



Plague and famine have ravaged the lands of Terrinoth.

The roaming Uthuk have depleted the steppe of its resources, and have begun advancing on the lands of the Daqan Lords.

The Men of Daqan have exhausted their graneries, and winter is fast-approaching.

One fertile valley remains - long controlled by Runtger the Ferocious. Any who would claim the valley must defeat the giant before the lands yields any of its bounty.

Surrounding the valley are a number of Daqan villages recently ravaged by plague. The reanimated corpses of the villagers and their livestock now threaten anyone who would seek to reclaim the settled region.

SETUP

NO BUILD POINT LIMIT!

Daqan and Uthuk players are limited only by the number of deployment hexes.

Each player starts the game with 10 LORE.

SPECIAL RULES

Runtger the Ferocious is no ordinary Giant - his total health points are double the listed value on the unit card.

Neutral (Undead and Giant) units do not move. Each player will roll for neutral units against attacks initiated by their opponent.

NEUTRAL UNIT ATTACK STEP: At the start of each turn, if a player's units occupy a hex adjacent to a neutral unit, that neutral unit will initiate an attack BEFORE the player's Move Step. The player will have an opportunity to counter before their Move Step. It is possible to suffer attacks and give counter to multiple neutral enemy units before your Move Step.

In addition to his normal Neutral Unit Attack Step, Runtger the Ferocious will initiate his "Throw Boulder" attack against enemies at range 2.

When rolling for the neutral units, dice selection will always be the option that inflicts the most damage.

The player who slays Runtger the Ferocious is awarded 4 VP

OBJECTIVE

10 Victory Points to win.

Secure either the fertile valley in the center of the map, or the villages on the edge of the map that have been cleared out by plague.

Claiming either of these will provide your people with fresh resources, and ensure the survival of your tribe.