



Unable to hold off the Uthuk advance, we had fallen back to Silverholt. The captain, deployed the village archers and what remained of our forces along the steep ridge which ran along to the front of the city. Town folk were even given weapons and all waited quietly as we prepared for the demon onslaught. There seem to be some hope, when a few units of Riverwatch Riders and Citadel Guard units arrived, but even with their arrival, no soldiers among us, who had already encountered the Uthuk, had any hope for victory.

SETUP

Uthuk Setup: Draw 4 Command cards, 3 Lore cards and take 5 Lore tokens.

The Uthuk army muster points on the map equals 74 points.

Daqan Setup: The Daqan player is the first player. Draw 5 Command cards, 3 Lore cards and 5 Lore tokens.

The Daqan army muster points on the map equals 54 points.

SPECIAL RULES

All hill hexes are steep ridges and moving up onto or down from cost 2 movement for ordered units. In addition, a unit moving up onto or down from a ridge hex may not battle this turn. Retreat movement up or down is completed as normal. Ridge hexes do not have any effect on the Roc Warrior's movement.

A unit, attacking an enemy unit occupying a ridge hex from below, rolls a maximum of two dice. A unit, occupying a ridge hex attacking a unit that is below, rolls a maximum of three dice. A unit, attacking in melee from one ridge hex to another ridge hex, is done as normal.

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

1 VP for each unit eliminated.

Active Player VP Step: The active player, earns 2 victory points for occupying the majority of ridge (hill) hexes. Majority means at least one more hex than the opposition.

Uthuk Player VP Step: The Uthuk faction, earns 2 victory points for occupying a Frontier City building hex.

Daqan Player VP Step: The Daqan faction, earns 1 victory point if none of the Frontier City building hexes are occupied by Uthuk units.

OBJECTIVE

Uthuk Victory

16 Points

Daqan Victory

16 Points