



The Daqan city is under siege. Uthuk forces are coming mainly from the hills in the east, but also from the plains in the west.

## SETUP

Players do not place ford tokens during setup.

## SPECIAL RULES

The Daqan player is the first player.

The Citadel Guard and Yeoman Arches do not automatically have to end movement when entering a building hex.

The Riverwatch Riders do not automatically have to end movement when entering a forest hex or a ford.

The Rune Golems do not automatically have to end movement when entering a hill hex.

Buildings have 5 health and can be destroyed when empty or when occupied by Uthuk forces. When destroyed, they are removed from the map. Destroying a building gains the Uthuk player 2 VP.

Removing all enemy units of a specific type (e.g. Citadel Guard, Blood Harvesters, etc.) from the board gains the player 1 VP.

The Uthuk player does not gain the 1 VP when occupying the Daqan command tent. When the Daqan command tent is removed, the 1 VP marker is removed and the Uthuk player gains 2 VP.

During the Daqan VP step, a Daqan unit occupying the town square or the Daqan command tent chooses to either to recover 1 health (when damaged) or to gain victory point(s). Each unit chooses separately.

## OBJECTIVE

Destroying all enemy units automatically wins the game for the remaining side.

When the Daqan player has 16 victory points at the start of his turn, he wins.

When the Uthuk player has 8 victory points at the start of his turn, he wins.