



According to the reports of Daqan scouts, the source of power of the Uthuk Y'llan tribes in the region lies in the Cursed Temple, located in the Bleak Valley. The Daqan expedition must reach that valley and destroy the Temple. Trying to take their enemy by surprise, the Crimson Rangers infiltrate the woods near the entrance of the valley while the men of Sir Xon sail down the Korrina's Tears at night. With the help of the mighty Rune Golems, they hope to overcome the fortified defences before the Uthuk can call for reinforcement. Sir Xon is sadly aware that the Uthuk archers on top of the wooden towers are going to take their toll among his men.

## SETUP

**Uthuk:** Draw 1 Command card and 3 Lore cards. Then place 1 Lore card on the bottom of the appropriate deck. Draw 2 cards in the draw step of round 1, 2 and 3 then play normally with 4 command cards.

**Daqan:** The Daqan is the first player. Draw 6 Command cards and 2 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

## SPECIAL RULES

**Daqan ships.** Blue river hexes represent docked Daqan ships. Denote them with any appropriate token. Units on a ship can be attacked normally, but ignore one flag. Units move out from a ship normally. Once empty, ships are treated as impassable terrain and can be attacked. They are eliminated by a single hit but ignore any other result.

**Poisonous Land.** This scenario takes place in the Ru Darklands where the Uthuk poison is more effective. At the beginning of the Command Phase, the Daqan player rolls one die for each poisoned unit. If Lore is rolled, the unit takes one hit. Ignore any other result.

**Unrestricted lore cards.** Ignore reference to specific "half" of the battlefield in Lore cards.

**Special units.** Units marked with a "I" are Crimson Rangers. Refer to the Unit Card for values and abilities.

**Daqan exit.** Daqan units can move, retreat or pursue out of the map through its bottom edge. Units that exit the map cannot re-enter it.

**Wooden towers.** The building tiles represent wooden defenses built on top of rugged hills. Apply the terrain effect of both building and rugged hill. In addition, an unit occupying a tower can ignore 1 retreat. A Rune Golem unit that occupies a tower at the beginning of the Daqan turn can destroy it. Replace the building tile with a hill tile.

**Rugged hills.** Hills represent elevated terrain with steep edges that hinder movement and combat. A unit moving up into a hill hex must stop. A unit in a hill hex rolls a maximum of 3 dice (before modifiers) against a target that is not in an hill hex. A unit in a non hill hex rolls a maximum of 2 dice (before modifiers) against a target that is in a hill hex. Combat from hill hex to hill hex is done normally (plateau effect)

## OBJECTIVE

**Daqan:** 1 VP for each enemy unit eliminated; 2 VP for each wooden tower eliminated; 2 VP for each unit that exits from the bottom of the map. Win at 16 VP.

**Uthuk:** 1 VP for each unit or ship eliminated.; 1 VP in the VP phase if at least one tower is occupied by a friendly unit. Win at 16 VP.