



The Uthuk and Daqan have been fighting nonstop for days, it looks like a formidable force, take out the opposing faction to claim victory

## SETUP

Use Reinforcement special rules. Deploy only around and on buildings and command tents on your side of the board.

## SPECIAL RULES

You gain 1 reinforcement point (Lore Tokens) at the end of each turn. Ignore all lore cards, victory points, and command cards that regard Lore. You may pay the deployment cost of units when gaining reinforcements. Reinforcements are any unit that has enough peices to be put into the battlefield. You may only deploy reinforcements around occupied buildings or command tents.

Placing Reinforcements: Use deployment cards when deploying reinforcements. You may only deploy at the end of your turn. Keep deployment cards upside down until the beginning of your next turn.

## Special Unit Conditions:

Archer Line: If there are 2 archers adjacent to eachother, add 1 attack die to each of their attacks.

Phalanx: If 3 or more Citadel Guards are adjacent, they may ignore 1 damage each attack.

Horde: If 3 or more Blood Harvesters are adjacent, add 1 movement

## OBJECTIVE

Eliminate enemy forces and stop their reinforcement flow by taking their villages and command tent.