



## SETUP

The Daqan player is the first player.

Both players muster an army of 50 points

## SPECIAL RULES

The yellow areas are impassable by any unit.

The command tents are considered buildings belonging to the Uthuk player.

This scenario has a ten round limit.

Flying units cannot destroy buildings.

## OBJECTIVE

### Daqan Victory

Destroy 4 or more buildings. To destroy your opponent's buildings, occupy its hex and hold it through your opponent's turn.

### Uthuk Victory

Prevent the Daqan player from destroying atleast 4 buildings untill the round limit.