

## BATTLE OF THE FORDS



*It is the day of the final confrontation. Knowing that Norgard Castle cannot resist an organized siege by a large Uthuk army, Sir Murthag decides to attack the invading forces before the barbarian army left flank manage to ford the Enro river. A last dispatch is sent asking for support and the Daqan defenders move toward the Bassaria plains. But the Uthuk scouts see the approaching enemies and prepare for the battle.*

### SETUP

**Daqan Setup :** Muster an army of 50 points and place the units in the blu hexes. The Roc Warrior and the Command Tent cannot be selected. A maximum of five unspent points can be converted into initial Lore tokens. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

**Uthuk Setup :** Muster an army of 42 points and place its units in the red hexes of your center and right sections. Muster a second army of 22 points and place its units in the red hexes of your left section. The Command Tent cannot be selected. The Chaos Lord must be part of the first army. A maximum of five unspent points can be converted into initial Lore tokens. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

### SPECIAL RULES

At the end of his Order Phase, the Daqan player can pay 8 Lore tokens and muster the Roc Warrior. Place the Roc Warrior unit in any free border hex. The Roc Warrior is considered ordered and can move and battle normally. No Lore cards can be played by the Daqan player this turn.

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

Each enemy unit eliminated by an attack grants a number of VP equal to its cost in Muster Point divided by two. This is in addition to VP obtained by the use of specific Lore cards.

### OBJECTIVE

**Uthuk Victory:** 16 Points

**Daqan Victory:** 16 Points