



*They came in force. They came at night. Our wizards were missing. We had to defend the town. Reinforcements were coming.*

## SETUP

### Daqan

The Daqan player draws 8 command cards and discards two. The Daqan player doesn't have a lore deck and he skips the lore phase each turn.

Daqan's commander is the first player.

### Uthuk

Remove all the "Gain X VP" from the Uthuk's lore deck.

The Uthuk player draws 6 command cards and 3 lore cards. Then he discards 2 command cards and 2 lore cards.

The Uthuk player begins the game with 5 lore points.

## SPECIAL RULES

During his turn and once per turn, the Daqan player may engage a "Lore" symbol from a combat result to **copy the effect of an other die** of the same combat. For all the other combats (and riposte) the Lore symbol is ignored by the Daqan player.

At the beginning of every turn, the Daqan player may **muster an unit paying twice its cost in lore points** if: there is at least a free tile adjacent to the commandment tent, no adjacent enemy units and **plastic miniatures** **available**. The newly mustered unit appears adjacent to the commandment tent.

At the end of every turn, the Daqan player may keep his hand of 6 command cards (drawing one as usual) **if a friendly unit is occupying the commandment tent**, otherwise he has to discard his whole hand and **redraw 4 new command cards**.

At the end of every turn, the Daqan player gains 1 lore point **if at least a friendly unit is occupying the commandment tent** and lore points equal to the **number of wounds** he caused to the Uthuk's army this turn.

## OBJECTIVE

At the end of every turn the Daqan player gains 1VP **if there are no enemy units occupying the town**.

The Daqan player gains 1VP **if he defeated at least an enemy unit during his turn**.

At the end of every turn, the Uthuk player gains 1VP **if a friendly unit is occupying the town**.

The **Daqan** player needs 12VP to win the game, the **Uthuk** player needs 4VP to win the game.