



A Darkness is rising.

The Chaos Lord marches upon the people of Terrinoth, small towns and villages have already been destroyed and slaughtered in their path of wrath.

The Roc Warrior and his few brave men have taken up occupancy at Blackwater Earl preparing for the battle. Surrender is not an option.

Should they fail, Terrinoth will fall.

SPECIAL RULES

The Duraq gains 1vp for every 2 buildings it occupies.

If the Uthuk occupies a building for more than 3 turns the building is destroyed and removed from the board, they gain 1vp.

OBJECTIVE

The player with 16 points or more wins, or if a faction is eliminated.