



SETUP

Daqan Setup

The Daqan will be the first player of the game. Ignore deployment restrictions due to Command Tent for Citadel Guards shown in the scenario. The Daqan may only muster up to a total of 35 muster points (excluding the 2 Citadel Guards). For every unspent muster point, collect 1 additional lore token from the supply (up to a maximum of 5).

Waiqar Setup

The Waiqar may muster up to 50 muster points.

Ford tokens will not be used in this scenario.
(Applicable to both players)

SPECIAL RULES

Daqan

When the turn (of any player) begins with a Daqan unit standing on a Graveyard tile, remove the Graveyard tile from the game without resolving any effects. All Daqan units remain unaffected by all marker effects as long as they remain within 3 hexes from the Command Tent tile.

Gain 5 VPs after eliminating the Barrow Wyrn.

The Command Tent tile cannot be removed from the game.

Waiqar

No VP will be awarded to the undead despite standing on a Banner marker or a Command Tent tile. All other effects of terrain and building tiles still apply.

Eliminate all Daqan units OR begin the turn with a Waiqar unit occupying the Command Tent tile and with at most 2 Daqan units remaining.

OBJECTIVE

Daqan Victory

Eliminate all Waiqar units OR begin the turn with 25 VP.

Waiqar Victory