



The control of the bridges on the Enro river and on the Neac canal is essential to guarantee the steady advance of the Uthuk Y'llan army. Knowing their strategic relevance, and anticipating a possible attack from the Ru Darklands, Sir Murthag commits two Rune Golems units to protect the bridges. The shortage of troops in the area, however, does not allow the deployment of an adequate supporting garrison. The orders of Sir Murthag in case of attack are simple: resist as long as possible. Any man knows the fate that awaits the prisoners of the demon-touched barbarians. Surrender is not an option.

When the Uthuk Y'llan forces start to move toward Terrinoth, an advanced group of warriors and hellish beasts, led by the fearless chief Nhoj D'Rawoh, is sent to capture the two bridges. Daquan troops soon recover from the initial surprise and reach their fighting positions to fulfil their duty.

SETUP

Daquan Setup : Draw 2 Command cards and 1 Lore card.

Uthuk Setup : The Uthuk player is the first player. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks. Take 4 lore tokens.

SPECIAL RULES

Daquan player: Draw two Command cards in the Upkeep phase of turns 1 and 2. Then draw normally and play the rest of the battle with a hand of 4 Command cards.

The 1 VP banners are on the bridge hexes.

Impassable terrain. The four hill hexes in the center of the map represent a steep rocky formation called "Eisen's hoe". They are treated as blocking and impassable terrain.

Unrestricted Lore cards Ignore the reference to a specific "half" of the battlefield in the Lore cards "Defend the Realm" and "Overwhelming Power". Their effect can be applied irrespectively of where the elimination that triggered their use took place.

OBJECTIVE

Uthuk Victory: 16 Points

Daquan Victory: 16 Points

1 VP for each enemy unit eliminated by an attack, in addition to VP obtained by the use of specific Lore cards. The unit must be eliminated as the consequence of an attack, for whatever reason, inflicted hits or failed retreats. Voluntary sacrifice, like the Frenzy ability of Blood Harvesters, does not count as elimination.

VP step: 1 VP for each occupied bridge hex.