



The frontier towns of the Daqan were forever under threat from their Uthuk counterparts across the Thunder river. The river itself had been a protective barrier in the past, running fast and deep throughout the year. In recent years a severe drought had lowered the level of the Thunder, to the point where parts were becoming fordable. The Duc d'Alterac has recently arrived at Riverwatch to bolster defences in anticipation of the imminent onslaught from the Dreadlord Hrak and his demon army, but is now considering a pre-emptive strike into Uthuk territories...

SETUP

As per the map. You could also do a blind setup with decoy cards utilising the same units as on the map. Units are placed anywhere on the relevant side of the Thunder river. Each army totals 48 setup points and thus each player starts with 2 Lore. The Duc d'Alterac starts.

SPECIAL RULES

Occupying the main frontier towns (Riverwatch / Strum-Hak) means an immediate victory to the relevant player (this is denoted by the "10" marker on each settlement). Occupying Willow / Drasnak means 2 VP's for the relevant player, whilst occupying Borghu / Hornwood delivers 1 VP (as per normal rules you need to be occupying your opponent's town at the end of your round in order to gain the point).

There are 3 fordable points along the river. Both players have the option to spend 10 Lore to destroy a ford instead of playing a Lore card during their round. Destroyed fords cannot be rebuilt.

An eliminated enemy unit earns you 1 VP whilst killing the Duc / the Dreadlord earns you 3 VP's.

OBJECTIVE

Besides the immediate victory earned by occupying the enemy's main frontier town (River watch / Strum-Hak), the winner is the first to achieve 16 VP's. May the best Lord be victorious!