



Peace has been enjoyed by the Daqan for centuries. History tells the tale of a victorious Daqan army in the War of Rivers, an army that completely destroyed their enemies, leaving no one alive to ever return.....or so it seemed. With the Riverwatch Riders on a routine patrol far from home, they encounter the unimaginable! An enemy that should not be! They must warn the kingdom!!!

## SETUP

Place the three Riverwatch Riders units on the indicated hexes seen on the map. The other player chooses either the Waiqar or the Uthuk as their army. If the Waiqar is chosen, place the Banshee and a cavalry unit of their choosing on the indicated hexes seen on the map. If the Uthuk is chosen, place the Chaos Lord and a Flesh Ripper Brutes unit on the indicated hexes seen on the map. These units cost zero mustering points. Flying units and the Doombringer are not to be used in this battle. Setup as normal with 34 mustering points. The Daqan gain zero extra mustering points for their command tent. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Extra armies and Legendary units can be added. The player who controls the Daqan Lords will go first.

## SPECIAL RULES

During your Command step, you may replace up to 4 Command cards with new Command cards; this counts as your Command, Order, and Movement step (you may still earn VP at the end of your turn). When replacing cards, this must be done as a single action. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex).

## OBJECTIVE

Gain 1 lore for every city you occupy (at the end of your turn). Only the Daqan Lords can gain VP. The Daqan Lords win if they have at least 16 VP at the beginning of their turn. The Uthuk (or Waiqar) win if they kill all three Riverwatch units or occupy the Daqan Command Tent at the beginning of their turn.