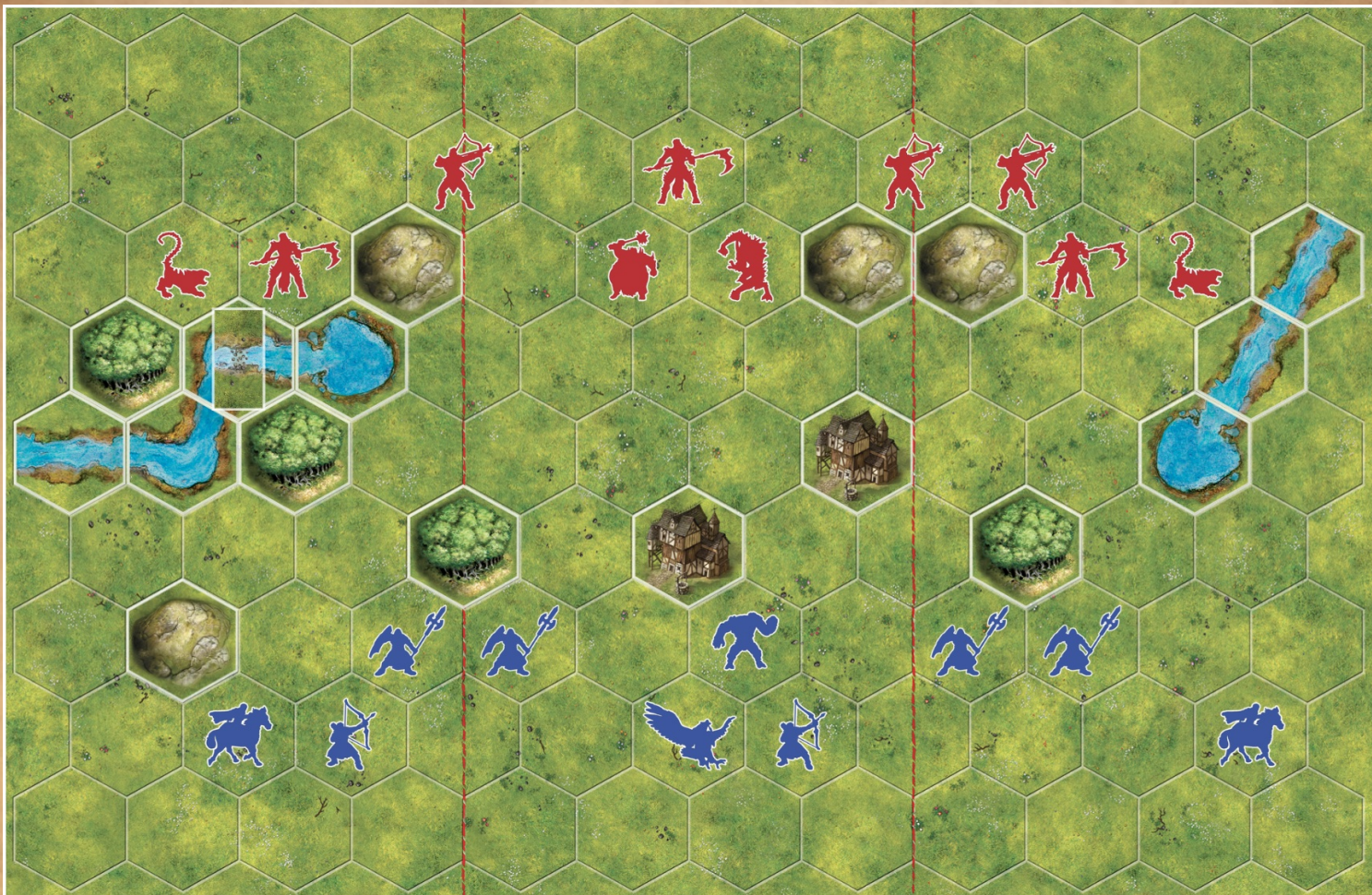


THE FIELDS OF VALOR



War has ravaged the countryside. After weeks of raiding and pillaging, of pursuit and skirmish, the armies of the Daqan Lords and the Uthuk Y'llan finally clash in pitched battle. The time for the subtle dance of maneuver and counter-maneuver is over. There's nothing left but the slaughter, and to see who is left standing at the end.

SETUP

The Uthuk player is the first player.

SPECIAL RULES

The Daqan player gains 2 VP each time he eliminates an enemy unit. If an enemy unit is destroyed by wounds inflicted as the result of retreats, the Daqan player gains 2 additional VP (4 total).

The Uthuk player gains 2 VP each time he eliminates an enemy unit. If an enemy unit is not the first enemy unit to be killed by the Uthuk player this turn, the Uthuk player gains 1 additional VP (3 total).

OBJECTIVE

Daqan & Uthuk Victory Condition

A player wins the game if he has 16 or more victory points and has more victory points than his opponent (at the start of the Uthuk player's turn).

Alternatively, a player wins the game if all of his opponent's units have been eliminated (he wins immediately).