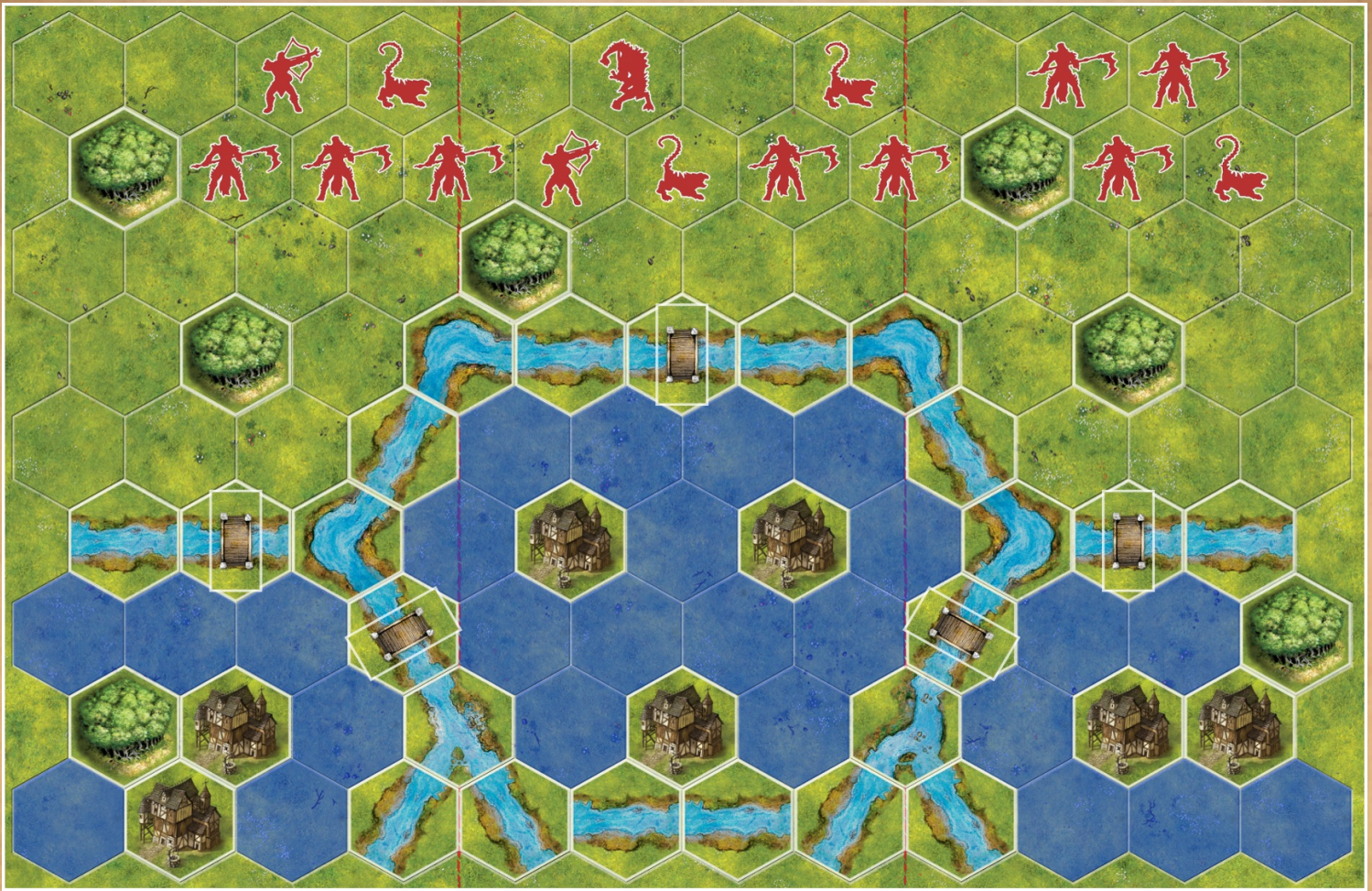


THE SPIRE OF GLAMIS



The Uthuk forces are marching into the town of Glamis. Prevent them from laying waste to the city and destroying the homes of the townsfolk.

SETUP

The Daqan player has 50 gold to spend buying units.

The Uthuk player sets up his units as instructed on the map.

The Uthuk player is the first player.

SPECIAL RULES

If an Uthuk unit occupies a building at the end of a round it is destroyed. Remove the building from the map.

OBJECTIVE

If the Uthuk player has destroyed four (4) buildings he wins the game.

If the Uthuk player has not reached his goal by the end of round ten (10) the Daqan player wins.