



The Daqan Lords have been at relative peace for the past decades. Though they have had the occasional skirmish on the northern borders of their realm with the Uthuk Y'llan, but nothing could prepare them for what is about to happen on this day. The Deamon Lords of the Uthuk Y'llan cry out for release from their hellish prison to be set loose upon the world of Terronoth, but to do this the Uthuk Y'llan must recover a lost artifact found deep in the realm of the Daqan Lords. Sir Patric Murtagh the leader of the two military outposts in the north, due to Captain Alcaran's death in a small skirmish with the Uthuk Y'llan has sent a group of scouts to scout the borders of the north. The scouts find a large force of Uthuk Y'llan preparing to assault the two military outposts in the north on their way back they are ambushed. Will the scouts make it back in time to warn the outposts, or will they fall to the ambush of the Uthuks. Will Sir Patric's message calling for aid fall on deaf ears or will help arrive in time, or will the Uthuk Y'llan lay waste to the men at the northern outposts, the fate of this battle falls into your hands at the start of "THE SUNDEIRING CAMPAIGN"

SETUP

Setup is the same as any regular game of Battlegrounds other than the players must place the units that are displayed in the Scenario setup on the board they do count toward your 50 deployment points.

SPECIAL RULES

Before the deployment cards are revealed the players must determine if the scouts get back to warn the outposts of the impending doom. The players place the scouts (riverwatch riders) and the ambushers (the blood harvesters and the flesh ripper brutes) on the board. Each player orders their units starting with the Uthuk Y'llan player if the group of scouts makes it to one of the outposts the outpost is considered to have been warned. If the scouts fall to the ambushers then they were unable to warn the outpost and the Daqan player starts the game with only 2 command cards. If this happens on the Daqan player's 3rd turn he draws 2 command cards at the end of his turn rather than 1 then on his then on this 6th turn draws another 2 cards to bring him to 4. In this scenario the Uthuk Y'llan player always goes first. After it has been determined if the outpost has been warned flip over the deployment cards.

OBJECTIVE

- The Daqan player's Objective is to defend the two outposts until help arrives, help arrives when he has 16 VP's
- The Uthuk Y'llan's Objective is to capture both outposts if the Uthuk Y'llan player enters an outpost remove the VP token in that outpost from play if at anytime there are no more VP tokens on the board the game immediately ends with the Uthuk Y'llan player as the victor.

If the Daqan player wins proceed to the 'Forest of Tears' Scenario if the Uthuk Y'llan player wins proceed to The 'Daqan Fields' Scenario.