



We've received scout reports that a significant Uthuk presence is advancing on the Antla river valley. We can only assume their target is our watermills.

SETUP

Uthuk :

Take 3 Lore Tokens.

Draw 6 Command and 3 Lore cards.

Return 2 Command and 1 Lore card and shuffle decks.

Muster troops to a value of 60.

Daqan :

Take 3 Lore Tokens.

Draw 6 Command and 3 Lore cards.

Return 2 Command and 1 Lore card and shuffle decks.

Muster troops to a value of 50.

SPECIAL RULES

Daqan :

Yeoman Archer units on hill hexes hit on each "*pierce*" or "*heroic*" rolled.

OBJECTIVE

Uthuk Victory Condition :

End your turn with Uthuk units occupying all mills, or destroy the Daqan forces.

Daqan Victory Condition :

Destroy all Uthuk forces while keeping at least one watermill clear of enemy occupation at all times.