



Uthuk Y'lan forces are moving toward Norgard Castle. They raze all villages they meet along their path killing men and enslaving women and children for their hideous rituals. Sir Murthag has deployed a few units in the area trying to slow down the Uthuk advance to gain some time and better organize his last defense.

SETUP

Daquan Setup: Muster an army of 40 points and place the units in the blu hexes, using the appropriate number of dummies to cover all 14 hexes. The Roc Warrior, Rune Golem and the Command Tent cannot be selected. A maximum of five unspent points can be converted into initial Lore tokens.

Draw 5 Command cards and 2 lore cards, then place 1 Command card and 1 Lore card on the bottom of the appropriate decks.

Uthuk Setup: Muster an army of 50 points and place the units in the red hexes following the standard rules. The Command Tent cannot be selected. A maximum of five unspent points can be converted into initial Lore tokens.

The Uthuk player is the first player. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

SPECIAL RULES

Daquan infantry units are not required to stop when entering a wood hex.

Disregard reference to any "half" of the game board on the Lore cards. They effect can be applied everywhere.

Building hexes represent small villages. Each village starts with a 2 VP banner.

The Daquan player receives 1 VP for each enemy unit eliminated by an attack, in addition to VP obtained by the use of specific Lore cards.

For each unit that exits from the bottom of the map through movement or retreat, the Uthuk player receives a number of VP equal to the muster point value of the unit divided by 2 if the unit is not weak, otherwise 1 VP. Uthuk units can retreat or advance out of the map through its bottom.

Uthuk upkeep phase: 2 VP for each occupied village that still contain its banner, then remove the banners from the occupied villages: they have been razed.

Daquan upkeep phase: a number of VP equal to the number of remaining village banners divided by two, rounded up (2 VP for 4 or 3 unrazed villages; 1 VP for 2 or 1 unrazed village).

OBJECTIVE

Uthuk Victory: 16 Points

Daquan Victory: 16 Points