



Where the Antla river widens and flows through the Antla valley is of huge tactical importance to Daqan troop movements. The Uthuk attempt to destroy the twin bridges that span it.

## SETUP

50 pts per side.

Limit of 1 legendary or 1 mercenary unit per side.

Remove VP lore cards, VP's are not won in this scenario.

Players may mulligan any or all of their initial lore and command cards drawn, and reshuffle decks.

As the scenario begins the Uthuk have sent forth 2 units and have begun destruction of the two bridges.

Place 2 (non legendary, non mercenary ) Uthuk units on the highlighted red hexes adjacent to the damaged half of the bridges (ford tokens).

The Daqan have dispatched 2 units ahead to report on Uthuk numbers.

Place 2 (non legendary, non mercenary ) Daqan units on the highlighted blue hexes adjacent to the bridges.

## SPECIAL RULES

Daqan :

If any Daqan unit occupies a damaged bridge hex, and keeps it through the next Uthuk turn, bridge builders have time to make basic repairs and make it operational again, remove the ford token and replace it with a bridge token.

Each time a bridge is completely restored, the Daqan gain +2 movement and +1 to all combat rolls, for the remainder of the turn.

Uthuk :

If any Uthuk unit occupies a bridge hex, and keeps it through the next Daqan turn, the bridge becomes badly damaged, remove the bridge token and replace with a ford token.

Each time a bridge is completely damaged, the Uthuk gain +1 to all combat rolls, and ranged units gain +2 range, for the remainder of the turn.

Movement across damaged bridge hexes is as per ford rules.

## OBJECTIVE

Daqan:

Occupy the Daqan banner hex with both bridges completely restored.

Uthuk :

Occupy the Uthuk banner hex with both bridges completely damaged.

FOOTNOTE :

The scenario plays very differently dependant on orientation of the board.

For the fast paced "free for all" its suggested the board is placed longways with a 9 hex width. For more of a tactical grind, play with the regular orientation.

Treat anything left of or beyond the river from either perspective as " enemies half of the board " and ford/bridge/river hexes as neutral territory.