



A small town has recently seen large profits as a main supplier of rare resources. The type of wood and ore that grow in the area yield qualities that are highly sought after by consumers and artisans of applicable crafts. Productions of internal goods are significantly greater than neighboring towns due to the cunning use of hydropower provided by strong rapids, and word has spread of the wealth that their commerce brings.

The Uthuk have come to take over this powerhouse establishment.

## SETUP

**Daqaan Setup:** Indicated pieces on map must be used, but can be relocated anywhere within the blue setup hexes. Use only 20 muster points for remaining units/lore points. Draw 4 command cards, two lore cards, and two lore tokens.

**Uthuk:** Indicated pieces on map must be used, but can be relocated anywhere within the red setup hexes. Use only 25 muster points for remaining units/lore points. Draw 4 command cards, two lore cards, and two lore tokens.

## SPECIAL RULES

### The Terrain

- Water hexes can be entered, but movement ends once the unit enters the hex
- If a friendly unit is attacked while occupying a water hex, after damage is calculated, you may choose to move the unit two spaces (treat bridges and fords as water hexes) as long as movement remains on water hexes. If retreat rolled is <1, you may ignore to perform this special move. If you do not ignore <1 or if the retreat value on the attacking roll is >1, you must follow standard retreat rules.
- Rune Golems ignore 1 damage on hills

### VICTORY REWARDS (optional)

If another Scenario of Battlelore Second Edition is played immediately after this Scenario, the victor of this Scenario may choose to begin with one of the following rewards. Daqaan victory rewards *should not* transfer to Uthuk bonuses for the next round if players chose to play a different faction.

### Fruits of Victory

Calculate the difference in VP of each player, use that number to add to your Muster Points for the next scenario if no muster point restraints exist.

- $40 \text{ muster points} + |(VP_{\text{player1}} - VP_{\text{player2}})|$   
= Bonus Muster Points for next scenario.

### Lore and More

The sum of the victor's un-used lore tokens can be carried over for the next scenario, and the victor may draw one extra lore card to choose from during lore set up for the next scenario.

- Remaining lore points can be carried over to next scenario
- For next scenario draw 3 lore cards + 1 additional lore card. Discard back to 2 before starting scenario

## OBJECTIVE

**Daqaan Victory:** 18 Victory Points.

**Uthuk Victory:** 18 Victory Points.