



SETUP

Draw 4 lore cards each and return 1 to base of lore stacks. Take 2 lore tokens each.

Mark the inner and outer gates with "3" and "5" tokens respectively, to show remaining strength of the gates. Update these values as damage is taken.

Command cards are not used for this scenario.

SPECIAL RULES

The Uthuk have first turn.

Each player may command 3 units per turn, regardless of position on map.

ALL archer units are *Immovable 2* inside a castle turret, and *Immovable 1* when stationed on a wall. **ALL** archer units occupying turrets hit on a roll of "pierce" or "heroic" when attacking units on the ground.

If any unit is forced to retreat from an elevated position by an archer ground attack they suffer retreat penalties and fall from the wall or turret, unless the angle of attack allows retreat along elevated hexes. Elevated movement is possible across the top of the two gates.

Rune Golems and Citadel Guards may climb turrets from adjacent inner courtyard hexes. Once elevated they gain 1 added movement but may not end their movement on a turret hex or move through occupied hexes. Rune Golems defend with *Immovable 2* on a castle wall and attack with *Attk : 3 Range 1-3*, unless engaged in adjacent elevated melee where normal stats apply.

The Daqan player at the start of any turn may order the opening of either or both castle gates. In this case remove relevant HP counters and "gate" markers(s) from the map. The outer castle gate has *5 HP* and the inner keep gate *3 HP*. Uthuk forces attack the outer gate first, as per normal target rules.

The Daqan Roc may fly up and land on an unoccupied castle wall or turret roof, but has no defence bonus or physical attack there, unless attacking an enemy occupying an adjacent wall or turret hex. Any forced retreat while elevated is done aerially, but the Roc must have an unoccupied hex to land on or retreat penalties apply.

Any Uthuk unit (except the Chaos Lord) inside the inner courtyard may climb a turret from an adjacent inner courtyard hex. Subsequent movement rate is reduced to 1 hex while elevated.

Melee units cannot attack enemy units occupying a different elevation of hex.

OBJECTIVE

Daqan :

Destroy the Chaos Lord.

Uthuk :

Get the Chaos Lord to the Daqan command post hex in the inner keep.