



We struggled hard to hold the forts in as many passages as we could. Now, we must give our final and decisive battle of defending the capital as the main Uthuk Horde has laid siege there. Either we manage to drive them out once and for all, or if they breach our defences, everything is lost....

SETUP

This is the final scenario of the "Defending the Mainland" Campaign.

Players receive the following bonuses depending on the previous scenarios of the campaign they won:

1 Extra Muster point above 50 for each previous scenario of the campaign won

1 Extra Lore for each previous scenario of the campaign won

The player with the least muster points goes first

Daqan Lords Player: If player won most of the previous scenarios his archer units attacks cause 1 retreat for every heroic result on their combat dice

Uthuk Y'llan Player: If player won most of the previous scenarios his archer units attacks cause 1 damage for every cleave result on their combat dice

No Ford Tokens are placed on the map

SPECIAL RULES

Apart from the bonuses mentioned in the Setup section, no other special rules occur.

OBJECTIVE

Daqan Lords Victory: Eliminate all enemy Units on the board

Uthuk Y'llan Victory: A unit occupies one of the buildings at the start of the Uthuk Player's turn