



Sneaky patrols of the Uthuk have secretly crossed the Amberrun and took over the Watchtowers of Dontondale. The Daquan Rangers have reported, that a massive host of the demonic horde is marching on the borderlands. Will the forces of Ser Goodbyrn be able to reach and aid the otherwise defenceless villages just in time? Or shall the forces of Chaos bring destruction and fear to the helpless peasants whilst setting up an outpost for further aggression?

SETUP

Place terrain and troops as shown. Uthuk forces create a 45p army-deck, Daquan defenders a 35p army-deck. No war-tents and decoys allowed. Each deck is shuffled and placed on each players side of the board - there is no classic army setup. The troops enter the game during battle. Command and Lore Cards are prepared and dealt as usual.

Uthuk-Player begins.

SPECIAL RULES

As long as there are troops in the army deck, they are randomly deployed in the marked hexes during the beginning of each turn - given those hexes are not yet occupied. This happens by drawing from the deck and placing the forces on the according hexes. This simulates the marching armies, which have to be ordered to battle formation before sending them in the fight.

Variant: If you think this includes too much luck you can sort your deck to "program" the arrival of your troops.

OBJECTIVE

Whoever gains 16vp first wins the game. Holding the watchtowers (banner tokens) grants one victory point for each tower. The Daquan-Player gets one victory point for not abandoning the commander-tent each turn. If it is conquered, the Uthuk-Player earns 2 Points at the end of his turn, then the tent is destroyed. Killing a legendary unit also gives two victory points.