



The Daqan army has discovered a cemetery that holds a great power. By the time the Daqan troops got there the cemetery had already been discovered by some troops of the Uthuk Y'llan. Will they be able to harness the ancient places' power before the Uthuk do so ?

OBJECTIVE

The first player to have 9 power tokens is the winner.

SETUP

The Daqan player has 40 gold to spend buying units (citadel guards, yeoman archers and riverwatch riders).

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

SPECIAL RULES

The hills are considered impassable terrain and block line of sight.

The 3 markers are places of power. At the end of each players turn he gains power tokens equal to the cemeteries his units occupy.