



While the war raged and the frontier was losing his freedom, the Uthuk forces sent raiding parties deep into the Daqan territory.

The Daqan guards didn't see the Uthuk force until they were already upon them.

A message was sent and the reinforcement is on the way, but until they reach the village it's up to the local guards to fulfill their duty.

SETUP

Put all the units down except from the Roc Warrior.

At the beginning of turn 8 add the Roc Warrior.

The Uthuk player is the first player.

SPECIAL RULES

If a Uthuk unit enter a building space the building is destroyed and removed from the game.

At the end of every Daqan turn, the Daqan player takes one victory point (the only use of the victory points is a turns counter).

OBJECTIVE

The **Uthuk** player win if he manage to **destroy 4 buildings**.

The **Daqan** player win if he manage to survive and keep the village safe for **12 turns**.