



*The recent capture of a Roc was more than the Blood Harvester commander Belik could have hoped. Another hour and his new prize pet would be back at camp and the fun could really begin...*

## SETUP

### Daqan :

Muster an army to value 40 (ignoring the Roc).

Draw 6 command cards, return 2 and shuffle deck.

Take 3 Lore cards, return 1 and shuffle deck.

Take 2 Lore tokens.

Take first turn.

### Uthuk :

Take 3 Lore cards, return 1 and shuffle deck.

Take 2 Lore tokens.

## SPECIAL RULES

The Uthuk do not use command cards for this scenario.

On an Uthuk turn, the player may command any 3 Uthuk units to move and/or attack.

At the end of an Uthuk turn, a wagon transporting the caged Roc advances one hex along the 1-2-3 route shown, towards the Uthuk camp.

Roll 2 dice. On any single roll of "Heroic", the wagon driver has an attack of cowardice and remains stationary for this turn. On a roll of double "Heroic" the wagon driver panics and retreats one hex along the 1-2-3 route. If the wagon advances or retreats, any unit occupying the hex that the wagon moves into is destroyed.

The wagon impedes line of sight and retreats. Units may not occupy or pass through a wagon hex.

On a Daqan turn, Yeoman archer units with a legitimate shot may elect to target the crude rope bindings on the Roc cage.

Any roll of "Heroic" hits and weakens the ropes. ( Daqan player takes 1 VP per "Heroic" rolled).

## OBJECTIVE

### Uthuk :

Deliver the Roc to the Uthuk camp hex.

### Daqan :

Achieve 6 Yeoman archer VP's on the cage and free the Roc.

or

Destroy the Uthuk army and move a human Daqan unit to a hex adjacent to the wagon before it reaches the Uthuk camp hex.