



Gather all of their might, The Daqan and The Uthuk decide to fight once and for all. With the help of new magic, now they can recruit as many units as they wish with the lores they keep. Who will be the King? The Sword of Justice or The Fist of Darkness?

SETUP

Muster points: 50

SPECIAL RULES

These rule is an additional to the original rule

Recruiting

- Do this action during Attack Step
- When either player has a unit occupying a Building hex, during the Attack Step, he may recruit a unit (recruit 1 unit for each Building hex occupied).

- Place the new unit any where adjacent to the occupied Building hex.
- Pay lore tokens equal to Muster Value of recruited unit
- Gain 1 VP for each unit recruited.

Ordering unit (Side rule)

- In Command Step, you can either choose to use Command Card or use this Side rule instead.
- Side rule: order any combo of units as long as their total Muster Value equals 12 or less. (ex: 1 legend + 1 infantry; 3 infantry; 2 calvary etc.)

Command Tent

- Command Tent has 10 Health Value. If its HV reaches 0, it is destroyed.
- A unit can't occupy the Command Tent, but can attack it like attacking other units, with only

Lore token

Gain 1 lore token when eliminate an enemy's unit.

OBJECTIVE

You win when achieve one of the following goals:

- Eliminate all enemy unit.
- First to get 16 VPs at the start of his turn (if both players get 16-16, then ignore this condition).
- Destroy enemy's Command Tent.