



This is a redux of LETE'S scenario "The Massacre at Aguafría" after vigorous play-balancing. The Uthuks have crossed the Moonstone Bridge and taken Eddystone Pointe, the Daqan's make their last stand at the Aquastone River.

## SETUP

Set-up as illustrated above. Both players then draw 8 Command Cards and keep 4, 3 Lore cards and keep 2. The Uthuk player must then move any 4 of it's units onto red shaded areas. The Daqan player now musters 12 points of troops and places them on blue shaded areas. The Daqan player moves 1st.

## SPECIAL RULES

The "10" markers represent 10 Lore points. The 1st unit to move onto the space receives the 10 Lore points at the END of that turn if still on that space. That unit may not conduct any attack during the turn it's trying to pick up the Lore points. The Yellow hexes contain VP Buildings the Mayor's House (2VP) and the Hero-Mages Abode (1VP), **BOTH** must be occupied at the end of turn 6 for the Uthuk player to win. This Scenario is 6 turns long with the Daqan player going 1st.

## OBJECTIVE

Uthuk forces must occupy both VP Buildings at the end of turn 6 to win.

Daqan player wins if 16 vp are accumulated at the end of turn 5 or if Uthuks do not control both VP buildings at the end of turn 6. Either side wins if it eliminates all forces of the other.

If counting VP's for a campaign follow this procedure: If the side that wins is ahead on VP's then it scores as is, if the side that wins is behind on VP's it is given 1 more VP than the loser for final scoring.