



The Uthuks have discovered our capital and the source of our power. In the woods behind the town lives a druid who produces the precious Lore. Uthuks know it and just get rid of druids and win forever all the battles.

Only a few remain, but we must resist until the reinforcements arrive. Perhaps we are putting enough Lore to call them. We must defend the druid even at the cost of losing our city. This is the last battle!

## SETUP

### Preparation of Daqan

The Daqan player will not receive any Lore. Any remaining units that are not in the scenario will prepare next to the game board if you use the ability **Calling** (see Special Rules). The daqan player is first.

### Preparation of Uthuk

The Uthuk player has the option of removing any number of units and taking Lore for the points of unit calling.

## SPECIAL RULES

**Walls:** Archer units located within the Capital City have a range of up to 5 Hexes and no terrain restrictions apply to them.

**Escarpment:** Hills hexes are in this scenario impassable terrain and do not limit range of units at a distance.

**Calling:** The Daqan player can use this ability at the start of his round, only if there is no hostile unit in the druid house. This ability is worth 10 Lore and calls all the prepared remaining units left to play. The player can place the units on any unoccupied, blue-marked hex of his choice. It is possible to call only as many units as the free hexes. Lore must be gathered in the druid house (see step VB). An enemy unit can take Lore as he enters the druid house.

**Last Battle:** If a player uses the **Calling** ability, the army will be encouraged to battle. From now on, both players can use two command cards. At the end of the round, two cards will always be taken.

**Step VB Daqan:** The Daqan player gets 2 Lore and must immediately decide whether to take them or bring them to the druid house.

## OBJECTIVE

### The Daqan victory

The Daqans have to defend the Druid and destroy all Uthuk units.

### Uthuk victory

Uthuks must have a unit at the end of their round at the same time 1) at the Daqan command tent 2) at the druid house.