



Asg'th'n, Aspiring Champion

"We have discovered a new Daqan frontier settlement nestled in the sacred wilderness of Y'llan. The Daqan blaspheme Y'llan with their presence and they must be punished! What better way to cleanse their filth than to sac their pitiful town and offer their souls to our beloved God!"

Cpt. Lorenzo Phillip, 17th Pioneer Defense Regiment

"A fortnight ago, we noticed smoke rising above the trees across the river. According to our records, none of our people were on the opposite side of the river. Then again, this wouldn't be the first time some of our more troublesome youth snuck across the river to explore. I ordered a scouting party to investigate the fire, but none have returned. I fear they may have stumbled upon something more menacing than a pack of wolves. I have bolstered our defenses, prepared for whatever may be lurking in the woods..."

SETUP

Uthuk: 50pts

- Receive one extra starting lore for each unspent mustering point. Limit 5 extra lore.
- No Chaos Lord.

Daqan: 34pts

- Receive one extra starting lore for each unspent mustering point. Limit 5 extra lore.
- No Roc Warrior.

Lore Decks: Remove Lore cards from each Lore deck that grant VP.

SPECIAL RULES

Buildings: If an Uthuk unit occupies a building at the end of the Uthuk player's turn, and that same unit remains at the beginning of the Uthuk player's next turn, the building is destroyed. If all 3 buildings are destroyed, the Uthuk player gains 1 VP.

Daqan "Endzone": The last row of hexes closest to the Daqan player is considered the endzone. If an Uthuk unit begins its turn in the Daqan endzone, it may spend its movement points to leave the map (towards the Daqan village) and the Uthuk gain 1 VP for each unit that leaves the map.

Kills: Each time an enemy unit is destroyed, gain 1 VP.

OBJECTIVE

Each side's goal is to reach **7 VP**. The Daqan can only earn VP from killing enemy units. The Uthuk can gain VP by destroying the Daqan buildings, escaping from the Daqan endzone, and killing enemy units.

If the Uthuk player wins, proceed to the scenario: S1u Sac the Village

If the Daqan player wins, proceed to the scenario: S1d Destroy the Sacrificial Alters