



SETUP

Each player has 40 muster points to spend. Additional Command tents can be deployed (if available) and the rule about them applies normally.

During setup, the Daqan has to place a Ford token on one of the yellow-coloured tiles and the Uthuk player has to place a Ford token on the purple-coloured tiles.

The first player is decided at random. The second player starts with 2 additional Lore.

SPECIAL RULES

If a player, at the start of his turn, has units occupying 3 of the 4 tiles that have the "I" marker, he or she gains 2 VP.

OBJECTIVE

Standard rules apply for victory conditions (16 VP threshold).