



*Gurden our Captain, instead of returning to Archaut with his soldiers, choose to remain on the frontier and organize a mobile defense until reinforcements could be mustered and sent from the near by castle.*

*With so few troops, Gurden knew that he could not defend the entire section of the frontier, nor hope to defeat an organized thrust by The Uthuk. His plan therefore called for each sector to keep watch, and when The Uthuk were sighted, send couriers to the mobile reserve, while attempting to hold onto the village outposts as long as possible.*

## SETUP

**Uthuk Setup:** The Uthuk player is the first player. Draw 4 Commans cards, 2 Lore cards and 4 Lore tokens.

The Uthuk army muster points on the map equal 60 points.

**Daqan Setup:** Draw 4 Commans cards, 2 Lore cards and 4 Lore tokens.

The Daqan army muster points on the map equal 50 points.

## SPECIAL RULES

The entire river is impassable and may only be crossed at the fords. Fords tokens are not placed by players in this scenario.

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

1 VP for each unit eliminated.

**Active Player VP Step:** Active player earns victory points for each hex containing a Banner Marker that is occupied by a friendly unit. The Uthuk player earns 2 VPs and the Daqan player earns 1 VP.

**Daqan Faction:** The Daqan faction earns 2 VPs when one of the three Riverwatch Rider units or the Roc Warrior exits the map from a Daqan baseline hex. Only one unit can gain VPs by exiting and once the unit exits the battlefield, it may not return.

## OBJECTIVE

### Uthuk Victory

16 Points, or the Uthuk faction will score a sudden death victory, when each of the 3 village outpost hexes are occupied, at the start of the Uthuk player's turn.

### Daqan Victory

16 Points