



And that, I think, was the handle—that sense of inevitable victory over the forces of Old and Evil. We had all the momentum; we were riding the crest of a high and beautiful wave....

So now, less than five years later, you can go up on a steep hill and look West, and with the right kind of eyes you can almost see the high-water mark—that place where the wave finally broke and rolled back.

SETUP

Set up all forces as shown. Razorwings are a neutral force belonging to neither player.

Each player draws seven command cards and returns three to the bottom of the deck (instead of six and two as usual).

Uthuk plays first.

SPECIAL RULES

At the start of each VP phase, the two Razorwing units will close with whatever Daqan or Uthuk units are nearest them, and attack if possible.

First move the Razorwing unit that is closer to the Uthuk "starting corner," resolve its attack if applicable, then move the remaining Razorwing unit and resolve its attack. Ties for targets are decided in favor of the player whose turn it is, and then in favor of the weakest unit (as determined by remaining life, and then by attack dice). After that just flip a coin.

When a Razorwing unit is destroyed, it is placed at full strength in the nearest unoccupied cave hex. If there is no unoccupied cave hex, it is placed in a cave hex with other Razorwings. If both caves are occupied by Uthuk and/or Daqan, then place the Razorwings on any unoccupied hill hex, chosen by the player whose VP phase it is.

Also, if a Razorwing unit could advance after combat, return it to a cave hex, determined as above, but at its current strength.

Either player may pay 2 lore and discard a command card in order to draw a new one at the beginning of his turn.

OBJECTIVE

15 VP