



## SETUP

(Step 1. Recommended option: The use of Lore Cards may be removed from the game to make it quicker)

Step 2. Setup the terrain according to the map, without any additional fords or other features. No mustering.

Step 3. Both players: Draw 5 Command cards.

Step 4. Daqan player takes following 10 deployment cards:

2 Decoys

2 Uthuk Flesh rippers

3 Uthuk Viper legion

3 Uthuk Blood harvesters

Place randomly on red hexes face down

Step 5. Also take following 2 Daqan deployment cards

1 Cavalry

1 Yeowen Archers

Place randomly on the blue hexes face down.

Step 6. Blue moves first.

## SPECIAL RULES

(1) Uthuk player may order **Chaos Lord for free** each turn in addition to the command card.

(2) A player may choose to **pay Lore to reveal any one unoccupied deployment card** (including enemy side) and replace with the corresponding unit at one time during his or her turn.

Uthuk pays 3 Lore to reveal one card

Daqan pays 10 Lore to reveal one card

(3) An Uthuk unit standing in enemy building on beginning of Uthuk turn **destroys the building**. Remove the building hex from the board when destroyed. **Chaos Lord destroys all enemy buildings instantly** upon entering.

(4a) All hills are considered strong defense points. Any defending unit on a **hill may ignore one retreat or one damage rolled against it.**

(4b) All towns are considered strong defense points for Daqan units. A **Daqan unit in a city may ignore one retreat or one damage rolled against it.**

(5) A player may at any time discard any number of cards from the hand and pick up the same amount minus one from the top of the deck.

## OBJECTIVE

Uthuk: Destroy 3 towns or the Daqan HQ

Daqan: Destroy Uthuk HQ with Infantry, Cavalry or Rune Golem by standing in HQ in the start of Daqan turn.

*Information:*

*Daqan strength 56 -> 64.*

*Uthuk strength 42 -> 78.*