



This scenario inspired by very first scenario of Memoir '44 game.

I tried create this scenario without many special rules.

SETUP

Proceed all these normal rules of setup:

- Place Game Board
- Choose Faction
- Gather Faction Components
- Create the Supply
- Create Command Deck
- Create Lore Decks ...

Skip these steps:

- ... Create Scenario Decks
- Draw, Reveal and Resolve Scenario Cards

Just create battle map of this scenario. You should note that under both banner markers there is bridge tokens on this scenario map.

Give First Player Token to Dakan player.

Then Muster Armies:

1. Dakan player takes 5 decoy deployment cards.
2. Uthuk player takes 11 decoy deployment cards.
3. Then players build their armies just as in rules with two major exceptions:

- Dakan player can cost only 30 muster points and his army must consist of exactly 9 deployment cards. You should note that the Dakan's command tent already on game board and extra muster points from this command tent are included to 30 muster points.
- Uthuk player create his army as in rules (50 muster points, 18 deployment cards). But Uthuk must not use command tent deployment card. Uthuk's command tent not used in this scenario.

4. Then player places his development cards on the game board (on corresponding shaded tiles) normally.
 5. Then players reveal their deployment cards, takes lore tokens to maximum five for each unspent muster points. And then players places units and return all deployment cards in box.
 6. Then players draw starting cards as in rules.
- Then players should proceed to normal game flow.

SPECIAL RULES

There is no other special rules in this scenario than described in Setup section above.

Note: Lore cards with 'player side' tag works normal. Command tent for victory points gaining purposes works normal.

OBJECTIVE

Objective in this scenario just as in regular game: players must takes 16 victory points.