



As if all the taxes from the king wasn't enough, now these damn flesh ripper brutes are running around and eating all our crops and livestock!

Grab your pitchforks and hunting bows lads, they aren't stealing our food without a fight!

SETUP

The Daqan player is the first player.

Use tokens to represent each of the potato- and pumpkin fields on the map.

SPECIAL RULES

At the beginning of the Uthuk player's turn 2 and 3, the Uthuk player must place 1 unit of brutes at 1 of the 2 red-highlighted locations.

If the Uthuk player holds a potato/pumpkin field or the village of Buttermilk at the beginning of his turn, they are immediately destroyed and removed from the game.

Daqan VP Step: At the end of each turn, the Daqan player scores 1 VP.

OBJECTIVE

Uthuk Victory

If the 2 fields or just Buttermilk village has been destroyed, the Uthuk player immediately wins!

Daqan Victory

If all the brutes are dead, the Daqan player immediately wins!

If the Daqan player has 7 victory points at the start of his turn, he wins!