



*As rumors of the skirmish at Barutha spread throughout Terrinoth, cries for vengeance and blood rose throughout both the Daqan and Uthuk lands. Both made preparations for war. It quickly became apparent that the settlements around Riverton were of great strategic importance. Whoever controlled those settlements, vital for the transportation of both goods and men, would gain the upper hand needed to win the war, a war for blood. Thus began the Battle for Riverton, the 2nd Battle of the Blood War Campaign.*

## SETUP

Both sides will follow normal army mustering procedures with the following exceptions. 1) No scenario cards will be used. 2) One die will be rolled to determine which player goes first (single sword, double sword, or flag and one player goes first - lore, helmet, or target and the other goes first). 3) One ford token will be placed by each player on any river hex within three hexes from each player's baseline. 4) No command tents will be placed.

**Campaign Adjustments** - Campaign points earned from the previous scenario for major and minor victories can be spent in the following manner on the current scenario. 2 points for one extra command 'or' lore card, 2 points to make a unit 'elite' (add one figure to the unit via an actual figure or some proxy token or cube from outside the game), and 2 points for two extra lore tokens.

## SPECIAL RULES

The Command Tent used for this scenario has no special significance and is to be treated just like a building tile.

**Campaign Bonus:** If a player is able to control a majority (3 or more) of the building tiles at the game's end, then as a result of the battle that player has gained complete control of the river near Riverton. Units for that player treat all river tiles as fordable (as if a ford token was present) for the remainder of the campaign. Control of a building tile goes to the player that last had a unit in that building. A proxy of some sort may need to be used to signify control.

**Campaign Bonus:** Winning the scenario 'or' controlling the majority of building tiles are both considered to be 'minor' victories. If a player is able to win the scenario 'and' control the majority of building tiles, then that player has achieved a 'major' victory. Minor victories are awarded '3' campaign points, while a major victory is awarded '6' campaign points at the end of the scenario. Campaign points will be able to be used to gain additional advantages throughout the campaign.

## OBJECTIVE

**Uthuk Victory:** 16 Victory Points

**Daqan Victory:** 16 Victory Points