

STAND AT GREYSTONE HILL



A mighty Uthuk army approaches the village of Humpard. The defenders of the village do not have the military strength necessary to hold off the enemy. The defending Daqan captain has realized that the only hope his forces have of defending the innocent people of the village is to secure Greystone Hill and make a stand. If the Daqan can hold the Uthuk horde until reinforcements arrive, they just may be able to save Humpard.

SETUP

Uthuk Setup: Draw 4 Command cards and 3 Lore cards.

The Uthuk army muster points on the map equal 50 points.

Daqan Setup: The Daqan player is the first player. Draw 4 Command cards, 3 Lore cards and 3 Lore tokens.

The Daqan army muster points on the map equal 30 points.

SPECIAL RULES

All hill hexes are considered strong defense points. As such, any defending unit on a hill hex may ignore the first Retreat result against it.

Reinforcements: Before play, the Daqan player should muster an army consisting of 30 (or less) muster points (not including the predetermined units.) Locate the deployment cards for these units and form a face-down stack. At the end of the Daqan player's 1st turn, place the deployment cards face down on any of the blue deployment hexes. At the end of the Daqan player's 2nd turn, flip over the deployment cards and immediately play the appropriate units. The Daqan reinforcements are available from the 3rd turn on.

Active Player VP Step: The active player earns 1 victory point for occupying a hill hex with a victory point token. A total of 3 victory points are available each turn.

Uthuk Player VP Step: The Uthuk faction earns 1 victory point for occupying the bridge hex.

OBJECTIVE

Uthuk Victory:

12 points

Daqan Victory:

14 points