



*This was my 2nd tour on the frontier, not as easy as at the Citadel city of Archaut, but the hunting was good. We were almost to the outpost, just a few more hours, when the column was attacked by a band of Orcs. Gurden, our Captain, who was commanding the column, quickly ordered the troops into a line of battle. All at once, however, the enemy was upon us. These were not Orcs, at least no Orc I had ever seen before. They were faster and much stronger, with sharp horns protruding from their entire body. Someone called out, "They are The Uthuk". I had heard stories of The Uthuk Y'llan and the First darkness, but thought these to be just embellished tales of the past. I knew now these tales were true, for it was not brigand Orcs that had ambushed the column, it was indeed The Uthuk.*

## SETUP

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

The Uthuk army muster points on the map equal 52 points.

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

The Daqan army muster points on the map equal 46 points.

## SPECIAL RULES

The entire river is impassable and may only be crossed at the fords and bridge. 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

## OBJECTIVE

### Uthuk Victory

6 Points

### Daqan Victory

6 Points, or the Daqan faction will score a sudden death victory, when 4 or more Daqan units are across the river at the start of the Daqan player's turn.