

STORM PEAK PASS



The Daqan army has received intelligence that the Uthuk army is on the march through the forest and is approaching their defensive outpost at Storm Peak Pass. The outpost and the outlying foothills need to be protected at all costs!

SETUP

Each army has 50 muster points to spend. Each player musters troops in the zone matching their color according to the base game rules.

SPECIAL RULES

The hexes highlighted in yellow are dangerous due to high altitude and cold temperatures. If a unit moves into one of these hexes, roll a combat die as an "exposure" check. On a lore result, the unit suffers a damage and must end its movement. All other results have no effect. The unit's controller may spend a lore to magically protect any unit in the yellow zone and prevent it from having to make a roll.

The town next to the river in the foothills of the mountain (highlighted in green) is in a prime location for forecasting adverse weather conditions in the pass. If a player controls the town, units in their army do not need to make die rolls when in the yellow zone.

The Uthuk player scores one extra point during the Victory Point Step of the Upkeep phase if they control both of the Towns in the pass.

OBJECTIVE

The first player to reach 16 points in the Upkeep Phase wins. If both players reach 16 points in the same upkeep, whoever controls the victory point space in the pass wins.