

DOUBLE WAVE ASSAULT



SETUP

VP are not won in this scenario, remove relevant lore cards.

Both sides muster 2 armies - the first with 28 muster pts, and a second with 36 muster pts. (Ignore pts. already spent and on the board at set up).

The 28pt armies are placed on the front deployment row of hexes, level with the command tents.

The 36pt armies are placed in a stack by the side of the board, face down, for reinforcement deployment later in the battle.

The 36pt army may include a maximum of 2 legendary or mercenary units.

All other set up is as per normal rules.

SPECIAL RULES

Daqan :

Once a Daqan unit occupies either hill marked "1" in Uthuk territory, they sound the Horn of Summoning.

Once the horn is sounded, at the start of the next Daqan turn, the Daqan player takes the 36pt army cards (keeping them face down), shuffles them fully, and reveals them randomly in the 2nd deployment row of hexes, behind the command tent.

The full army is then available for commanding as normal.

Uthuk :

Same as Daqan rules, other than an Uthuk unit needs to reach the hills marked "2" before they can sound out the Drums of Summoning.

OBJECTIVE

1. Get a unit from the first wave to one of the summoning hills. If the phase one army is wiped out before they can summon reinforcements, the battle is lost.
2. Once the reinforcements are summoned, occupy the enemy command tent for one full round.
- or
3. Destroy the enemy, either in phase one or phase two.