



Both the Daqan and Uthuk army were chasing away the Waiqar army after a battle. Both side of the Waiqar army fled to their Banshee, but are now trapped between war hungry demons and steel wall of knights. Only one army can leave this battlefield victorious!

## SETUP

### Waiqar Setup

The Waiqar army can't put a ford tile on the map, nor can they move the bridge. When mustering your army, the command tent gives you 5 extra mustering points, so the Waiqar army can muster an army of 55 points. Daqan and Uthuk Setup

The Daqan and Uthuk army have to put their ford tile on a river tile on their side of the board. When mustering your army, the command tent doesn't give you extra mustering points, so the Daqan and Uthuk can only muster armies of 48 points, instead of 50.

## SPECIAL RULES

### Waiqar rules

The Waiqar army gets all benefits and no downsides from their command tent. When an enemy occupies the command tent at the end of its turn, the player doesn't get 2 VP's.

Throughout the scenario, the Waiqar command tent is never removed from play and is considered a building hex.

The Waiqar army can choose in which direction he plays the command card, since he is on both sides of the board.

The upper and lower 3 rows of the board are considered the opponents side of the board, since the middle 3 rows are considered the Waiqar side of the board.

### Daqan and Uthuk rules

For the Daqan and Uthuk command tent, normal rules apply. When considering the opponents side of the board, normal rules apply.

## OBJECTIVE

The standard victory conditions apply: the game end is triggered by a faction reaching 16 VP's and whoever has the most VP's at the end of that round will win. Break ties by taking more complete game rounds until the tie is resolved.

A faction can achieve immediate victory by eliminating all enemy units.

A faction gains 2 VP's by killing the last remaining unit of another faction.