



*After days of marching the first troops of the Uthuk Horde has reached the Outskirts of Frostgate trapping one of our detachments at the small village of Snowfell. Now we must hold the defence of the village until we manage to evacuate the village or the Uthuk will massacre many innocent unarmed villagers.*

## SETUP

- It costs one additional muster point to the Uthuk player to muster cavalry units
- It costs two additional muster points to the Daqan player to muster elite units

## SPECIAL RULES

Order phase:

The Daqan player rolls a die at the start of each Order phase for every elite unit. On a pierce result he restores one health to the elite unit.

### Movement phase:

The Uthuk cavalry can cross water hexes that do not contain a bridge or ford token but cannot occupy them. The Uthuk cavalry is not required to stop when it enters a forest hex.

### Victory points phase:

- The Daqan player receives 1 victory point for two buildings occupied by his troops plus 2 lore tokens if he occupies all buildings
- The Uthuk player receives 2 victory points for every two buildings occupied by his troops and 5 victory points if he occupies all buildings

## OBJECTIVE

Daqan player: Reach 20 Vp

Uthuk player: Reach 20 Vp