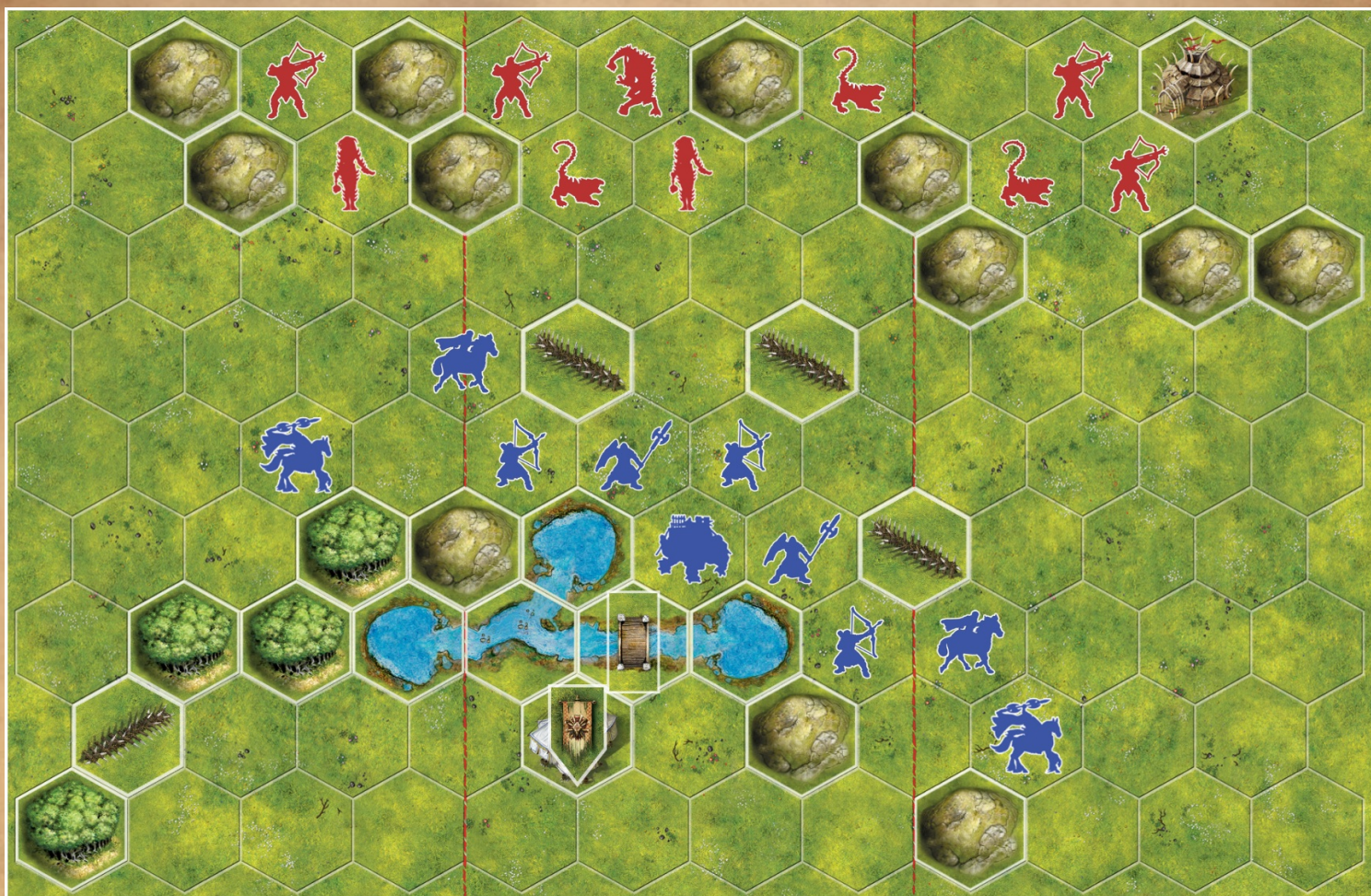


## DEFEND THE CAMP



The warbands of Skorn have crossed the mountain pass in a gambit to overwhelm the Daqan's main headquarters. The Daqan have established a strong defensive perimeter, protecting the bridge that represents the main vulnerability of the camp. They must eliminate enough of the invading Skorn army so that they no longer present a threat to the headquarters.

### SETUP

There are no special setup instructions. The Skorn go first.

### SPECIAL RULES

There are no special rules.

### OBJECTIVE

- If the Skorn hold the camp at the end of the Daqan's turn, the Skorn win.
- If the Daqan eliminate six of the invading Skorn units without losing control of the bridge, the Daqan win.