



The night was dark and silent. Only the sound of the cold wind and the logs of wood getting burned at the fireplace could be heard. Suddenly the silence was broken by the sound of wings flapping. The small party of three people looked up and gazed towards the shadowy figure that flew down towards them. Vyrach stood up and stretched out his arm. The falcon landed elegantly on his hand and began whispering into his ear. Steelhorns and Silhouette exchanged a strange look with each other, as they observed silently with a raised eyebrow. Vyrach suddenly turned towards his companions with a serious look on his face.

Silhouette broke the silence "so.. whats up?" Vyrach responded "They have received reinforcements. It appears they are very serious about keeping the Daqan princess""

Steelhorns gnarled and spat upon the ground "I will not lose the bounty offered by the King! I will tear through as many of their men as they can throw at me!"

Silhouette played with her dagger at the tip of her finger. She looked up and smiled "Sounds like fun".

## SETUP

The Daqan player is the first player.

**Daqan Setup :** The Daqan player takes a single golem, archer and horseman miniature to represent his heroes. Then he places 1 deployment card representing the same units facedown on each purple deployment hex. Then, he gains 2 lore tokens.

**Uthuk Setup :** The Uthuk player musters an army consisting of 30 muster points, and places each of those units' deployment cards facedown on any of the red deployment hexes. Then, the Uthuk player gains 1 lore token, to a maximum of 5, for each unspent muster point. Next, the Uthuk player gains 2 lore tokens.

## SPECIAL RULES

### Heroes

**Steelhorns (Golem hero) :** 2 movement, 4 attack, 6 health - **special ability:** Stun - **ekstra:** Rage (add 1 attack for each hp missing).

**Vyrach the Falconer (Archer hero) :** 3 movement, 2 attack, 3 health - **special ability:** Fire arrow = put a fire counter on the unit hit by the fire arrow. At the beginning of the unit's owner's turn, that unit takes 1 damage. To get rid of the fire counter, activate the unit and move it to a tile adjacent to a water hex. The unit must do nothing else this turn.) - **ekstra:** Vyrach always shoots twice.

**Silhouette (Citadel guard hero) :** 3 movement, 4 attack, 4 health - **special ability:** Bladestorm = Deal 1 damage to all units adjacent to Silhouette - **ekstra:** Pursue 2

(Note : Alternatively use the real hero models.)

**Uthuk VP Step :** At the end of his turn, the Uthuk player gains 1 VP.

## OBJECTIVE

### Daqan Victory

If the Daqan player reaches the tent, he immediately wins the game!

### Uthuk Victory

If the Uthuk player eliminates all the heroes, he immediately wins!