



The information you seek is hidden in the enemy command tent.

You must build a bridge across the river that surrounds it, by harvesting the lumber in the central town.

SETUP

Setup armies as shown on the map.

Each player takes Command and Lore cards as per normal setup rules.

Each player takes 2 lore tokens.

Players do not place ford tokens.

The Uthuk player goes first.

SPECIAL RULES

If friendly units occupy 4 forest hexes at the end of your turn, you may "build" a bridge token.

This bridge token must be assigned to one of the groups occupying a forest hex at the start of your next turn.

This token stays with that unit as they move, incurring a movement penalty of -1 (but no less than 1 movement)

If a unit carrying a bridge token is eliminated, that token remains in the hex until picked up by the next unit (friendly or enemy) to occupy the hex.

If a unit carrying a bridge is adjacent to a water hex, they may place the bridge on any adjacent water hex as part of their attack step.

Once a bridge is placed, it cannot be removed. There can be multiple bridge tokens in play at any one time.

Portals cannot be placed within 2 hexes of a command tent.

OBJECTIVE

Occupy the enemy command tent to claim victory.