



A battle is brewing in the deep forests of the Ru Darklands. Will the forces of the Daqan prevail, or will the Uthuk army prove to be too strong.

SETUP

The setup is based on the scenario cards C2 The Blind Muir Forest (Daqan) and C1 Staking A Claim (Uthuk). Place terrain and units as shown. The Daqan Lords start with 1 Lore Point. The Uthuk Y'llan start with 0 Lore Points. The Uthuk player is the starting player.

The Daqan army consists of 54 muster points and a command tent. The Uthuk army consists of 48 muster points and a blood field.

SPECIAL RULES

Uthuk Y'llan:

- Uthuk units do not need to end their movement when moving into a forest hex.
- (VP step) Gain 1 VP if Uthuk units occupy at least 1 of each type of the following terrain: clear, forest, hill.

Daqan Lords:

- During your Order Step, you may order units in forest hexes as if they are in any section.
- (VP step) Gain 1 VP if Daqan units occupy more hexes in the center section than Uthuk units.

OBJECTIVE

Regular victory conditions:

- Each time the first player starts a new turn, players must check if either player has won the game. A player wins the game if he has 16 or more victory points and has more victory points than his opponent.
- Alternatively, a player wins the game if all of his opponent's units have been eliminated. This happens immediately, regardless of the number of victory points each player has and overrides all other victory conditions.