

HEROSCAPE

SECRETS OF THE CITADEL SCENARIO BOOK



Game Contents

Miniatures:

Cainak, Private Eye
Nishi Souta
“Blink” Dawson
Sudema
Agent SI-4X
Corvynn the Rotbeak

Contents:

• [2] 24-hex Ancient Tiles • [2] 7-hex Ancient Tiles • [3] 7-hex Dungeon Tiles • [4] 3-hex Ancient Tiles • [4] 1-hex Ancient Tiles • [2] 1-hex Dungeon Tiles • [8] 1-hex Shadow Tiles • 2 Young Shroudshrooms • 20 Wound Markers • 1 Round Marker • 8 Order Markers • 8 Combat Dice • 1 20-sided Die • 6 Army Cards • 1 Heroscape Rulebook

Scenario Credits:

Scenario Designer: Sarah Rowan • **Graphic Designer:** Jeanne Torres
• **Illustrator:** Yugin Maffioli • **Production Artist:** Noelle Lopez
• **Editor:** William Neibling

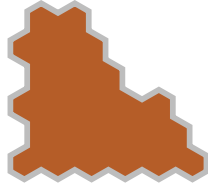
Scenario Play

In this book you will find 3 battlefield maps and 3 Scenarios. Together, a battlefield and a matching Scenario will create a unique gameplay experience and set the stage for your epic battles. Each Scenario has two possible complexity levels: Basic, and Master. Both sets of rules can be found in the *Heroscape Secrets of the Citadel Rulebook*.

The world of Valhalla is vast. Once you’ve played the Scenarios in this book, you are encouraged to create your own! Build your unique battlefields, scribe epic special rules, and share them with your friends as you charge forth to discover the Secrets of the Citadel.

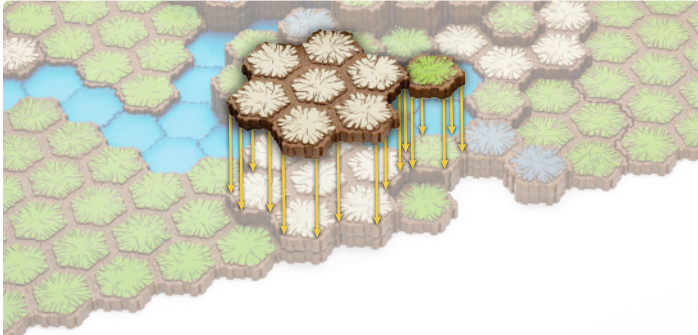
Battlefield Key

The graph below shows the type and color of each tile. As you build your battlefield, take note of the center and border colors, so you know which tile to use.

Notice centers and border colors	Ancient bronze centers	Dungeon gray-green centers
24 space tan borders		
7 space purple borders		
3 space black borders		
1 space red or blue borders		
Special Tiles		
Shadow dark blue borders, black centers		Shroudshrooms brown borders, purple centers Y = Young 

The Tiles

The hex-shaped tiles come in various sizes and colors. You'll link them and stack them as shown on the following pages to build dramatic battlefields. The illustrations below show how to connect your tiles.



Building with Shroudshrooms: Shroudshrooms cannot be placed on 0-height tiles.

Some tiles have special rules that affect figures who move onto them. In this set, most tiles are simply ground to walk on. The following tile has additional rules:

Shadow: A small, medium, or large figure on a Shadow tile adds 1 to its Defense Value.

Choose Your Challenge

Before beginning one of these scenarios, you and your opponent need to agree on a **complexity level**: **Basic** or **Master**. **Basic** will always use *Heroscape*'s Basic Game Rules. **Master** is a more complex experience, offering in-depth Special Rules to make each battle feel truly unique. There's no wrong choice: jump right in at whatever level feels best!



Warriors of Valhalla

These brave combatants will take up arms in The Battle of All Time. Know them well; they may fight under your command, or endeavor to crush your ambitions.

Investigators of the Clockwork Combine

Nishi Souta – Above all else, the Valkyrie Einar appreciates order. Perhaps this is why he is so fond of Souta of Earth. Nishi Souta is meticulous. His movements are crisp. His orders are always clear. Even his breakfast is prepared, eaten, and cleaned up with precision. A highly trained Yoriki samurai police officer from Edo period Japan, he is predictable, stalwart, and uncomplaining. The perfect emissary for an expedition into the enemy dark... and a loyal observer to keep watch over Volarak's more unpredictable agents.



Cainak, Private Eye – Cainak is a smart woman. Her job is solving problems, and she does her job well. On any given day, she may be involved in cracking mysteries, unearthing conspiracies, or tracking down people long thought lost. But sometimes a problem needs solving with a good old-fashioned flash of gunpowder in the night. And Cainak is good at that part, too.



“Blink” Dawson – There are quickshots, and then there are quickshots. Dawson is the latter. Known for shooting so fast his opponents don't even have time to blink, the young gun took his easy smile and shiny new badge and set out to make a name for himself in Volarak's clockwork city. When popping lawbreakers started to get a little too dull, “Blink” Dawson was just as quick to sign up for the expedition into enemy territory as he's ever been to pull a trigger. Heedless of danger and confident in victory, this Vorid has big plans for his future in New Haukeland.



Agents of the Umbral Covenant

Corvynn the Rotbeak – After they were summoned to answer Revna's call, the Dryan Raakchott used their gift for logistics to steadily improve the organization of Revna's military. In the ragtag army of the Lady of the Dead, such devotion is never overlooked. As a reward for their service, Raakchott was granted a boon: Corvynn. Small and unassuming, Corvynn offers something often more valuable than muscle—intelligence. It is said that Raakchott can see through the bird's undying eyes, and so Revna's attention is never far away.



Sudema – The queen of Feylund's undead has been dropping Valhalla's population with but a glance since she first arrived on the world ten years ago. Her deadly reputation has risen with her through the Valkyrie Vydar's ranks like bile through the throat, and she now stands poised to capitalize on the brewing conflict. These days, Sudema acts as a vital emissary between the forces of her own Valkyrie, Vydar, and those of the necromancer Valkyrie Revna. She has also been appointed warden of the Citadel, guarding the gates of this ancient buried city within the ruins of Myrkheim—and the wondrous secrets within.



Agent SI-4X – The Soulborgs of Alpha Prime are infamous on Valhalla for their ever-increasing size and vast arsenals. Many would expect a killer as prolific as SI-4X to possess a massive frame or wield a hundred guns. But Soulborgs are as creative as they are deadly, and the Agent-class fighter may prove to be one of their most dangerous innovations in design. Unassuming by Soulborg standards, SI-4X's record of success precedes him, and his name strikes fear into the cores of his enemies. His face would do the same, if any foe lived long enough to see it. Rumor has it that Agent SI-4X may not even have a soul left, so many times has he been torn apart and reprogrammed as a weapon by both sides of Alpha Prime's civil war.



Cainak's Journal, Fifth of Skamdeig. The Dark Month.

Four days into the march, and it's the kind of quiet that makes my tusks ache. In the quiet, there's nothing to think about but your aches and your sins, and me, I'd rather think about the aches. Maybe everybody does, in the end. Maybe that's why we keep sinning.

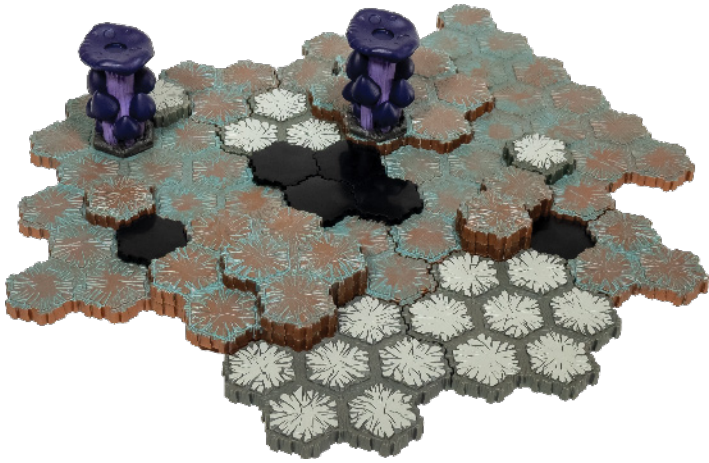
I'm on my way to dig. Officially, I'm digging for buried secrets, but I expect I'll find bodies, too. I'm not the first one Volarak sent. She's a real piece of work: like a boilingbell flower. She'll draw you in with the voice of an angel and the smile of your own grandma and then send you four days into the aching quiet to die with every other sucker in her miles-long game.

Souta's like me; we're old hands at should've-known-better misadventures. One of these days we'll both be dead and we know it but we do it anyway. Some days I can't even tell you why. But I feel bad for Blink: the little guy's new. He still believes he can make a difference in this war, as if the war isn't just a corpse of itself rolling over in its own grave to start the same rotting mess anew. There's nothing to be done.

Souta and me, we didn't have to say it. I know it and he knows it too. If any of us make it back, it's gotta be Blink. Damn the war, and damn Volarak for sending that kid. Her steam engines run on toil and churn out misery. And the rest of us just choke on it.



Map 1: Maw of the Earth

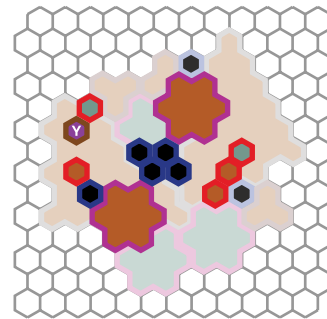


A mighty excavation has begun beneath Blackscar. Tireless Soulborgs and unyielding Skordyre dig, dig, dig deep caverns and myriad passageways ever further into Valhalla's veins. This titanic effort is hidden behind a narrow, unassuming entryway. A small cave, seemingly of no import, stands between the surface-dwellers and hidden power beyond their wildest dreams.

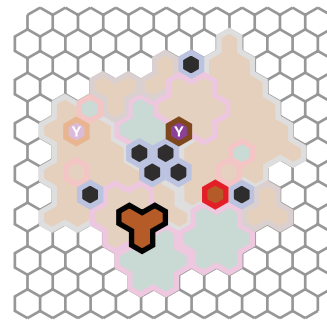
LEVEL 01



LEVEL 02



LEVEL 03



Scenario 1

Scenario 1: Who Goes There?!

While the other Valkyrie Generals have been busy squabbling over territory and beginning new conflicts on the surface, the Umbral Covenant has been unsettlingly subtle in its movements. Many spies from the other Generals have disappeared into the dark tunnels of joint Revna-Vydar territory, never to be seen again. Not one to be discouraged, the industrious Volarak has set some Clockwork Combine operatives on the trail, determined to discover what secrets are worth burying with blood.

GOAL: Be the only player with figures remaining on the battlefield.

SETUP: Place all figures where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win!
Or, at the end of Round 5, Umbral Covenant reinforcements arrive, and the Umbral Covenant player wins.

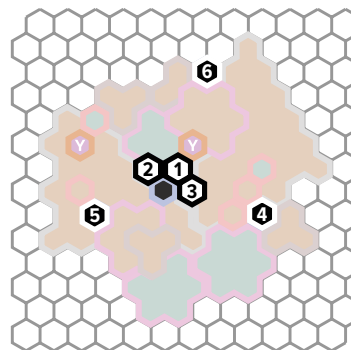
SPECIAL RULES: Basic

Play this game using the BASIC ruleset. Turn all Army Cards to their Basic sides.

SPECIAL RULES: Master

Play this game using the MASTER ruleset.

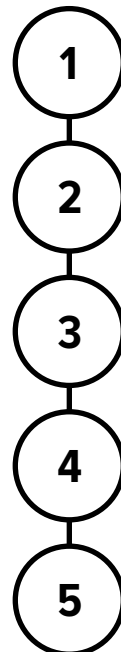
The Advancing Dark: The Umbral Covenant automatically wins Initiative for the first round.



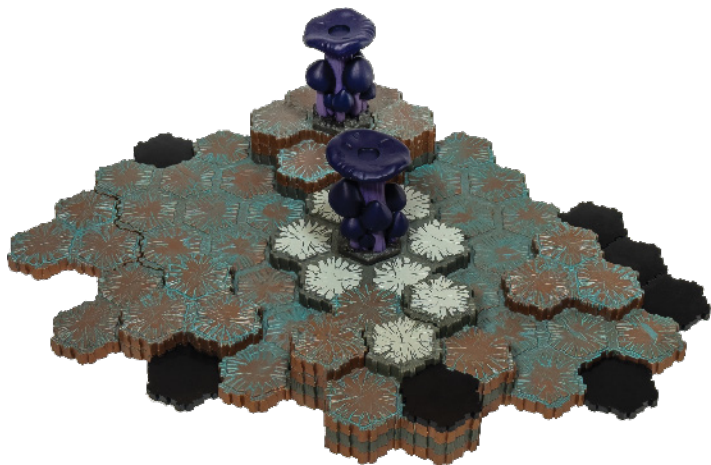
Clockwork Combine

- 1 Nishi Souta
 - 2 Cainak, Private Eye
 - 3 "Blink" Dawson
- ### Umbral Covenant
- 4 Sudema
 - 5 Corvynn the Rotbeak
 - 6 Agent SI-4X

Round Marker Track

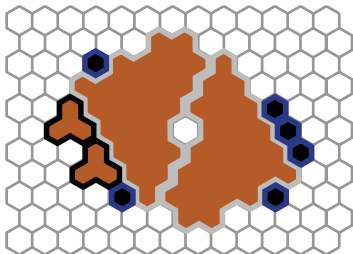


Map 2: Throat of the Void

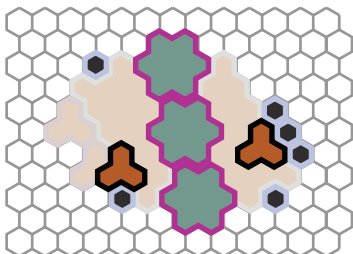


The yawning passage stretches and twists down into utter darkness. All light is swallowed as soon as it spawns, leaving even the brightest of torches mere pinpricks of color, like stars in the midnight sky; Revna's witches have placed a shrouding enchantment on these tunnels that will not soon be broken. Only the mushrooms dare resist the shadow magic, faintly humming with bioluminescence against the gloom.

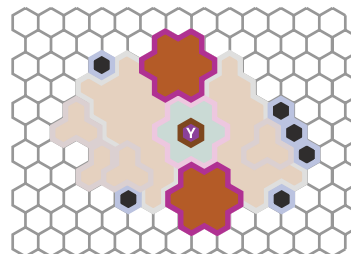
LEVEL 01



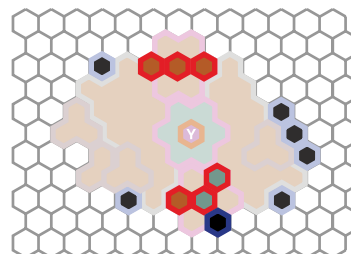
LEVEL 02



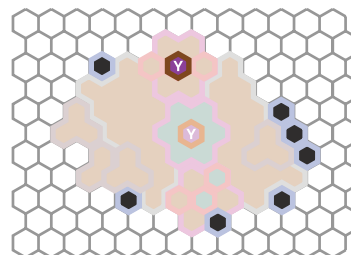
LEVEL 03



LEVEL 04



LEVEL 05



Scenario 2

Scenario 2: Pressing Onward

Some secrets are far too valuable to lie hidden forever. Whatever was worth hiding must too be worth uncovering. With this sound logic in hand, Cainak urges her companions forward into the inky tunnels of enemy territory. But the interlopers are not alone....

GOAL: The Clockwork Combine player must collect enough mushrooms to light their way as they explore the underground. The Umbral Covenant player must seal the tunnels, trapping the interlopers forever in darkness.

SETUP: Place all figures where shown on the map.

VICTORY: The Clockwork Combine player wins when their figures collectively gather 6 mushroom samples. The Umbral Covenant player wins when their figures seal 3 tunnel exits. Either player may also win if their opponent has no figures left on the battlefield. If neither player has won by the end of Round 6, compare their progress trackers: the player further along in their goal is the winner.

SPECIAL RULES: Basic

Play this game using the BASIC ruleset. Turn all Army Cards to their Basic sides.

Gathering Samples: When a Clockwork Combine figure ends its movement adjacent to a Young Shroudshroom, the Clockwork Combine player may roll the 20-sided die. If the result is 11 or higher, advance the mushroom tracker 1 space.

Sealing the Gates: When an Umbral Covenant figure ends its movement in one of the marked red exit spaces on the map, the Umbral Covenant may roll the 20-sided die. If the result is 11 or higher, advance the sealed exits tracker 1 space. Each exit may be sealed only once.

SPECIAL RULES: Master

Play this game using the MASTER ruleset.

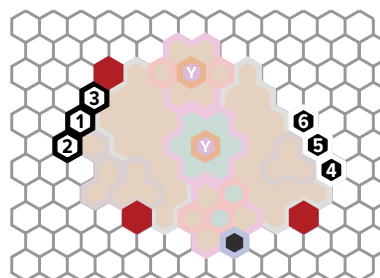
Glowshrooms: The Young Shroudshrooms on the map are luminous glowshrooms. Their Young Spore Cloud Special Power is negated for this scenario.

Gathering Samples: When a Clockwork Combine figure ends its movement adjacent to a glowshroom, the Clockwork Combine player may roll the 20-sided die. If the result is 11 or higher, advance the mushroom tracker 1 space.

If a Young Shroudshroom is destroyed, hope for gathering samples is not lost; spores flourish in the darkness of the cave. After a Young Shroudshroom is destroyed, the destroying player must return it to the battlefield on an empty space within 2 spaces of its original position.

Sealing the Gates: When an Umbral Covenant figure ends its movement in one of the marked red exit spaces on the map, the Umbral Covenant may roll the 20-sided die. If the result is 11 or higher, that exit is sealed: mark the matching section on the sealed exits tracker. Each exit may be sealed only once.

Accursed Darkness: Little to nothing can be seen in the gloom. The Umbral Covenant is used to this, so they suffer no ill effects. Clockwork Combine figures all reduce their Attack Values by 1 unless they are within 2 spaces of a glowshroom.



Exit Space

Clockwork Combine

1 Nishi Souta

2 Cainak, Private Eye

3 "Blink" Dawson

Umbral Covenant

4 Sudema

5 Corvynn the Rotbeak

6 Agent SI-4X

Round
Marker
Track

1

2

3

4

5

6

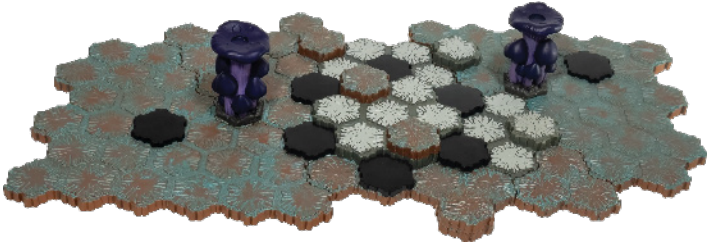
Mushroom Samples



Sealed Exits

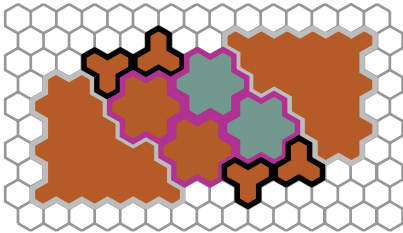


Map 3: Belly of the Beast

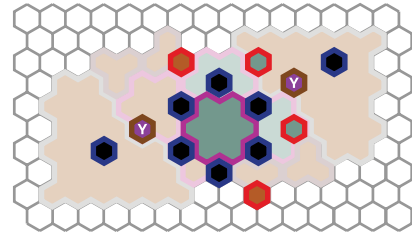


Darkness thrives underground, stilling the air and rendering the eyes utterly useless. The mushrooms smell of loam and decay. All is quiet. Even deprived of sight, it is clear something is amiss. The enormous cavern has a presence; a feeling in the air, pressing in, smothering those who enter. It is impossible to determine how large the cavern truly is beyond the bounds of the fungal lanterns' feeble resistance. But the presence thrums, throbs, pulses. As if the walls themselves are alive. Alive, and breathing. And angry.

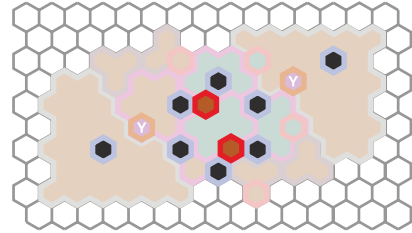
**LEVEL
01**



**LEVEL
02**



**LEVEL
03**



Scenario 3

Scenario 3: To Serve Her Hunger

Whatever is down here is important enough that Lady Revna herself has woven a final line of defense: the Unliving Cave. This vile amalgam of flesh devours all who enter, friend and foe alike. Her followers know their lives are forfeit for setting foot here. What matters is only Revna's Cause. If their final stand is worthy of Her, She will surely raise them anew.

Despite all the terrors of the dark, Cainak, Blink, and Nishi Souta press bravely forward. Past this last bastion of defenses might lie the answers they have been seeking, and they have come too far to turn back now.

GOAL: The Unliving Cave aims to devour all who have trespassed within its walls. The Clockwork Combine player must try to escape. The Umbral Covenant player must destroy all Clockwork Combine figures, regardless of their own survival.

SETUP: Place all figures where shown on the map. Then, the Umbral Covenant player secretly places a Wound Marker underneath one of the height 1 single-space hexes on the board, then returns the hex to where it was to cover the marker.

VICTORY: At the end of Round 5, the cave collapses, destroying all figures. The Umbral Covenant player wins if all Clockwork Combine figures are destroyed or fail to escape by the end of Round 5. The Clockwork Combine player wins if they manage to get even one figure through the secret passageway by the end of Round 5.

Dodge!: Stalactites constantly fall from the ceiling, attempting to skewer the intruders. When taking a turn with a figure, it must end its movement on a different space than the space it started the turn on. If it does not, that figure is destroyed by a falling stalactite at the end of its turn.

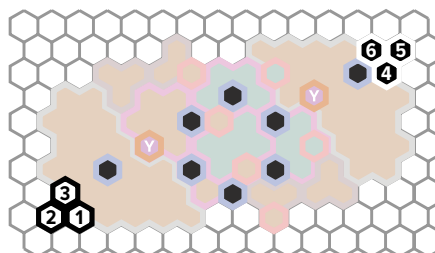
Secret Passage: Beneath one of the cave's many stones hides the only passage to salvation. This space is marked by the Wound Marker hidden at the beginning of the game. When a figure from the Clockwork Combine ends a movement on a height 1 single-space hex, the Clockwork Combine player may check beneath the tile to see if the hidden wound marker is there. If it is, the Clockwork Combine player may roll a single combat die. If the result is a shield, they escape and win the game!

SPECIAL RULES: Basic

Play this game using the BASIC ruleset.

SPECIAL RULES: Master

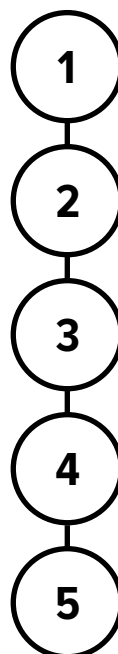
Play this game using the MASTER ruleset.



Clockwork Combine

- ① Nishi Souta
 - ② Cainak, Private Eye
 - ③ "Blink" Dawson
- ### Umbral Covenant
- ④ Sudema
 - ⑤ Corvynn the Rotbeak
 - ⑥ Agent SI-4X

Round Marker Track



Visions of Allies

The Valkyrie Revna accepts her acolyte's proffered scroll and reads it without once breaking her slow, thoughtful stride. Raakchott's notes are deliberate, concise: their guards have failed, the scouts sent by Einar and Volarak have surely glimpsed the doorway that leads to the Citadel, and more will not be long behind them.

Sconces light the narrow passageway with blue fire that flickers as she passes, dancing along with the gleam in her eyes at the message's contents. The parchment sparks as her attention passes over it, withering, curling, burning, and congealing into a pile of ash in her pale hand. She rolls her fingers thoughtfully, still walking, and the ash shudders; the flecks move and rearrange as she sifts ink from plant matter. When she reaches a door at the end of the corridor she finally stops, turns and proffers the undead plant she has just formed from those ashes to her acolyte.

"My acolyte. You who follow me in death and in life; you have done well to bring me my Steward's report. They require no answer. You may go."

The acolyte, trembling from the ecstasy of Revna's attention, accepts the wriggling seedling and scurries away down the hall. Revna watches thoughtfully until they are entirely out of sight before humming once to herself and opening the door.

"Qhyrion," she announces calmly to the chaotic chamber, "we will be having guests soon."

Metal wings unfurl with eerie silence as the blue-skinned Kyrie looks up from her glowing electronic tablet to her fellow queen of Anund. "What? No. That cannot be permitted. What we've found here... I've barely scratched the surface of its possible implications. The others will not be so cautious if they smell power. They might ruin whatever Vydar was seeking to accomplish."

The Lady of the Dead glides on smooth steps across the chamber, observing the various experiments and machines with a critical eye. "The Clockwork Combine has sent scouts. They will be stopped, of course. But our options are limited. They can disappear or be permitted to escape; either will bring Volarak's full attention in short order."

Queen Qhyrion sits back from her monitor, strong hands pressed against her temples. Revna waits patiently; she has learned her companion's mannerisms over time. Sure enough, Qhyrion's contemplation turns suddenly to grim determination, and she leans forward to steeple her fingers as she speaks. "So it is to be another chapter of this damnable war. Fine. Let them come."

Revna's mouth splits into a ghastly smile. She proffers a hand to guide Queen Qhyrion to her feet. "Continue your work, my friend. Our forces will be ready for what comes next."