



It would've been a complete sneak attack had not the valiant Daqan youth, Amador, been so keen to notice the foul stench of Death coming round the hills!

Aguafría was a coveted price, for being a strategic point in the Daqan Territories.

Control Aguafría & the Kingdom crumbles!

All other Victory conditions are also in play.

The "10" token represents 10 Lore Tokens, to be appropriated by the first unit Moving into the hex. To pick the Lore up, the unit must stop when entering the hex &, that unit cannot Attack that round, while the Lore points are discovered & taken.

## SETUP

The Dagan player is the First player.

## SPECIAL RULES

If, by the 6th Round, the Uthuk Forces cannot control both the Mayor's House (Building with 2VP token) or the retired Hero-Mage's abode (Building with 1 VP token), then, the sent courier makes it thru & reinforcements are finally here come to "save the day" for the Daqan. The Uthuk player loses.