



## SETUP

The Uthuk player is the first player.

Both players muster an army of 50 points.

## SPECIAL RULES

Flying units cannot destroy the command tents.

## OBJECTIVE

### Daqan Victory

Destroy the enemy command tent. To destroy your opponent's command tent, occupy its hex and hold it through your opponent's turn.

### Uthuk Victory

Destroy the enemy command tent. To destroy your opponent's command tent, occupy its hex and hold it through your opponent's turn.