



The Daqan lords are trying to gather forces to stop the Uthuk invasion. They have to muster the rune golems, which can only be controlled with the power of the rune shards. Unfortunately some Uthuk troops have stolen some rune shards. The Daqan army has to retrieve them from the Uthuk camps before it is too late.

## SETUP

The Daqan player has 40 gold to buy units (Citadel guards, Yeoman archers and Riverwatch riders).

The Uthuk player sets up his units as instructed on the map.

He also chooses 3 (of the 5) buildings to hide the rune shards to.

The Daqan player is the first player.

## SPECIAL RULES

The Buildings are Uthuk camps.

If at the end of a round a Daqan unit occupies an Uthuk camp, the Uthuk player reveals if there is a rune shard hidden in it and if there is, the Daqan player claims it.

## OBJECTIVE

The Daqan player wins if he collects 3 shards.

The Uthuk player wins if all the opposing units are eliminated.