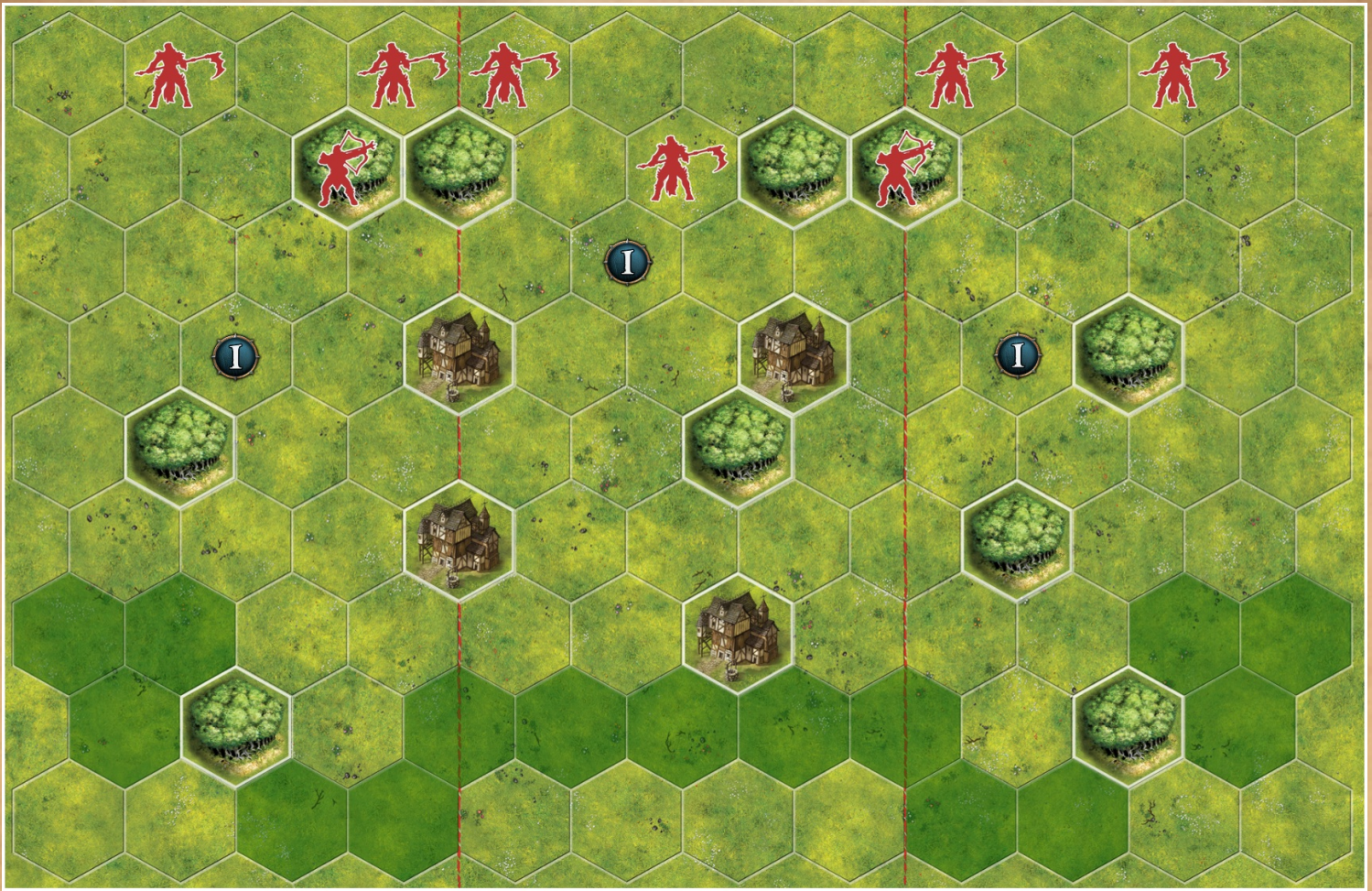


LIGHT THE FIRES



The army of Uthuk Y'llan is marching steadily to the lands of the free men. The Daqan army has little time to light the signal fires and let the people from the south know that the Uthuk invasion is heading their way.

OBJECTIVE

The Daqan player wins if he lits all three(3) signal fires.

The Uthuq player wins at the end of the tenth(10) round if not all signal fires are lit.

SETUP

The Daqan player has **32 gold** to spend buying units (yeoman archers or citadel guards)

The Uthuk player sets up units as indicated on the map

The Daqan player is the first player.

SPECIAL RULES

The 3 markers are signal fires.

At the end of a round if a Daqan unit occupies a signal fire, it is lit.