



The Daqan armies returning from the previous battlefield, return to their lands to find Uthuk Y'llan slavers advancing on their homes. Outlying homes and farms are already burning and others less fortunate.

SETUP

1) **COMMAND SETUP**; Players draw command cards 1 at a time until they both have 2 cards each that allows them to order units in section 3. Drawn cards are discarded immediately if they don't allow the ordering of a section 3 unit. After both players have 2 section 3 order cards, 4 more cards are dealt totaling 6 each. Then discard 2, equaling the normal 4.

2) **LORE SETUP**; Players do not start with any lore cards. Nor can they be drawn during the lore phase. Lore cards are recieved by occupying towns in section 1 & 3. Acquiring lore during the lore phase is limited to 1 lore token (for poison, stun etc...removal). Limiting these resources is to increase the desire to use lore cards at the right moment, instead of just throwing them away at every chance.

3) **UNIT SETUP**; Maximum of 10 units per player. Max 50 muster points. Command tents must be deployed at predetermined points. Unused must points do not count towards extra Lore Tokens.

4) **MAP SETUP**; As shown, all areas provide the same benefits and penalties for each side. One exception is the offset forest on Red side, intended as a counter to Roc Warriors 2 turn, 2VP capture in the center. Forrests stop movement immediately, so moving it allows red a 2 turn capture aswell. If players decide to choose that route.

SPECIAL RULES

- 1) All water terrain is impassable, no fords or bridges allowed.
- 2) All units must end movement when entering a forest hex. Cannot be prevented by unit abilities or lore cards. Flying remains unaffected.
- 3) Archer units occupying hill terrain may roll 3 combat dice against enemy units ouucpying CLEAR terrain.

4) Occupied towns in sections 1 & 3, award 1 Lore Card at the end of your turn. They also have lost their benefit of reducing damage by 1, due to deing destroyed.

5) Occupied towns in section 2 provide 1 Lore Token at the end of your turn.

6) A player may spend 2 lore to heal his Commanders HP by 1. Once per turn, at the beginning of your turn, may not exceed max health.

7) Command tents are worth 5VP.

OBJECTIVE

Winning the game; 1) A player may win the game by acquiring 25VP

2) A player may win by destroying all his opponnets units.

3) A player may win by destroying his opponnets commander & capturing his Command Tent.