

ATTACK AT CATBASK



An Uthuk raiding party is sent deep into the Daquan territory. Their mission is to capture the village of Catbask, situated across a small affluent of the Enro river. The Daquan guards at the frontier with the Ru Darklands did not spot the Uthuk force approaching. When the barbarian fighting group get noticed, it is already near its objective. A small reinforcement group is coming from the nearby garrisons. In the meantime, the defense of the village is the responsibility of the town militia and the few units stationing there.

SETUP

Daquan Setup : Draw 5 Command cards and 2 lore cards, then place 1 Command card and 1 Lore card on the bottom of the appropriate decks. Do not take any lore token.

The Daquan army consists of 40 muster points.

Uthuk Setup : The Uthuk player is the first player. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks. Take 4 lore tokens.

The Uthuk army consists of 46 muster points.

SPECIAL RULES

The Citadel Guard units starting in the blue hexes represent the local militia of Catbask. They have **Immovable 1** ability when they occupy any building hex. You can denote them using VP tokens.

1 VP for each enemy unit eliminated by an attack, in addition to VP obtained by the use of specific Lore cards.

Disregard reference to any "half" of the game board on the Lore cards. Their effect can be applied everywhere.

Daquan upkeep phase: 1VP if no building hex is occupied by Uthuk units.

Uthuk upkeep phase: 1VP if some building hex is occupied by Uthuk plus 1 VP per occupied building hex (2VP if one hex is occupied, 3 VP if two hexes are occupied, etc.).

OBJECTIVE

Uthuk Victory: 16 Points

Daquan Victory: 16 Points