



On their road to gather with the rest of the forces of the Daqan army, the Daqan troops passed, right on time, from a farm village being ambushed by the hungry obscenes of the Uthuk army. They have to protect the village and the livestock for there will be no supplies left to supply them in the war to come.

SETUP

The Daqan player has 42 gold to spend buying units (citadel guards, yeoman archers, rievwatch riders, rune golems, roc warrior)

The Uthuk player sets up his units as shown on the map.

The Uthuk player is the first player.

SPECIAL RULES

The tokens are farm animals.

At the end of each players turn, assign numbers from 1 to 6 to every hexagon touching each token and then roll a die for each one. Move the farm animals to the randomly chosen space. If the chosen space is blocked roll again. If all spaces around it are blocked then the token does not move.

Blocked spaces are considered spaces with units, water, forests, bridges and buildings.

Farm animals have 3 hit points and can be attacked by the Uthuk player. They do not fight back but all other abilities affect them as normal.

OBJECTIVE

The Uthuk player wins if he eliminates all five farm animal units.

The Daqan player wins if by the end of round 8 not all farm animals have been killed.