



*The Daqan expedition meets with fighters of the Crimson Forest, determined to free their lands from Uthuk tribes. Together, they plan a joint attack to the most advanced Uthuk encampments that are menacing the inhabitant of the forest with frequent raids. While the men of Sir Xon will land protected by the hilly terrain, the Crimson troops will advance through the woods. However, a surprise awaits the attackers in the Uthuk tents.*

## SETUP

**Uthuk:** Secretly chose 3 cavalry or elite deployment cards and take 1 decoy card. Place them face down below the 4 banner tiles. They represent hidden units. Draw 4 Command cards and 3 Lore cards. Then place 1 Lore card on the bottom of the appropriate deck.

**Daqan:** The Daqan is the first player. Draw 6 Command cards and 2 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

## SPECIAL RULES

**Daqan ships.** Blue river hexes represent docked Daqan ships. Denote them with any appropriate token. Units on a ship can be attacked normally, but ignore one flag. Units move out from a ship normally. Once empty, ships are treated as impassable terrain and can be attacked. They are destroyed by a single strike, cleave or pierce roll. Ignore any other result.

**Uthuk encampments.** Banners represent Uthuk encampments. If a Daqan unit occupies an encampment in the Daqan Upkeep phase, the encampment is destroyed and the banner removed from the map.

**Poisonous Land.** This scenario takes place in the Ru Darklands where the Uthuk poison is more effective. At the beginning of the Command Phase, the Daqan player rolls one die for each poisoned unit. If Heroic is rolled, the unit takes one hit. Ignore any other result.

**Unrestricted lore cards.** Ignore reference to specific "half" of the battlefield in Lore cards.

**Uthuk magic.** The Uthuk player receives 1 addition Lore token in his Upkeep phase.

**Hidden units.** An hidden unit cannot move and can only be attacked by an adjacent hex. When attacked, if it is a decoy, it is removed and the attacking unit can advance. Otherwise it is attacked normally. The Uthuk player can reveal hidden units before his Command Step by paying 6 Lore points per unit. Hidden unit hexes are impassable for enemies but empty for allies.

**Special units.** Units marked with a "1" are Crimson Rangers. Those marked with a "2" are Crimson Bowmen. Refer to the Unit Cards for their characteristics and special abilities.

## OBJECTIVE

**Daqan:** 1 VP for each infantry unit eliminated, 2 VP for each cavalry or elite unit eliminated and 2 VP for each encampment eliminated. Win at 16 VP.

**Uthuk:** 2 VP for each Daqan unit and each ship eliminated. Win at 16 VP.