

THREE FROM THE MOUNTAINS



Three giants have wandered down from the mountains, looking for a town to smash. It's their bad luck that a camp of Daqan warriors are in the neighborhood.

OBJECTIVE

11 VP, or elimination.

SETUP

Giant side sets up as shown.

The Giant lore deck consists of the nine Giant lore cards, plus the following Uthuk cards (Core and Warband of Scorn combined): Scatter, Chaos of Battle, Double Strike, Mass Transit, Distraction, Overwhelming Power (x4), Pillage (x2).

Daqan musters 30 points of army (from Core and/or Hernfar Guardians) and sets up on the blue hexes.

Giant player has the first turn.

SPECIAL RULES

A player may change all instances of "left" to "right" (or vice versa) in the command card played on his turn, for a cost of 4 lore.