



Reports from the front indicate that the Uthuk Y'llan forces have crossed into the wilderness and are probing our borders. The frightened peasants, fleeing in fear of the advancing evil, were too shaken to give an exact location for this incursion.

Your Company has been sent forward to locate the weak spot and to defend any strategic objectives in the vicinity. It is vital that you secure these objectives before the Uthuk Y'llan can seize them.

The fate of generations to come rests upon your actions today

SETUP

General Setup: Both sides Muster a Force of 55 Points, Both Sides *MUST* include a Command Tent. Any unused Muster Points are converted to Lore Tokens.

Both Sides draw 4 Command Cards, 2 Lore Cards and 4 Lore Tokens.

An additional 4 Lore Tokens are placed on the Village.

The Player who bids the most Lore Tokens may buy the initiative and play first. The loser chooses which side to set up on. Both players then deploy in the shaded hexes closest to them.

SPECIAL RULES

The entire River is impassable and may only be crossed on a Bridge or a Ford. The Players do not place any Ford Tokens in this scenario.

Disregard reference to opponent's half of the game board on the Lore cards.

Victory Points: No *Victory Points* are awarded in this Scenario. See **Objective** for Victory Conditions.

Command Tents: Command Tents are not removed from play and do not award any Victory Points. If a player's Command Tent is occupied by an enemy unit the player immediately discards one command card, chosen at random by the opponent. As long as the player's Command Tent is occupied by an enemy unit, the player may only hold 3 Command Cards. If the Command Tent is occupied by a friendly unit at the start of the player's turn the player may draw his command cards back up to 4.

Village: The first player to occupy the Village will collect 4 lore tokens, these tokens are only awarded once, regardless of how many times the village changes hands.

The villagers have local knowledge that is available to either player. Any player who occupies the village may hold up to 3 lore cards for as long as they have a friendly unit in the Village. If the player's unit leaves the village, for any reason, the Lore Card allowance reverts to 2 Lore Cards, any extra Lore Card must be discarded immediately with the effects unresolved.

OBJECTIVE

Victory is awarded to the first player who, at the start of their turn, is simultaneously occupying both the Village and the Opponent's Command Tent, with friendly units.

An automatic Victory is also awarded if the Opponent has no units left on the map.

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