



*The Uthuk unwittingly walked into a trap. Daqans appeared from behind the hills, attacking with a ferocity like none other. The Uthuk defended their leader well, but they couldn't help but wonder if this may be their end.*

## SETUP

Daqan - Draw 5 command cards and 1 lore card.

Uthuk - Draw 4 command cards.

The Daqan player may deploy 1 Riverwatch Riders unit on any deployment hex at the beginning of the game.

Shuffle and set aside the deck of Daqan deployment cards, including 11 Decoys, but take out of it any terrain, like command tents or barricades or the like.

## SPECIAL RULES

At the beginning of each of his turns, the Daqan player can draw 2 deployment cards.

He may then either play 2 of them, discard 2 of them (if he gets any Decoys), or play 1 and discard 1. He can have a max of 4 Deployment cards at a time.

When he plays a Deployment card, he may deploy the unit on the card on any vacant deployment hex.

Note: If you want, you can add in other expansion units for the Daqans, or even use the Waqar (undead) Faction instead of the Daqans.

## OBJECTIVE

The Daqans win by taking out the Chaos Lord.

The Uthuk win by surviving until the command deck runs out.