 VP.

Camper VP: If the active player eliminates an enemy unit which occupied a Command Tent, gain 1 VP.

OBJECTIVE

Victory Condition #1:
with 16 VP a player has won the battle.

Victory Condition #2:
eliminating all enemy units grants an automatic victory.