



There is a chill in the air tonight. Three nights ago we spotted the first one of these wretched monsters, the following day the raids began. After three days of hell, none of the young and brave men that joined our fight lived. We have fought bravely, but truly there is no hope of salvation for us. We know we can't win this battle, but maybe, we can still hold long enough for the people to flee. This is the only thing that is left to us now. Forgive me Catherine, in the end you were right, it was foolish of me to think I had a place in this world.

## SETUP

The Uthuk player musters an army of 60 points.

The Daqan musters an army of 24, not including the units that have already been placed.

Both players must also declare any unit to be their command unit, except a unit of rune golems or flesh rippers. This unit gains one attack and two life, and cannot be weakened. When the last figurine dies, the commander is dead. If a player chooses either a Chaos Lord or a Roc Warrior to be his commander then he gains only 1 life.

The Uthuk player has the first turn.

## SPECIAL RULES

The river tiles are considered to be fortress walls tiles. They follow the same rules as mountains concerning line of sight and the same rules as villages concerning defense. Any unit must stop at a wall tile. When a unit is on a wall tile, it can travel from wall tile to wall tile normally. However, it takes an entire movement phase to go down from the wall.

The bridges are gates. Units don't have to stop there but are considered weak, even if their rules say they can't be, as long as they are on it. Also, their movement value is reduced by 1.

At the end of each Daqan turn, the Daqan player can muster 5 points. By doing so he can purchase any unit except golems or Roc Warriors. Place a face down card on one of the village tiles. You can reveal this card any time you want. As long as the card is face down, it has a movement of 4. You have one free movement for one of the face down card during the movement phase, each turn. Keep in my mind that when the Uthuk player attacks, the card has to be revealed.

Any unit purchased this way is a weakened unit composed of only 1 figurine. You can increase the number of figurines by mustering more each turn. When you have moved a unit you cannot increase its numbers any longer.

You can also purchase a "villager" card. (use the decoy card). If one of these units is attacked by a Uthuk Unit, it automatically dies.

## OBJECTIVE

The Uthuk Objective is either :

- prevent 3 villagers from reaching freedom - prevent 1 villagers from reaching freedom and kill the Daqan Commander - Destroy the entire Daqan forces

The Daqan Objective is either :

- allow 3 villagers to reach freedom- allow 1 villager to reach freedom and kill the Uthuk Commander - Destroy the entire Uthuk forces