



It was a cold night and the full moon had just risen above the forest, when the sentries called out to the camp. "The Chaos Lord is upon us, to your feet!" In the light of the moon, we watched as the beast slowly moved toward us and then without a warning or sound, fellow soldiers started to fall. So intent on the beast were we, that we had not seen the Uthuk archers deployed on the heights to the left and right.

As the Uthuk Legend advanced, we all knew that every effort must be made to kill it before it could reach our Commander's Tent, or the night and battle would be lost.

SETUP

Uthuk Setup: The Uthuk player is the first player. Draw 4 Command Cards, 2 Lore cards and 4 Lore tokens.

The Uthuk army muster points on the map equals 16 points.

Daqan Setup: Draw 4 Command Cards, 2 Lore cards and 2 Lore tokens.

The Daqan army muster: Select an Army Card - Deploy one unit as listed on the Army card, on each of the blue shaded hexes of the Daqan player's choice. Some shaded hexes, after all units are deployed, may not have a unit deployed on the hex.

SPECIAL RULES

Disregard reference to opponent's half of the game board on the Lore cards.

1 VP for each unit eliminated.

OBJECTIVE

Uthuk Victory

7 Points, or the Uthuk faction will score a sudden death victory, when the Chaos Lord occupies the Daqan Commander Tent.

Daqan Victory

The Daqan faction will score a sudden death victory, when the Chaos Lord is eliminated.