



Thank to the Devil, the Uthuk has created something evil that could change the brain. But the magic is only enough to use it once. So whom would they use it on? Of course it's the Daqan's super hero, the Roc Warrior! And after ambushed and poisoned our hero, the Uthuk chased him to a hill, where the Roc Warrior couldn't fly any further. Fortunately, Daqan's reinforcement is holding nearby. Would the Uthuk achieve their evil goal? The battle begins!

SETUP

- Set up terrains as shown.
- Set up units as suggested in map or set up with Muster Value = 44 for Uthuk, and = 32 for Daqan (*not count the Roc Warrior*).
- Daqan will go first.

SPECIAL RULES

- It takes time for the Roc Warrior to recover from the poison. The Daqan player *couldn't* control the Roc Warrior until the **6th turn** of him. At the start of Daqan's **6th turn**, the Roc Warrior is fully recovered and get back to battle!
- Step on Banner Markers won't gain any VPs.
- If the Uthuk manages to step on those Banner Markers before the start of the Daqan's **6th turn**, the Uthuk player *takes control* of the Roc Warrior and use as his unit.
- (Optional) Beside using the command cards, you can order any units with total Muster Value is **8 or under** (ex: 2 *infantries*; or 1 *elite*; or 1 *legend*) instead of using command cards (not discard any command card).

OBJECTIVE

The Uthuk

- Reach the Banner Markers before the start of Daqan's **6th turn** (to get control of Roc Warrior).
- To win. Eliminate until the number of Daqan's units is **2 or less**.

The Daqan

- Prevent the Uthuk from reaching the Banner Markers until the start of your **6th turn**.
- To win. Eliminate until the number of Uthuk units is **2 or less**. Or make them all retreat back to the red shade.
- If you lost control of the Roc Warrior, and couldn't fight back, you must have *at least 3 of any units* to stand on the purple shades at the start of your turn (to escape). This would call a Draw-match.