



In the late afternoon the mist had set in. We encountered some minor enemy resistance in the area, but nothing hinted at actual mass force activity. The decision to split up and fan out was made to scout out more ground in addition to counter the lower visibility in this weather. The plan was to travel one day through these hinterlands and meet up with the whole unit at a predetermined location.

Further scouting this day didn't resolve in any encounters and camp was made to spend the night. All is well.

Today all hell broke loose. during last day an enemy scouting force past ours by without any of us or them noticing. How it stands now we have surrounded eachother and battle is unavoidable. I hope we can make it to the end of the day.

"last page of the diary of a Daqan scout, member of the 9th regiment."

## SETUP

**Daqan:** 50pts, (optional: only use Yeoman archers, Citadel guard and Riverwatch riders)

**Uthuk:** 50pts, (optional: only use Viper legion, Blood harvesters, Flesh ripper brutes)

Every section of the board must hold at least 2 of your units and every side of the board must hold at least 20pts of your force after deployment is done.

both players draw 4 command cards and 2 lore cards in addition they gain 3 lore tokens.

## SPECIAL RULES

No special rules, But I do have a suggestion for a thematic scout army list for both sides:

**Daqan:** 5 Yeoman archers + 3 Citadel guard + 3 Riverwatch riders

**Uthuk:** 5Viper legion + 3Blood harvesters + 3Flesh ripper brutes

## OBJECTIVE

Both armies can gain only 2 VP in this scenario:

\*If your opponent has less than 26pts of units on the field you gain 1VP.

\*If you have 3 units adjacent to or occupying your rally point at the end of your turn and no enemy units are adjacent to any of these 3 units, you can chose to let your units escape and report to their main force. Remove these 3 units from the board and gain 1 VP.

=>If someone has 2 VP they win and the game ends.

(special case: if at the end of the game both players gain their second VP at the same time, then the player who's retreat triggered this draw wins the game)

\*If at any point 1 of the 2 players has no units left on the board they automatically lose. Unless they have 2VP (in the case you retreat your last 3 units while your opponent has less than 26 pts of units left)