



The Uthuk is gathering and marching towards the Daqan cities.

Will the brave soldiers withstand or will they see their families burn?

SETUP

Both players: Draw 4 Command cards.

Before start of the game shuffle 9 decoy cards with one of each Uthuk type except Chaos Lord (13 total). Shuffle and place 4 cards of these facedown on the 4 green hexes. Shuffle the rest again together with Chaos Lord and place these 10 cards facedown at the 10 red hexes. (This makes sure Chaos lord will be in one of the red hexes)

Daqan(Blue) moves first.

SPECIAL RULES

(1) At the end of each Uthuk players turn he will choose to reveal one unoccupied card and possibly replacing it with the corresponding unit.

Any employment card occupied by Daqan unit at beginning of Daqan's turn will be removed facedown from the game.

(2) An Uthuk unit standing in a town on beginning of Uthuk turn destroys the town. Remove the town hex from the board when destroyed.

Chaos Lord is able to enter town hexes and destroys towns immediately when moving/advancing into a town.

(3) All hill hexes are considered strong defense points. Any defending unit on a hill hex may ignore the first retreat result against it.

OBJECTIVE

Uthuk: Destroy 3 towns.

Daqan: Get 10 Kill points:

Infantry unit = 1 Kill Point.

Non-infantry unit = 2 Kill points.

Chaos Lord = 3 Kill points

TIP: Try to put the killed figures next to the board in a manner that is showing the current KPs.

Information:

Daqan army strength equals 56.

Uthuk army strength starts with 38 with a possible max of 66.