



With the War of Rivers over, and the Daqan Lords defeated, the Uthuk Y'llan turn their attention to the north. Mountain Giants, that once lived much further north, have been driven out of their homeland by an unknown force. Though this force is unknown to the Uthuk, The Undying Waiqar have lay waste to everyone they encounter. With the Giants displaced, the Uthuk know that a new war is on the horizon.

## SETUP

Setup as normal with 56 mustering points. Each side will select 20 Lore cards of their choosing from the available Lore deck to create their Lore deck for this battle. Extra armies and Legendary units can be added. Place the Mountain Giants on the indicated hexes.

## SPECIAL RULES

During your Command step, you may replace up to 4 Command cards with new Command cards; this counts as your Command, Order, and Movement step (you may still earn VP at the end of your turn). When replacing cards, this must be done as a single action. Attacking from a hill hex gives the attacker +1 dice (this also applies to counterattacking from a hill hex). Mountain Giants are neutral units. If a unit ends its movement next to a Mountain Giant, then the Giant will attack that unit before any other combats are resolved. Giants ignore all retreats, cannot be bled, poisoned, stunned, blighted, or panicked. If a unit is forced to retreat to a hex next to a Giant, then the Giant will attack that unit before any other combats are resolved, but only after the combat that caused the retreat is resolved. The opposing player roles for the Giant. Gain 1 VP and 2 lore immediately when an enemy unit is eliminated. Gain 2 VP and 4 lore, immediately, when you eliminate a Mountain Giant.

## OBJECTIVE

To win the battle:

1. Occupy the enemy command tent at the beginning of your turn.
2. Have at least 16 VP at the end of the round.