



The Uthuk onslaught has carved through all resistance thus far. Only the town of Miller's Hill stands between the Uthuk host and the baron's seat at Kellar. The remnants of the Citadel Guard take up position within the town and its outlying farms, a final, defiant stand. Will reinforcements arrive in time?

SETUP

The Uthuk player is the first player.

Daqan Setup: The Daqan player removes the lore card "Take to the Skies" from the lore deck before he draws starting cards. After drawing starting cards, he places the "Take to the Skies" card on top of his lore deck. Then, the Daqan player gains 3 lore.

SPECIAL RULES

The Massive trait is ignored for this scenario.

The Uthuk lore card "Overwhelming Power" causes the Daqan player to lose 1 VP token instead of the Uthuk player gaining 1 VP.

At the beginning of each of the Daqan player's turns, he gains 1 VP.

Uthuk VP Step: Each building occupied by an Uthuk unit is removed from the board.

OBJECTIVE

Daqan Victory

If at any time the Daqan player has 10 victory points, he immediately wins!

Uthuk Victory

If all 3 buildings are removed from the map, the Uthuk player immediately wins!