

FINAL BATTLE



This is the final battle when the result of long war is determined. Win it and become a champion for you people, nations and gods!

SETUP

Each player take 6 command cards and discards 2 of them, 3 lore cards and discards 1, 5 lore tokens. Then they make a hidden lore bets to become a first player (take lore markers to their fist). Highest bet becomes 1-st player and loses the lore he used. 2-nd player keeps his lore. In case of tie Uthuk plaer wins.

Each player has 78 muster points.

SPECIAL RULES

For each your destroyed unit tou lose 1 VP.

If a player captures enemy tent he winsimmediately.

OBJECTIVE

Standart rules: a player who has 16 VP wins.