



*Our siege of the Uthuk position has met with staunch resistance, and now tragedy has struck. After weeks in the field, Sir Ballian's mighty Roc Brightwing has been injured by a poisoned Viper Legion arrow. Unable to bear Sir Ballian aloft for more than a few minutes at a time, Brightwing has been hidden away to recover from his wound. Whether because they have noticed his absence, or because they have spies among us, the Uthuk have sallied out from their war camp. They are hunting roc, but they shan't have an easy time of it!*

## SETUP

The Daqan player is the first player, and he performs his scenario setup first.

**Daqan Setup:** The Daqan player takes 7 Decoy deployment cards and 1 Roc deployment card. He places 1 deployment card facedown on each blue deployment hex. Then, he gains 2 lore tokens.

**Uthuk Setup:** The Uthuk player musters an army consisting of 30 muster points (not including predetermined units), and places each of those units on any of the red deployment hexes. Then, the Uthuk player gains 1 lore token, to a maximum of 5, for each unspent muster point. Next, the Uthuk player gains 2 lore tokens. Finally, the Uthuk player draws and keeps 2 additional command cards when drawing starting cards.

## SPECIAL RULES

Each time an Uthuk unit ends its movement in a space adjacent to a facedown Daqan deployment card, that card is immediately flipped faceup.

If a decoy deployment card is flipped faceup, return the card to the game box. If the Roc Warrior deployment card is flipped faceup, the Daqan player immediately places the Roc unit on that space (or the closest space possible if that space is occupied, Daqan player's choice), and returns all deployment cards to the game box. The Daqan player can now order the Roc Warrior unit during his turn as normal. The Roc Warrior loses its unit abilities.

The command tent does not reward victory points as normal, and is never removed. The half of the game board closest to a player's sitting location is considered that player's half of the game board.

**Daqan VP Step:** If the Daqan player is occupying the Uthuk command tent, or if there are no deployment cards on the board, the Daqan player gains 1 VP.

**Uthuk VP Step:** First, 1 fadedown deployment card is flipped faceup (Daqan player's choice). Then, the Uthuk player may spend lore to place 1 additional unit. Each unit costs a number of lore equal to its muster points value, with the exception of the Flesh Ripper unit, which costs only 3 lore. The chosen unit must be placed on an empty red deployment hex.

## OBJECTIVE

### Daqan Victory

If the Daqan player has 6 victory points at the start of his turn, he wins!

### Uthuk Victory

If the Uthuk player eliminates the Roc Warrior unit, he immediately wins!