



As the scenario begins, 3 Daqan Riverwatch Rider units have escaped a heavy ambush and are galloping south in search of reinforcements.....

## SETUP

Place the 3 Riverwatch Rider units in the blue hexes.

Create a stack of muster cards, comprising 5 Citadel Guard units, 5 Yeoman Archer units, 2 Rune Golem units and 18 Decoys.

Shuffle the cards thoroughly and place 5 stacks of 6 cards to the side of the board or on each village hex.

The Daqan player draws 3 command and 2 lore cards, then adds the command card "Line Advance", which is played first to retreat the cavalry further into the forest.

Muster and place an Uthuk army of 64 pts in the red deployment hexes - no more than 4 unspent lore may be claimed.

The Uthuk player draws 4 command and 2 lore cards.

Daqan have first turn.

## SPECIAL RULES

When a Daqan Riverwatch Rider unit stops in a village, they attempt to enlist volunteers.

Reveal a stack of 6 cards. The village may have few or no able villagers, or may be full of willing villagers ready to take up arms.

Any Daqan units revealed are instantly placed in any legal hex adjacent to that village.

Any revealed unit that has no legal hex to place in flees at the sight of the Uthuk horde and is lost, discard the unit.

Players may wish to mark enlisted villages with tokens 1 - 5, each village may only be enlisted once.

Only the 3 cavalry units are able to enlist volunteers, **and only one enlistment may be performed per turn.**

Any Daqan unit can occupy a village as per normal rules.

If an Uthuk unit arrives in a village, that village is routed - remove the village token from the gameboard and gain 3 Lore.

## OBJECTIVE

**Daqan :**

Enlist the resistance and eliminate the attacking Uthuk horde.

**Uthuk :**

Route all 5 villages.

**or**

Destroy the Daqan resistance.