

## UTHUK ENCAMPMENTS



*The Daqan task force is sailing down Korina's Tears on large transport boats. Vedettes spot a large Uthuk encampment. Baron Xon Greatshield orders his troops to rapidly disembark and raze the barbarian outpost. However, Uthuk scouts noticed the approaching ships from afar. In the largest tent at the center of the camp, Yinfernal acolytes start their rhythmic chanting to open the gates of hell. The attack is not going to be as easy as Sir Xon expected.*

### SETUP

**Uthuk:** Take the deployment cards of the two Obscene units and add four decoy cards to form an Evocation deck of 6 cards. Shuffle and place it beside the map. Draw 4 Command cards and 3 Lore cards.

Then place 1 Lore card on the bottom of the appropriate deck.

**Daqan:** The Daqan is the first player. Draw 6 Command cards and 2 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

### SPECIAL RULES

**Daqan ships.** Blue river hexes represent docked Daqan ships. Denote them with any appropriate token. Units on a ship can be attacked normally, but ignore one flag. Units move out from a ship normally. Once empty, ships are treated as impassable terrain and can be attacked. They are eliminated by a single hit but ignore any other result.

**Uthuk encampments.** Banners represent Uthuk encampments. If a Daqan unit occupies an encampment in the Daqan Upkeep phase, the encampment is destroyed and the banner removed from the map.

**Poisonous Land.** This scenario takes place in the Ru Darklands where the Uthuk poison is more effective. At the beginning of the Command Phase, the Daqan player rolls one die for each poisoned unit. If Heroic is rolled, the unit takes one hit. Ignore any other result.

**Unrestricted lore cards.** Ignore reference to specific "half" of the battlefield in Lore cards.

**Uthuk evocation ritual.** Yinfernal priests in the Command Tent call for supernatural help. At the beginning of his Command Step, if the Command Tent is on the map and free from Daqan units, the Uthuk player draws 1 card from the Evocation deck. If it is a decoy, take 2 Lore points. If it is an unit, place it in any free hex adjacent to the Command Tent. If the evocation deck is empty, place the Chaos Lord in any free hex adjacent to the Command Tent and stop drawing; the ritual is over.

### OBJECTIVE

**Daqan:** 1 VP for each infantry unit eliminated, 2 VP for each encampment, elite or legend unit eliminated and 4 VP for the elimination of the Command Tent. Win at 16 VP.

**Uthuk:** 2 VP for each ship eliminated. For each unit eliminated, a number of VP equal to the Master Point value of the unit divided by 2. Win at 16 VP.