



As an Uthuk army sweeps down from the highlands, the Daqan must form a new defensive line by withdrawing across the river.

OBJECTIVE

The first player to acquire 10 VPs wins immediately.

SETUP

Each player musters an army of 50 points and deploys units secretly using deployment cards.

The Daqan player is the first player.

SPECIAL RULES

The Daqan player gains 1 VP each time one of his/her units exits the board. A Daqan unit on an exit point hex (marked on the map) can exit the board by moving off the board during its Move Step. Units can only exit the board from a hex marked as an exit point. A unit that exits the board is removed and cannot return, but does not count as eliminated for purposes of the Uthuk player gaining VPs.

The Uthuk player gains 1 VP each time he/she eliminates an enemy unit.