



Its been 3 years and still the memories spin dreams to nightmares. Heroic, brave men fleeing in terror, tornadoes of pure flame from nowhere, sweet scented green mists carrying only death. Sweet Kelos, when will these cursed nightmares end.

SETUP

Muster both armies to an agreed value between 30 and 50.

Draw 4 command cards, return 1 to base of stack, for each side.

Draw 3 lore cards, return 1 to base of stack, for each side.

Draw 2 lore tokens for each side.

SPECIAL RULES

Battles are fought as per the core rules with one exception. At the start of his/her turn, a player may choose to cast a spell with a command post resident Daqan mage / Uthuk warlock, using lore tokens.

Daqan player: Commit any command card owned, and roll a 1d6. This die roll determines 1 of 2 possible spell target locations on the map. The player then announces the spell he/she wishes to cast. Roll another 1d6 to determine how much lore this spell costs. Spell choices are : **Teleport, Reinforce, Lightning Strike.**

If the player rolls a spell lore cost that he/she cannot cover with lore tokens, the spell fails and the turn is over. All spells target both the target hex and all adjacent hexes.

"**Teleport**" allows one Daqan unit in range to be teleported back to any empty hex adjacent to the Daqan tent for healing - cure any poison effects and restore the unit to its full limit.

"**Reinforce**" reinforces any Daqan unit in the target hex plus **one** other adjacent unit - add one creature to applicable/chosen Daqan units.

"**Lightning Strike**" brings forth bolts of lightning that strike all units in range, regardless of hex occupants, for 2pts damage to each hex.

Uthuk player: The same casting procedure as the Daqan applies. Spell choices are : **Demon Fear, Poison Mists, Hell Fire.**

"**Demon Fear**" causes any Daqan units caught in range to flee 2 hexes from the target hex, in a straight line. The unit order and retreat paths are determined by the Daqan player. Retreat penalties apply.

"**Poison Mists**" again targets Daqan forces only. Add 1 pt of damage to all Daqan units in range, and also add a poison token to any Daqan unit occupying the target hex, this unit continues to take 1pt damage per turn unless teleported out and healed.

"**Hell Fire**" brings forth a swirling vortex of flame that burns all units in range, regardless of hex occupants, for 2pts damage to each hex.

Once the spell is cast and the effects actioned, the player turn is over.

Gain 1 lore when committing dice rolls. Gain 1 lore by destroying an enemy unit. Lore choices at end of turn remain the same as core rules.

Command posts have 5 HP's each. When destroyed the mage / warlock is also destroyed.

OBJECTIVE

Destroy the enemy.