



The Uthuk have successfully breached the Daqan river defenses. Due to the bloodshed of the last battle, the Uthuk were able to summon a dreaded Chaos Lord! The Daqan pioneers no longer fight for the zeal of their Empire, but for their very survival! If they can hold out long enough, they may be able to summon reinforcements from the 116th Mounted Division.

**Designer Note:** Unless otherwise stated by this scenario sheet, all standard rules apply to this scenario.

## SETUP

**Uthuk:** 60 pts

- Must include Chaos Lord
- Set aside x3 VP Token Tiles. These will be used as ladders.

**Daqan:** 30 pts

- The Daqan Command Tent does not provide -5 Muster Points on setup and is treated as a Building.
- Must set aside the Roc Warrior and x2 Riverwatch Riders. These may be used later in the scenario.
- Daqan start with 5 command cards (after initial discard)

**Lore Decks:** Remove all lore cards that grant VP.

## SPECIAL RULES

**Walls:** The Hill hexes are considered Walls. Walls have the same characteristics as Hills in addition to:

- Uthuk player cannot enter a Wall hex if approaching from outside the Daqan Village.
- If an Uthuk unit ends its turn adjacent to the outside face of a Wall, the Uthuk player may spend 2 Lore to construct a Ladder.
- A Ladder negates the Uthuk movement restriction.
- The Uthuk suffers no movement restrictions if it moves onto a Wall from inside the Daqan Village or is already on a Wall hex.
- The Daqan have no movement restrictions.

**Buildings:** If an Uthuk unit occupies a building at the end of the Uthuk player's turn, and that same unit remains at the beginning of the Uthuk player's next turn, the building is destroyed.

**Daqan Reinforcement:** If two buildings are destroyed and a Daqan unit occupies the Command Tent at the end of the Main Phase, Daqan Reinforcements may be called in before the Upkeep Phase begins.

Place the Roc Warrior and x2 Riverwatch Riders on any board edge. They must satisfy the following criteria:

- One of the hex edges they occupy must be a board edge.
- They must be adjacent to at least one of their fellow reinforcements.
- They may not be adjacent to an enemy if there is another location on the selected edge that is not in contact with enemy units.

**Chaos Lord:** It ignores the movement restriction of Walls. If it enters a Building hex, the Building is immediately destroyed. The Chaos Lord **cannot** destroy the Daqan Command Tent immediately, he must follow the rules outlined in **Buildings** special rules.

## OBJECTIVE

**Uthuk:** The Uthuk win the scenario if 4 of the 6 buildings are destroyed and/or the Chaos Lord destroys the Daqan Command Tent.

**Daqan:** The Daqan win the scenario if the Chaos Lord is eliminated and there are 3 or less Uthuk units remaining.