



SETUP

Daqan & Uthuk Setup

After setting up the board place a token on each '1' and '2' token spot and perform the following steps (in order):

1. Muster Armies:

Each player gets 60 muster points to muster his army. Players are limited by the contents of the base set. Note: Players do not get additional muster points for the command tent.

2. Create Lore Deck:

Remove the "Assault" and "Runic Barrier" lore cards from the Daqan lore deck. Remove the "Chaos of Battle" and "Dark Pact" lore cards from the Uthuk lore deck.

Each player then removes 3 lore cards from his lore deck. The remaining deck (consisting of 15 lore cards from his faction) is his lore deck for this match.

3. Determine First Player:

Randomly determine one player that gets to choose if he would like to go first or second. The player that goes first gets the first player token.

4. Starting Cards

Command Cards: Each player receives the following 4 cards: "Patrol Left", "Patrol Right", "Patrol Center" and "Line Advance".

Lore Cards: Each player draws 3 lore cards from their lore deck and choose one of their lore cards to place on the bottom of their lore deck.

SPECIAL RULES

Draw Step: Resolve **one** of the following

- Draw one card from the command deck.
- Spend 3 lore tokens to draw 2 command cards, then discard one command card.

Disregard reference to opponent's half of the game board on the lore cards. Also, VP values granted by lore cards are doubled.

Units eliminated are worth their Muster Value in VP. (You can use the muster cards to keep track of VP)

Destroying the opponent's command tent grants 6VP.

Daqan Player VP step:

- earn 4 VP if a friendly unit occupies the hex containing the number '2' Banner Marker.
- earn 3 VP for each friendly unit occupying a hex containing a number '2' token. Then remove the token

Uthuk Player VP step:

- earn 4 VP if a friendly unit occupies the hex containing the number '1' Banner Marker.
- earn 3 VP for each friendly unit occupying a hex containing a number '1' token. Then remove the token

OBJECTIVE

Daqan & Uthuk Victory Condition

A player wins the game if he has 40 or more victory points and has more victory points than his opponent (at the start of the first player's turn).