



SETUP

The Daqan player is the first player.

Both players muster an army of 50 points

Collect 9 of your team's energy orbs. Prevent your opponent from collecting 9 energy orbs for their team. Occupy an orb hex near your opponent's deployment zone at the end of your turn to collect an energy orb.

SPECIAL RULES

The command tents and buildings (1 and 2) are considered orb hexes. There is no movements restriction nor combat restriction associated with these hexes.

Orb are represented with VP tokens.

OBJECTIVE

Daqan Victory

Collect 9 of your team's energy orbs. Prevent your opponent from collecting 9 energy orbs for their team. Occupy an orb hex near your opponent's deployment zone at the end of your turn to collect an energy orb.

Uthuk Victory