



We have reports that Ty-Rel has been taken to the Uthuk camp north of the river, sir.....

SETUP

Muster both armies, value 35. (includes -5 command tents).

Both armies take 6 command cards, returning 2, and 3 lore cards, returning 1. Shuffle the decks.

Both armies are limited to a hand of 3 lore and 4 command cards.

SPECIAL RULES

Uthuk :

Viper Legion units remain stationary on their hill sentry posts for the entire campaign. They **cannot** retreat, but **do** suffer retreat penalties. The hills surrounding the Uthuk camp are deemed too steep for any other units to climb.

When a Viper Legion is ordered to attack, you may first roll dice equal to the number of Viper Legion units that have a clear ranged shot at the same enemy target.

For each "**pierce**" or "**heroic**" rolled, one additional Viper Legion adds a support attack to that of the initial unit. Attack with each unit separately, but always with the initial unit last. Support unit "**retreat**" rolls are ignored.

Daqan :

Due to the height of the surrounding hills, Roc Warrior and Yeoman Archer units are the only units capable of successful attacks on the sentries, with **one** exception :

The NE and NW river bridges extend a steep narrow trail up the adjacent hill, giving melee attack opportunities.

Riverwatch Rider units may not use these 2 bridges / trails.

When a Daqan unit transporting Ty-Rel (**token "1"**) is hit, roll an extra die for each hit. On a roll of "**heroic**" Ty-Rel is injured. If Ty-Rel accumulates 2 hits he does not survive, and the rescue attempt fails.

If a Daqan unit transporting Ty-Rel is eliminated Ty-Rel is also eliminated and the rescue attempt fails.

OBJECTIVE

Uthuk :

Repel the Daqan rescue effort.

Daqan :

Enter the Uthuk camp, rescue Ty-Rel and escort him back to the Daqan camp.