

BATTLE AT SEWEL CREEK



Daquan scouts manage to spot a Uthuk encampment in the hills near Sewel Creek. Uthuk forces are probably waiting for reinforcement before restarting the offensive. Sir Murtagh decides to send a task force to eliminate the threat before it grows too strong to deal with. At dusk, the task force, concealed in the brushes and woods surrounding the Uthuk encampment, starts its attack.

SETUP

Uthuk Setup : Muster an army of 40 points and place the units in the red hexes. The command tent is already on the map and cannot be selected. Draw 2 Command cards and 2 Lore cards.

Daquan Setup : Once the Uthuk player has placed its units, muster an army of 50 points. The Roc Warrior and the command tent cannot be selected. Place deployment cards and dummies in the blue hexes but do not flip them. Face down deployment cards represent hidden units.

Draw 6 Command cards and 3 lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks. .

SPECIAL RULES

When ordered, a hidden unit can be revealed to act normally or kept hidden and move a maximum of two hexes without battling. A unit that remain hidden can be ordered as if it were infantry, archer, cavalry and elite and it is not weak. Ignores any movement bonus from the command card. The Daquan player can move one additional unordered hidden unit if it remains hidden.

A revealed hidden unit is substituted with the appropriate figures or removed if a decoy. A hex containing a hidden unit is considered empty for all purposes but impassable for enemy units. If a friendly unit tries to move or retreat in the hex, the hidden unit is revealed and the movement stops if it is not a decoy. If a decoy, it is removed and the movement continues.

A hidden unit can only be attacked from an adjacent hex. If it is a decoy, it is removed and the attack is wasted. If it is a regular unit, it is revealed and attacked with a maximum of 2 dice, before bonuses.

1 VP for each enemy unit eliminated by an attack, in addition to VP obtained by the use of specific Lore cards. Disregard reference to any "half" of the game board on the Lore cards.

Reduced visibility limits the normal ranged attacks to 3 hexes.

Uthuk player: draw two Command cards in the Upkeep phase of turns 1 and 2. Play the rest of the game with a hand of 4 Command cards.

OBJECTIVE

Uthuk Victory: 16 Points

Daquan Victory: 16 Points