



While our armies are growing strong with incoming militia, it appears the Uthuk have taken it upon themselves to attack in different ways. There have been reports of ambushes on our supply lines. Some of our divisions were able to fend off the Uthuk, others failed to defend the payload.

SETUP

The Uthuk player is the first player.

SPECIAL RULES

Water tiles represent the supply line. This means that movement does not stop when a unit moves onto a water tile. Water tiles will from now on be referred to as supply line tiles.

The VP token (1) represents the supply cart. From now on it will be referred to as the supply cart.

If an Uthuk unit must retreat onto or past the Retreat Line, the unit may not be used in future turns. Unit on or past the Retreat Line can however attack and/or counter if an enemy unit is adjacent.

Daqan VP Step: Move the supply cart token one tile following the supply line. If a unit is in front of the supply cart, the supply cart does not move. If a Rune Golem ends his turn on a tile where a supply line tile used to be, place a supply line tile back under the Rune Golem.

Uthuk VP Step: Each time an Uthuk unit ends its movement on a supply line tile, the tile is removed.

OBJECTIVE

Daqan Victory Condition: The Daqan win if all of his opponent's units are eliminated, the supply cart moves past the final supply line tile (2), or if the atleast three units have retreated past the the Retreat Line.

Uthuk Victory Condition: The Uthuk win if the supply cart cannot move due to a missing supply line tile, or an Uthuk unit ends his turn on the Daqan command tent.