



SETUP

Uthuk Setup: The Uthuk player is the first player. Draw 5 Command cards, 1 Lore card, and 2 Lore tokens.

Daqan Setup: Draw 3 Command cards, 2 Lore cards, and 5 Lore tokens.

The Daqan player draws 2 Command cards at the end of his first and second turns. (He will have six Command cards in his hand for the rest of the battle.)

Each player removes all lore cards from their lore decks that reward VP

SPECIAL RULES

The entire river is impassable and may only be crossed at the fords and bridge. Fords tokens are not placed by players in this scenario.

A Daqan unit that is on a bridge hex may ignore 1 retreat result from an enemy attack.

OBJECTIVE

The Uthuk player wins instantly if he has two units on the Daqan side of the river at the beginning of his turn.

The Daqan player paces one figure from each destroyed enemy unit in his play area as soon as the enemy unit is destroyed. When the Daqan player has 9 figures in his area, he wins instantly