

HeroScape

Game Contents

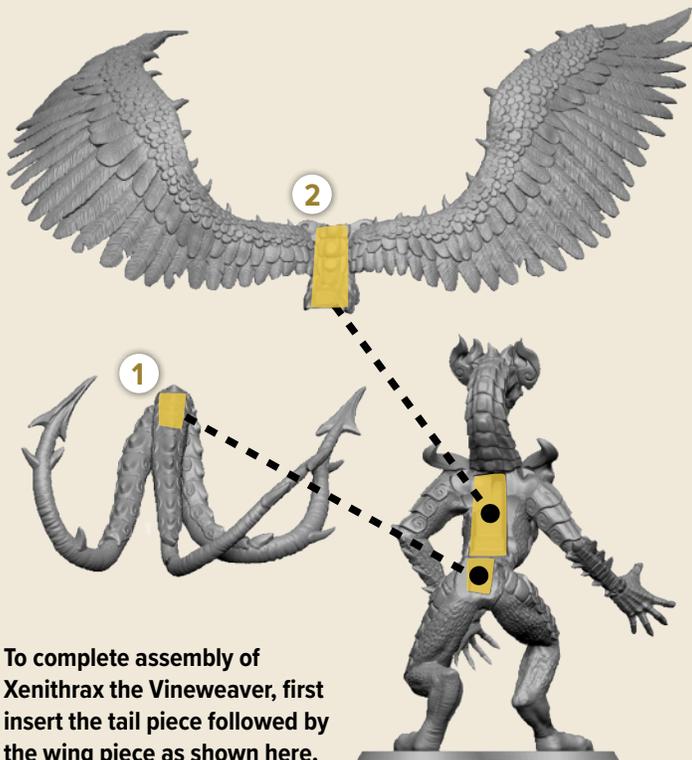
Miniatures:

Xenithrax the Vineweaver
Dorim the Bulkhead Brawler
Knight Irene
Misaerx the Kyrie Warrior
Raakchott, Steward of Death
Loviatäk the Kyrie Warrior
Raelin the Kyrie Warrior
Admiral EJ-1M
Frostclaw Paladins (4)
Exiles of Sundered Sea (4)
Knaves of the Silver Scimitar (4)

Contents:

• [8] 24-hex (6 grass, 2 rock) • [8] 7-hex (4 grass, 2 rock, 2 sand)
• [4] 3-hex (2 grass, 1 rock, 1 sand) • [16] 2-hex (6 grass, 5 rock, 5 sand) • [18] 1-hex (10 grass, 4 rock, 4 sand) • [20] Water • 1 Big thin wall piece • 2 wall ruin pieces • 4 small thin wall pieces • 8 single wall connectors • 8 wall connector bases • 11 Army Cards • 11 Glyphs
• 8 Order Markers • 8 Combat Dice • 1 20-sided Die • 21 Wound Markers
• 3 Powder Markers • 3 Consume Markers • 1 Round Marker

Assembly Guide



To complete assembly of Xenithrax the Vineweaver, first insert the tail piece followed by the wing piece as shown here.

Scenario Play

In this book you will find 4 battlefield maps and 9 Scenarios. Together, a battlefield and a matching Scenario will create a unique gameplay experience and set the stage for your epic battles. Some Scenarios use the Basic Game Rules, while others are for the Master Game Rules. Both sets of rules can be found in the *HeroScape Age of Annihilation Rulebook*.

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

But before charging into battle, a wise General would want to know both their allies... and their opposition. Have a care, and spend a moment to learn about the fighters who have taken the field!

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.

Xenithrax the Vineweaver –

The great golden dragon Xenithrax reveals herself to the peace summit through a twirl of vines and leaves. The regal bearing of her head indicates to the gathered representatives that she was accustomed to respect on her home world of Arboreas. Here on Valhalla, however, she speaks on behalf of her Valkyrie General, Aquilla.



As she looms across the gathering, reptilian gaze sparking with cold intelligence, her statement is clear without words. Aquilla holds more power than she has ever revealed. And Xenithrax the Vineweaver will not hesitate to prove it.

Raelin the Kyrie Warrior – Raelin the Keen, Raelin the Brave... Raelin the Unyielding. Once a beacon of light in Jandar's army, the ominous amulet about her neck now signals a new, sinister master of her mind and heart.



But all may not be lost. The will-bending magic of Kee-Mo-Shi has been beaten before. As Raelin defies the amulet's influence from within, her allies work tirelessly from without to rid the world of the necklace's power once and for all.

Raakchott, Steward of Death – In a world of blooming life, death brings balance to the cycle. Yet many Dryan choose to ignore what feeds the soil in which they plant their seeds. Raakchott is shunned and feared by their own people for daring to study the path of death from which new life springs. Their studies were considered unsavory, and Raakchott, Steward of Death was alone. They have never forgiven their people for this injustice.



Revna's summons was for Raakchott as it is for all of Revna's people: a blessing. None serve Revna, The Outcast General, unwillingly. Where once they were shunned by their own people, Raakchott now enjoys the freedom to explore their analytical interest and has become a central figure in their Valkyrie's ambitions.

Loviatäk the Kyrie Warrior – Loviatäk is a shocking sight to behold. Anyone worthy of the Spined Armor is someone best avoided by those who value their lives. All questions about her gleaming golden axe or its procurement are met with an introduction to its edge. Her father Taelord taught her well; but his name was not what raised her in the army's esteem. Ranks in Utgar's army are earned with displays of savagery, and Loviatäk rises higher among his champions each day.



Yes, savagery is vaunted among Utgar's forces. Strength is the only trait that matters to him, leaving cleverness a distant and forgotten relative. With so little care given to his minions' minds, would anyone notice if a warrior were of uncommon cunning? Will anyone see the pattern in Loviatäk's killings, before the end arrives?

Dorim the Bulkhead Brawler – Stout of height and heart, Dorim is a dwarf of uncommon stubbornness. While he often stands beside strange creatures from distant worlds, Dorim has adjusted to life on Valhalla uncommonly swiftly. Formerly a close ally of the Valkyrie general Aquilla, Dorim is compelled to seek a permanent end to the ongoing war; a task he imagines cannot be accomplished alongside the Valkyrie Generals, whose very title is a military rank. He hopes one day they might right their differences. Until then, he does what dwarves do best, and follows his heart.



Knight Irene – Whether on Valhalla or the distant world of Noxdorma, knights do not often live to see old age in a land torn by constant war. Thus Knight Irene's grey muzzle demands respect—and the rage boiling just behind her eyes demands caution. For every scar beneath her mottled fur, there somewhere lies a pile of broken foes; those who would harm the innocent, torn asunder by her mighty paws.



The legendary temper of Knight Irene remains carefully in check, for now. She has been sent to the summit to sue for peace. Even so, her enemies would be wise to avoid poking the bear. Or at the very least, to stay out of her reach.

Frostclaw Paladins – On the winter-blasted arctic reaches of their home world, Noxdorma, the Frostclaw Paladins endured endless attempts by the neighboring Gnarlful Clan to conquer their land and subjugate their people. The day their defenses finally shattered, the Frostclaw Paladins chose to go down fighting alongside the champions and heroes of their people. In that moment of certain death, the eye of Jandar fell upon them, and their eyes opened not to defeat—but to a new life, on Valhalla.



Layered with thick steel and armed with the iron will to survive, the Frostclaw Paladins employ the tactics of their homeland with efficiency and valor. Stand together. Repel all invaders. And when the time is right: CHARGE!

Misaerx the Kyrie Warrior – Misaerx remembers dying.



She remembers the hot pain of an arrow tearing through her wings, and the last floating moments of tumbling through the air before her body hit the ground.

She remembers Revna's voice calling her back, at once rough and kind. Abandoned, forsaken, and dead, she remembers Revna's first words to her, and the mission they now share.

Misaerx will succeed. How can she not? Even death has failed to claim her. Revna is all that matters.

Admiral EJ-1M – The Soulborgs of Alpha Prime are perceived by many to be unfeeling, unthinking, obedient followers. This could not be further from the truth. Though their emotions are alien, each Soulborg is as unique as any creature of flesh, and they carry out their internal directives with extreme prejudice.



Even Vydar has made the critical error of assuming subservience. EJ-1M was a good soldier on Alpha Prime. He fought, he killed, and he enjoyed the accumulation of power that comes with rising through the ranks. But when an assassin found his way into the base, EJ-1M was saved from the moment of his own death by Vydar's summons... only to be brought face-to-face with SI-4X, the very assassin who nearly killed him. Vydar saw no issue with assigning these accumulated soldiers to serve together. EJ-1M saw otherwise.

EJ-1M bided his time, planted a bomb, and escaped Vydar's lands. He has since found a new organization's hierarchy to climb; one better-suited to offering him the chance for an eventual rematch with SI-4X, and the great personal glory of that mission's completion.

Scenario Book

Exiles of the Sundered Sea –

Each member of the Exiles of the Sundered Sea was a scoundrel on their own world. The new lease on life afforded to them by their summons to Valhalla has done nothing to change their minds. After deserting the equally self-centered Utgar’s army, they formed an alliance dedicated to one thing and one thing only: themselves.



Knives of the Silver Scimitar –

The Knives of the Silver Scimitar each come from a society strict in its own ways—a designated role for each of them to play under mightier commanders. Plucked from the brink of death by the Valkyrie General Revna, they expected to be subject to a new and equally strict command, but were given only one: be free.



This freedom has extended far. United by the gleaming silver blades Revna has gifted them, they sail alongside any others willing to choose freedom over service. Whether it was kindness or trickery, the Knives care not; when the final battle for Valhalla comes, they will repay their debt to Revna.

Wellspring Visions

Those who drink from the mystical Wellsprings are accosted by frequent, uncontrollable visions of the future. Gaze through time, General, and see what is to pass on Valhalla...

Vision of Aquilla

The Valkyrie Aquilla shifts her enormous wings pensively, watching the dappling moonlight on her Wellspring’s crystal water. “I’ll not refuse you this, Xenithrax,” she responds at length. “But I’ll have of you an explanation.”

Xenithrax rustles the feathers of her wings and dips her golden head in uncharacteristic deference. “The scoundrels who attacked your Wellspring.” The dragon’s rumbling voice, even when pitched low, sends ripples across the water. “They were bold. Too bold. They will try something during the peace summit.”

Aquilla neither responds nor moves. The dragon presses on. “Had not your wizard Ewashia been so cautious, those mercenaries may have planted poison in your veins. They dared to touch the spring itself, toxin in hand, and we do not know who sent them. While I am away to the summit, I bid you, continue the course of caution. Keep your wizards here to defend our borders. We know not who acts against us, or which of our allies may have succumbed to this rot.”

Aquilla remains still, but Xenithrax senses she has pressed too far. She changes tact. “I would have Derinse accompany me for this reason. He is no fighter, but has proven himself immune to bribery. My trust in him is as absolute as his trust in you.”

At last, the Valkyrie General nods. It is a short motion, and final in its authority. “Good. Go then, with my blessing, and reveal yourself. Sue for peace at the summit, and let this foolish decade of war be done. But Xenithrax...” Aquilla turns slightly, and her haunting blue eyes

pierce the dragon to the bone. “...our kindness has been mistaken for weakness. Correct this.”

With a deep rumble of satisfaction, the dragon takes her leave. Aquilla turns pensively back to her Wellspring, watching as the ripples settle and the poison in its water becomes visible once more.

Vision of Scallywags

Fia and Bok-Bur-Na aren’t much for talking, so it falls to Killian Vane to address the motley assembly. He flashes a winning smile he doesn’t feel, and begins. “We’re off to a start my friends, but we’re far from done. Tomorrow’s the summit. Those magic-water-drinkin’ Valkyrie are going to have a little chat and decide who gets what part o’ the world. Not just this world; all the worlds! Yours, and theirs, and mine! Are we gonna have that?!”

“NO!” screams a spirited member of the Knaves, and her energy spreads through the room. Killian lets it ride a moment before raising his hand for quiet.

“That’s what I like to hear, scallywags! But keep it focused. One wrong look from a Kyrie with an itchy bow-finger and we’re all in the ground for good. But you heard the news, right? That’s why you’re here.” He grins, this time with real venom, and his compatriots grunt their approvals.

“They say that a Valkyrie’s been killed. Now we ain’t got specifics on it yet, but mark me: we will. Knaves, Exiles: you’ve got your groups. Get out there and plunder some secrets. Whoever did it, however they did it, we’re gonna find ‘em, and we’re gonna learn from the best. It’s time to sink these blasted tyrants for good.”

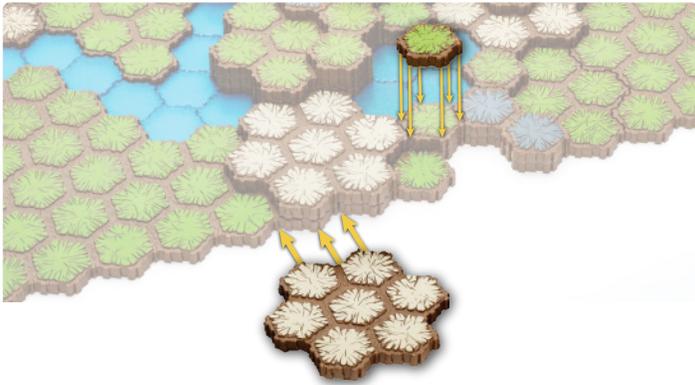
Battlefield Key

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	Grass dark green centers	Sand tan centers	Rock gray centers	Water blue centers
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space yellow borders				
1 space red or blue borders				
Special Tiles				
Connectable Walls pink borders, purple centers add pillars to map on single spaces and connect with wall segments on adjacent wall spaces 				

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.



The Glyphs

In the battlefield maps, Glyphs are represented by their key letters. When you build a battlefield that includes Glyphs, follow the Glyph Key below to see which ones to use.



Power Side Up



Symbol Side Up

Glyphs Key

Placed Symbol Side Up:

Placed Power-Side Up:

GLYPH OF BRANDAR:

GLYPH OF DAGMAR:

GLYPH OF FELARON:

GLYPH OF HAUKELAND:

GLYPH OF MITONSOU:

GLYPH OF QUILLIVON:

GLYPH OF RANNVEIG:

GLYPH OF YADULKIA:

Glyph Reference

The following Glyphs are featured in the Scenarios of this Master Set. Learn their abilities and use them to your advantage in battle!

Permanent Glyphs

The power of each permanent Glyph is in effect for as long as a figure is standing on it.

Exception: The Glyph of Brandar's abilities vary depending on the Scenario.

Brandar (Artifact)

The rules of this Glyph vary, depending on the Scenario.



Dagmar (Initiative)

When you roll for Initiative, add 8 to your die roll.

Rannveig (Wind)

All figures with the Flying Special Power lose this power and cannot Fly while a figure is standing on the Glyph of Rannveig.

Xenithrax Vines (Vines)

If a Huge figure moves onto this Glyph, this Glyph is immediately removed from the battlefield and that figure may continue its movement. Figures standing on this Glyph roll 1 fewer attack die and 2 fewer defense dice. When a figure on this Glyph moves off of the Glyph, roll one attack die. If you roll a skull, that figure takes one wound. Remove this Glyph from the battlefield after a figure moves off of it, or at the end of the round if a figure is standing on it.

Yadulkia (Disengage)

Your figures are never attacked when leaving an engagement.

Temporary Glyphs

The power of each temporary Glyph takes effect only once. When one of your figures moves onto any of these Glyphs, follow its rules, then remove it from the game.

Felaron (Glyph Removal)

Remove any other Glyph from the battlefield.

Haukeland (Healing)

When one of your figures stops here, you may remove up to 3 Wound Markers from across any of your Army Cards.

Mitonsoul (Massive Curse)

For each figure on the battlefield (yours and your opponents'), roll the 20-sided die. If you roll a 1, the figure is destroyed. If you roll 2 through 20, the figure is safe.

Quillivon (Sudden Movement)

Choose up to 3 of your figures other than the one on this Glyph. You may move each of the chosen figures up to 5 spaces.



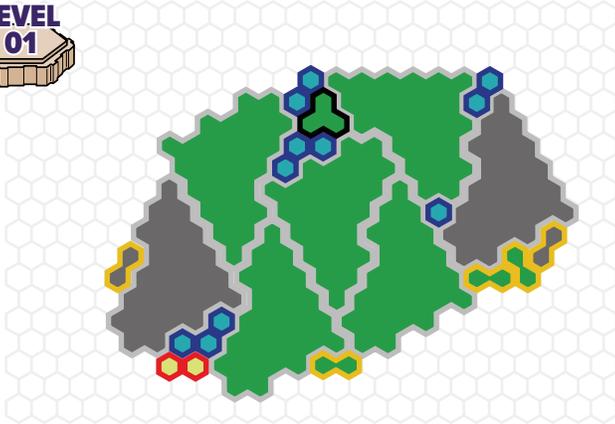
Map 1: The Shattered Table

Ten years ago, those who had drunk from the Wellsprings met on a high plateau in central Aunstrom and declared themselves Valkyrie. They meet again now, in hope of an end to a decade of war. Even Utgar, battered from years of allied efforts to break his hold, has deigned to attend.

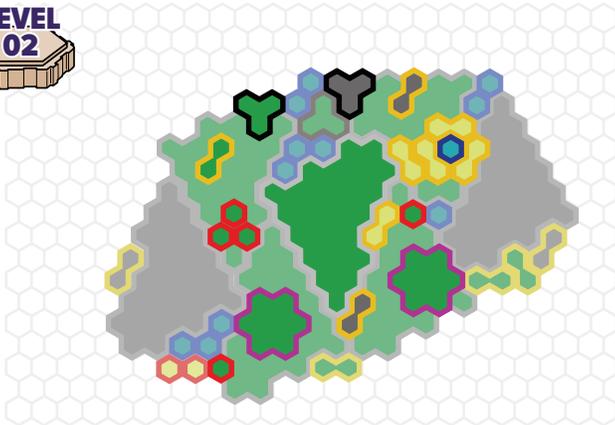
But so too has Revna, the newest Valkyrie to rise, and with her comes suspicion. There are rumors she has claimed the life of one Valkyrie already. Discord and obfuscation surround Revna's origin. The others know little about her, or what she may ask in exchange for peace.

Wind whistles in the tense air. The exposed plateau of The Table is less inviting than many had hoped.

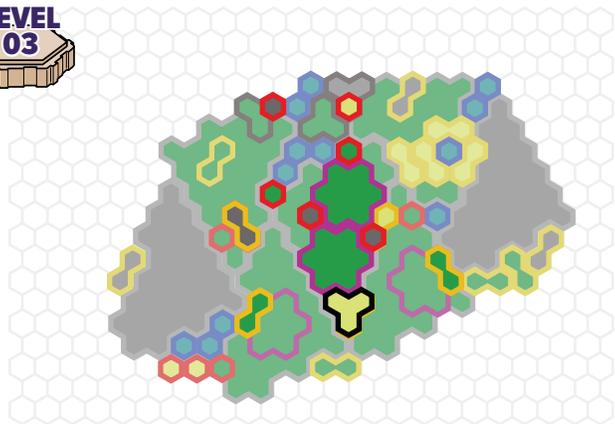
LEVEL 01



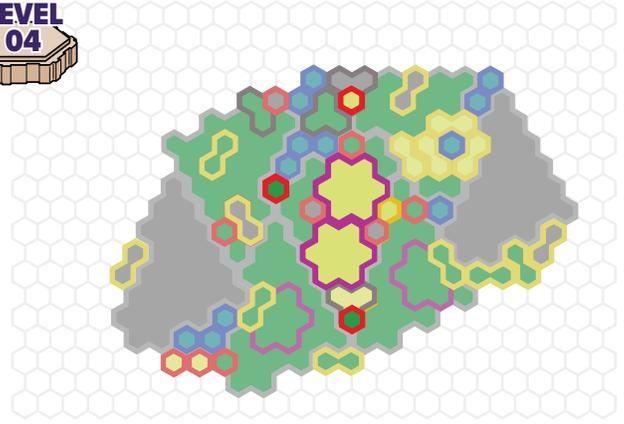
LEVEL 02



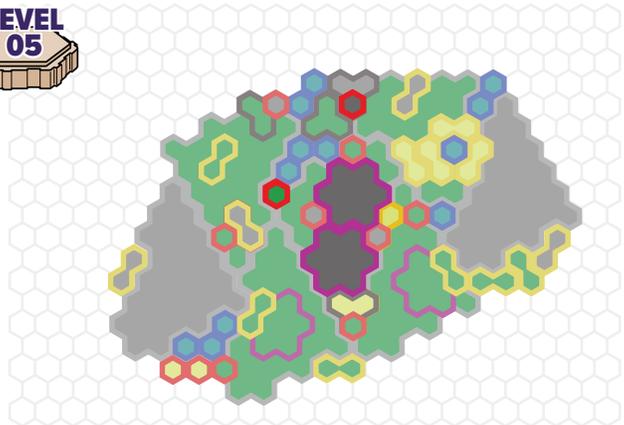
LEVEL 03



LEVEL 04



LEVEL 05



Scenario 1: To Face Defacement (Basic Game)

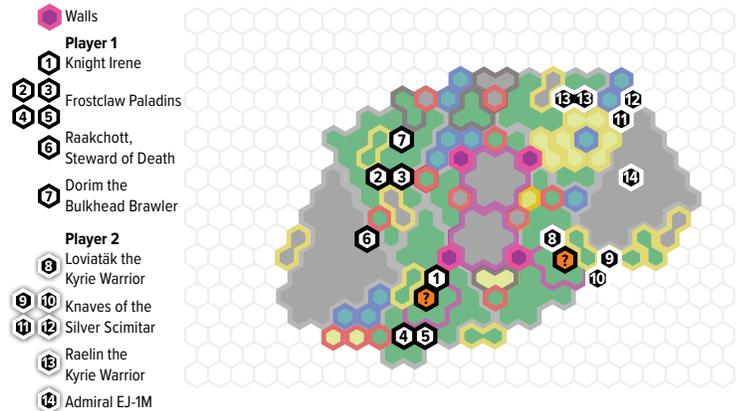
While the Valkyrie Generals attempt to negotiate peace, the pirates infiltrating the conference encourage some of the troops to play politics behind the scenes. Defacing a rival General's banner would show they lack the power to defend it... but getting caught would be disastrous for their own reputations.

GOAL: Both players seek to destroy their opponent's banners without being seen.

SETUP: Place the figures and walls where shown on the map. Place the Glyph of Brandar symbol side up as the player 1's Banner. Place the Glyph of Mitonsoul symbol side up as player 2's Banner.

VICTORY: When you destroy your opponent's Banner or the other player has no figures left on the battlefield, you win!

SPECIAL RULES: To destroy the opponent's Banner, a figure must end its turn on top of the Banner. A figure cannot move onto a Banner's space if there are any enemy figures within 1 space of the Banner.



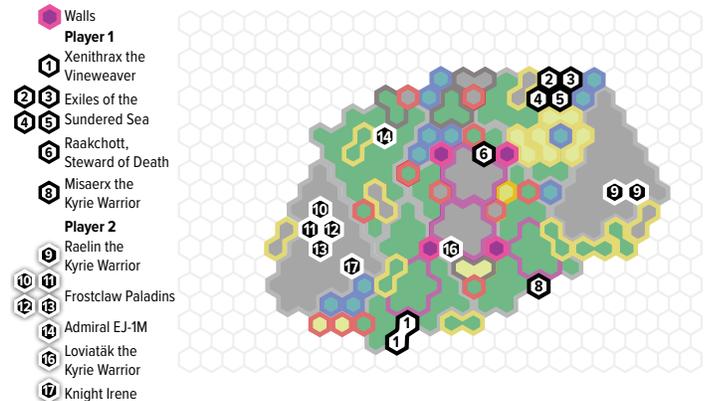
Scenario 2: Chaos Ensues (Basic Game)

As the increasingly tense negotiations of the peace summit reach a breaking point, Admiral EJ-1M knows it is time to act. He commands his pirates to break from their hiding spots and cause chaos—with every General's forces on edge, it will be impossible to know who started the fight, and easy to shift the blame.

GOAL: Destroy all of your opponent's figures.

SETUP: Place the figures and walls where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! See the Master Game Rules for how to score the battle. If the battle reaches the end of round 7, the game is over, and the player with the most points on the battlefield wins.



Round
Marker
Track



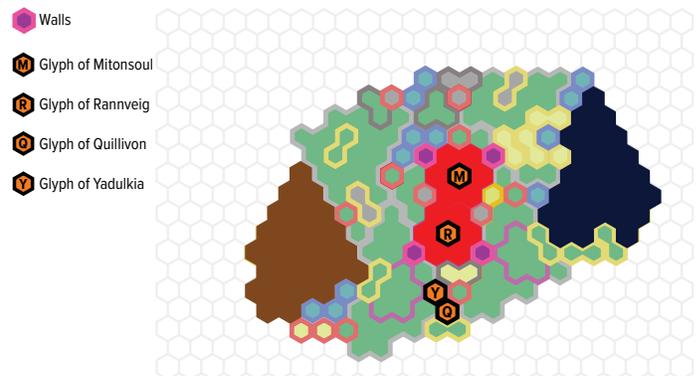
Scenario 3: The Table Shatters (Master Game)

The Valkyrie General Aquilla attempts to warn her fellow leaders that their Wellsprings have been poisoned, but her words fail to find their mark – it appears many are already under the toxin's influence. Unreasonable demands are met with open hostility, and there is resounding chaos from afar as conflict breaks out amongst the Valkyries' forces. As the peace summit crumbles, a last attempt is made to control The Table and restore order.

GOAL: Those Generals who are still in control of themselves seek to regain order and take over the summit. Untidy battle lines are drawn, and the opportunity presents itself to make a show of power in front of the others.

SETUP: Each player drafts a 400-point Army. One player places their figures in the brown starting zone; the other places their figures in the navy starting zone. Place Glyphs and walls where shown on the map.

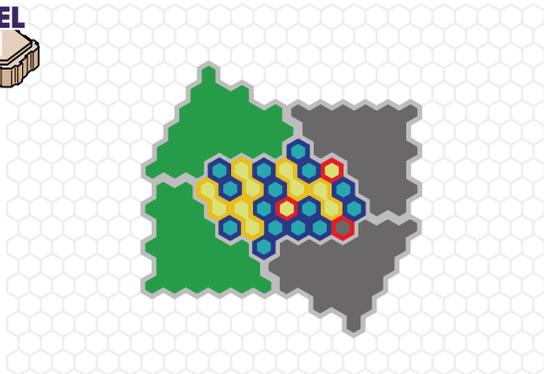
VICTORY: You win if, at the end of round 4 or any later round, figures you control cover more of the marked red spaces than your opponent's figures. Either player may also win if the other player has no figures left on the battlefield. See the Master Game Rules for how to score the battle. If the battle reaches the end of round 7, the game is over, and the player with the most points on the battlefield wins.



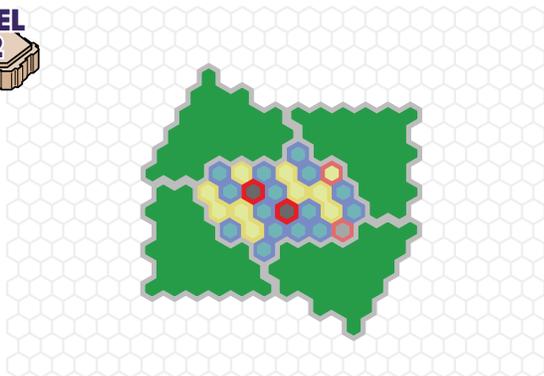
Map 2: Heshva Basin

Where once stood the city of Heshva in Anund, there is now only a poisoned crater, flooded by the tides, a scar left behind by the ravages of war. It is a rueful, sordid place, and its skies are filled with a noxious haze that makes it ill-suited to any future habitation. And yet, even in the most barren of places, curious life persists.

LEVEL 01



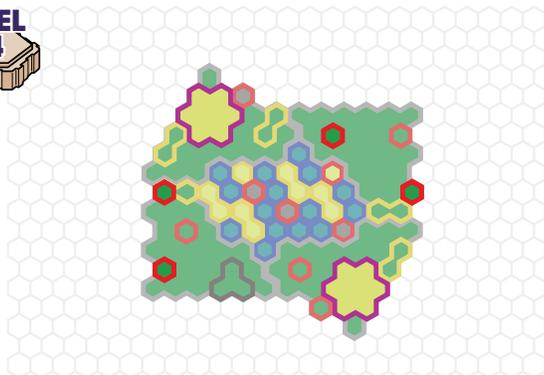
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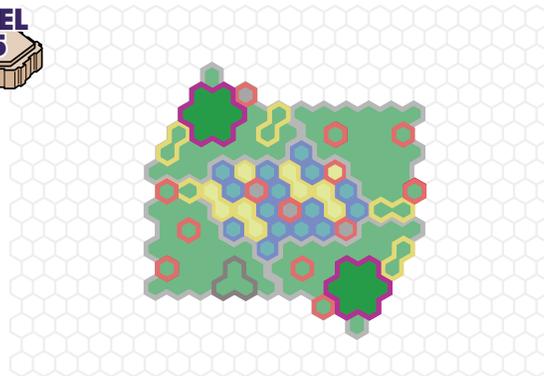
LEVEL 03



LEVEL 04



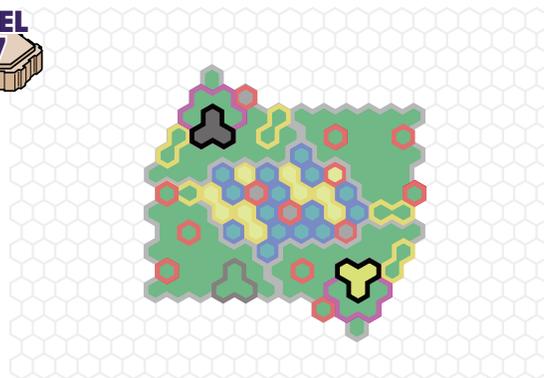
LEVEL 05



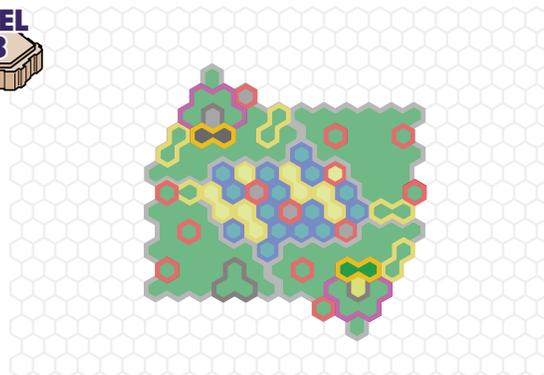
LEVEL 06

Repeat Level 5.

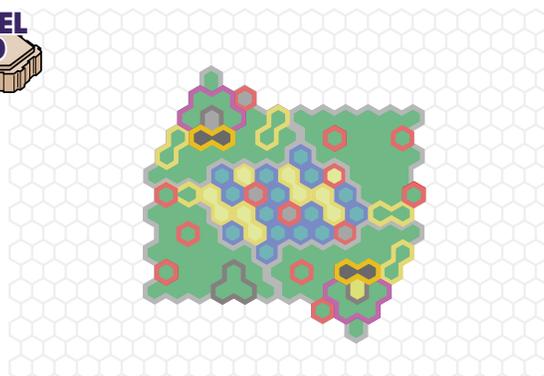
LEVEL 07



LEVEL 08



LEVEL 09



LEVEL 10

Repeat Level 9.

Scenario 4: Defend the Damned (Basic Game)

Revna's people have no lands of their own. No one is sure where the General herself came from, though there are whispered rumors that she lived in Heshva in an age long past. Many blame her for the fall of the summit, though real evidence is scarcely to be found amidst the confusion. While a few brave souls stand to defend her followers from unprovoked attacks, others are willing to put aside their own differences to have their answers in blood.

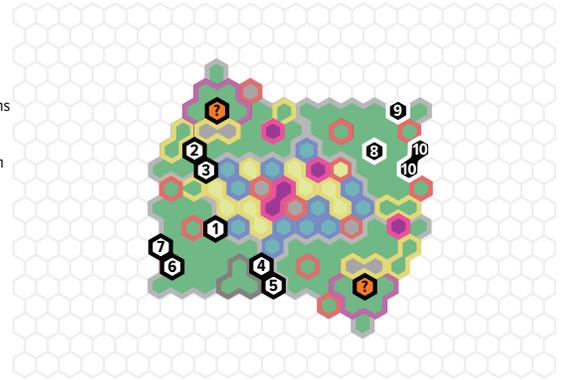
GOAL: Player 1's goal is to defend Revna's followers by helping Raakchott, Steward of Death and Misaerx the Kyrie Warrior escape the basin, or by destroying all of the opposing figures. Player 2's goal is to destroy Raakchott, Steward of Death and Misaerx the Kyrie Warrior.

SETUP: Place the figures and walls where shown on the map. Place two Glyphs symbol side up to mark the Escape spaces.

VICTORY: Player 1 wins if Raakchott, Steward of Death and Misaerx the Kyrie Warrior have both Escaped by ending their move on a Glyph, or if all of the navy player's figures are destroyed. Player 2 wins if either Raakchott, Steward of Death or Misaerx the Kyrie Warrior are destroyed.

SPECIAL RULES: When Raakchott, Steward of Death or Misaerx the Kyrie Warrior move onto the Escape Glyphs, they have Escaped. Remove the escaped figure from the battlefield.

- Walls
- Player 1**
- 1 Knight Irene
- 2 Frostclaw Paladins
- 3 Frostclaw Paladins
- 4 Frostclaw Paladins
- 5 Frostclaw Paladins
- 6 Raakchott, Steward of Death
- 7 Misaerx the Kyrie Warrior
- Player 2**
- 8 Loviatāk the Kyrie Warrior
- 9 Admiral EJ-1M
- 10 Raelin the Kyrie Warrior



Scenario 5: Ghosts of the Past (Master Game)

For those who dare to take refuge in Heshva Basin, the dead are a part of life. Restless spirits from Heshva's past drift among the toxic haze, tormenting any they see as a trespasser. Those who come to Heshva pursuing their foes will soon be made to regret their choice—unless you appease the spirits of the dead, no one escapes the Basin alive.

GOAL: Both players want to make an offering to the ghosts of the Basin and escape with their lives.

SETUP: Each player drafts a 300-point Army. One player places their figures in the brown starting zone; the other places their figures in the navy starting zone. Place four Glyphs symbol side up where shown on the map. Place walls where shown on the map.

VICTORY: The first player to collect two Glyphs and present one on each altar wins. If neither player succeeds before all figures are destroyed or before the end of round 7, they both lose, and the ghosts of Heshva claim the night for themselves.

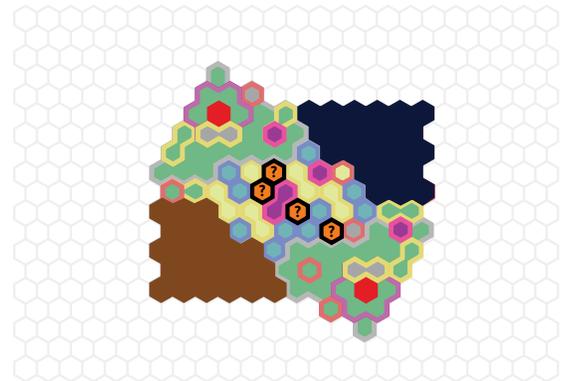
SPECIAL RULES: When a figure moves onto a symbol-side-up Glyph, they stop their movement as normal. Then, instead of revealing the Glyph, place it symbol-side up on the figure's Army Card. When a figure is destroyed, if it had a symbol-side-up Glyph on its Army Card, place the Glyph onto the battlefield on one of the spaces occupied by the figure before removing the figure from the battlefield.

The Glyphs are a heavy burden on those who carry them. A figure carrying a symbol-side-up Glyph cannot Fly and lowers its Move Value by 1.

Restless ghosts are neither patient nor kind. At the end of each round, both players must assign wounds across the surviving figures in their Army as the ghosts tear at their flesh. Roll 3 combat dice. Both players assign wounds across their surviving figures equal to the number of skulls in the result. These wounds may be assigned to the same or different figures, but cannot exceed a figure's Life Value.

When a figure carrying a symbol-side-up Glyph moves onto one of the marked red altar spaces, that figure has made its offering; remove it and the Glyph it was carrying from the game. When a figure you control has made an offering at each of the marked red altar spaces, you win.

- Walls
- Altar



Round
Marker
Track



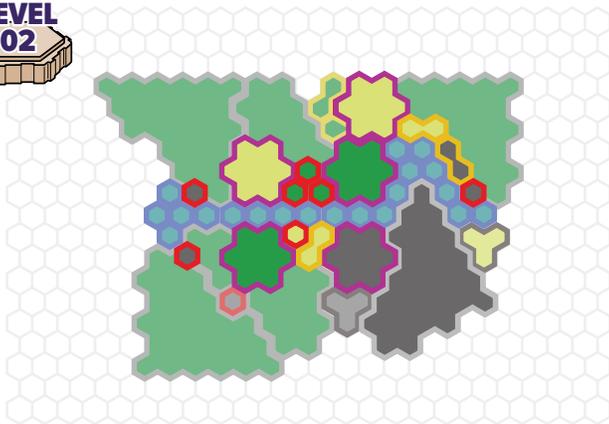
Map 3: The Howling Pass

In the highlands of Upper Bleakwoode lies The Howling Pass. This precariously narrow land-bridge holds firm against the thundering river and screaming mountainside air, carved and tested by time. Voices can scarcely be heard above the din of nature, and many have tried to brave the remorseless currents never to return.

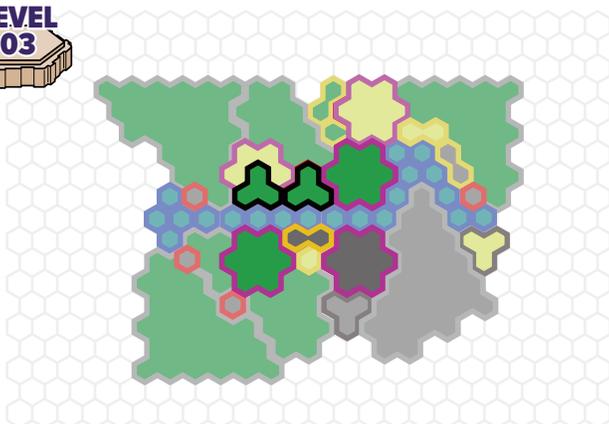
LEVEL 01



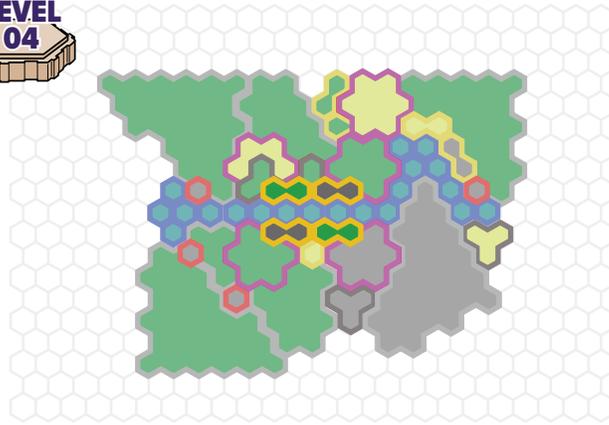
LEVEL 02



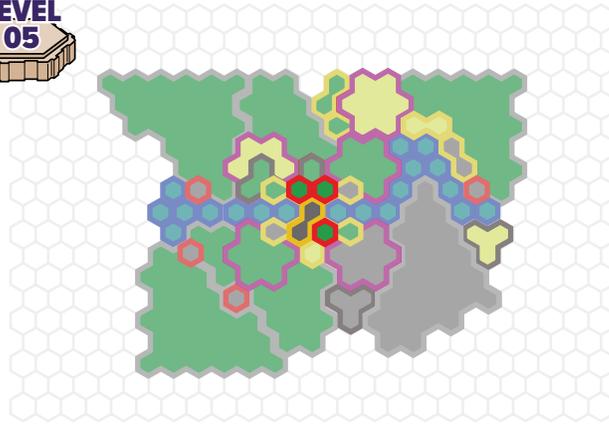
LEVEL 03



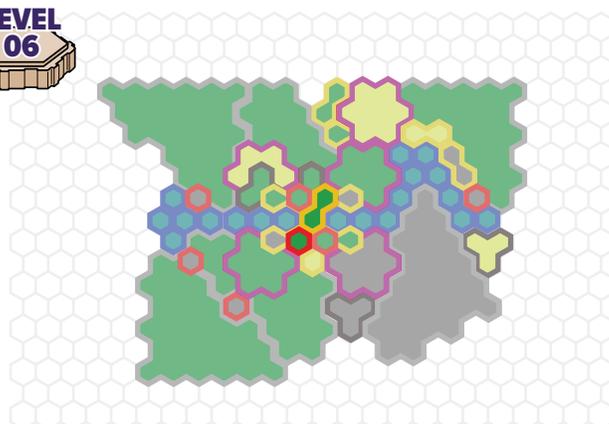
LEVEL 04



LEVEL 05



LEVEL 06



Scenario 6: Raelin's Reckoning (Master Game)

In the aftermath of the summit, old rivalries explode into new conflict. Blaming the notorious Valkyrie General Utgar for the collapse of the peace talks, Knight Irene gives chase to the traitor Raelin the Kyrrie Warrior, tracking her deep into Utgar's territory of Upper Bleakewoode. Have they been led into a trap? Knight Irene does not care either way – with her Frostclaw Paladins at her back, the time has come to bring Raelin to justice; or or die a hero's death in the attempt.

GOAL: Player 1's goal is to destroy Knight Irene. Player 2's goal is to destroy Raelin the Kyrrie Warrior.

SETUP: Place the figures, Glyphs, and walls where shown on the map.

VICTORY: If Raelin the Kyrrie Warrior is destroyed, player 2 wins. If Knight Irene is destroyed, player 1 wins. If neither figure is destroyed by the end of round 6, the battle breaks off, and the winner is determined by points. See the Master Game Rules for how to score the battle.

SPECIAL RULES: Spurred by their animosity, Raelin the Kyrrie Warrior and Knight Irene each add 4 to their Life Value for this battle.

- Walls
- Glyph of Dagmar
- Glyph of Haukeland
- Glyph of Yadulkia
- Player 1**
- Raelin the Kyrrie Warrior
- Loviatäk the Kyrrie Warrior
- Knaves of the Silver Scimitar
- Dorim the Bulkhead Brawler
- Player 2**
- Knight Irene
- Frostclaw Paladins
- Misaerx the Kyrrie Warrior
- Raakchott, Steward of Death



Round
Marker
Track



Scenario 7: Louder Than Words (Master Game)

In the aftermath of the duel between Irene and Raelin, furious winds rage through the pass, echoing the wrath of opposing Valkyrie Generals. Where some old alliances hold fast, others finally snap, and orders to attack resound across Valhalla. But the specifics of those orders can be difficult to interpret over the howl of the wind and waters...

GOAL: Destroy all of your opponent's figures.

SETUP: Each player drafts a 400-point Army. One player places their figures in the brown starting zone; the other places their figures in the navy starting zone. Place Glyphs and walls where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! If the battle reaches the end of round 7, the game is over, and the player with the most points on the battlefield wins.

SPECIAL RULES: It is difficult to hear over the Pass's namesake howling. When you roll Initiative for a round, if you roll a 10 or below, your opponent may swap two of your Order Markers without looking at them.

The wind's wrath is overwhelming. Figures cannot Fly.

The river is whipped into a fury by the tempest. Figures that end a move on a water space must roll 1 combat die to steady themselves. If the result is not a shield, they are lashed by the waves and take 1 wound.

- Walls
- Glyph of Dagmar
- Glyph of Felaron
- Glyph of Haukeland
- Glyph of Quillivon



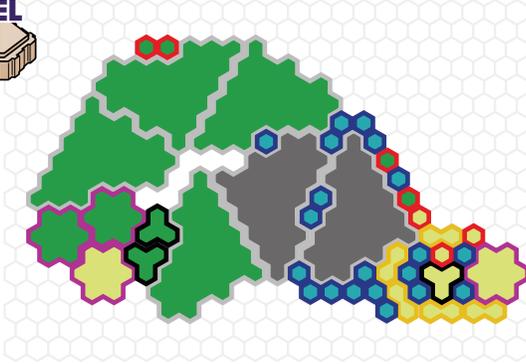
Round
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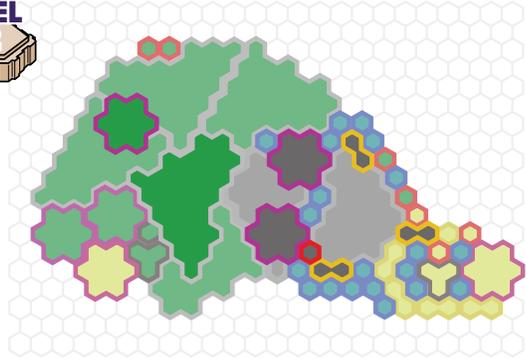
Map 4: Vile Cove

Where the Bitter Sea meets the desolate shores of Anund, there is a sheltered cavern washed by putrid tides. It is hidden from the view of all but the most careful observer by natural outcroppings, and holds the bones of an ancient lighthouse, long reduced to ruin by the war of the Valkyrie in Valhalla. A perfect meeting spot for those looking to avoid prying eyes.

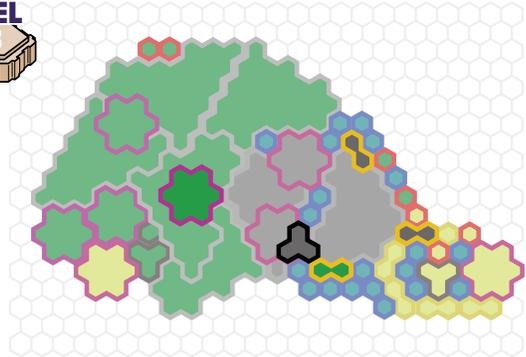
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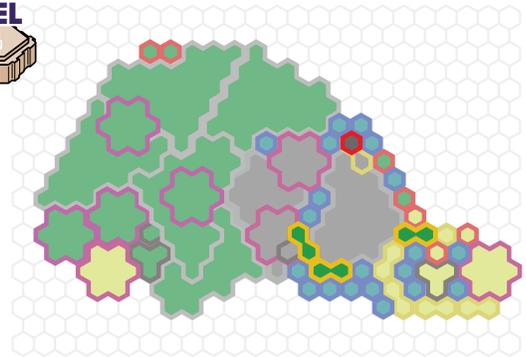
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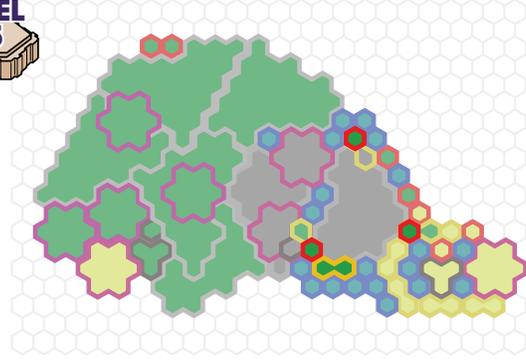
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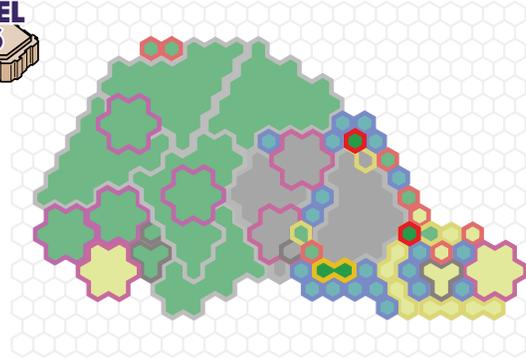
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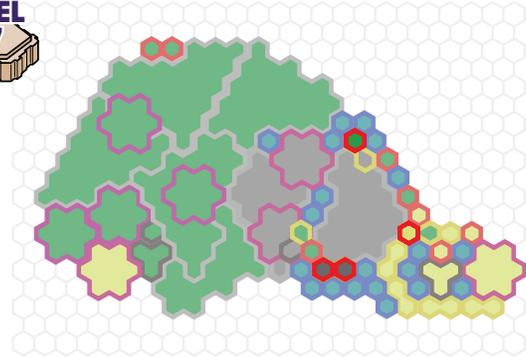
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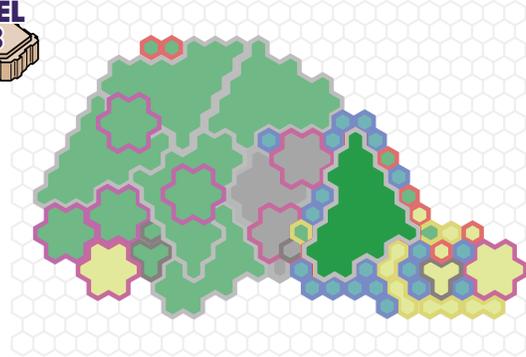
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LEVEL
07



LEVEL
08



Scenario 8: Dead Men Tell No Tales (Master Game)

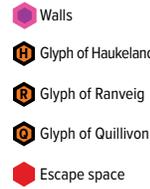
The pirates' ploy of sabotage and confusion has earned their secret leader a great deal of time. Though for those on the front lines, luck may be running dry at last. A misstep here, a delay there, and the scallywags turn up shy of a clean getaway. While further plans unfurl elsewhere, those caught in the Cove will have to fight if they value their lives.

GOAL: One of the escaping ruffians knows the secret of the poison. The brown player seeks to capture this renegade and extract from them knowledge that may aid in reversing the toxin's effects. The blue player's goal is to get their secret-bearer to the marked red location and help them escape capture.

SETUP: Each player drafts a 350-point Army. One player places their figures in the brown starting zone; the other places their figures in the navy starting zone. Place Glyphs and walls where shown on the map.

VICTORY: The brown player wins if the blue player's secret-bearer is destroyed. The blue player wins if their secret-bearer ends their movement on the marked red escape space. The blue player may also win if the brown player has no figures left on the battlefield. If the battle reaches the end of round 7, the game is over, and the player with the most points on the battlefield wins.

SPECIAL RULES: After figures are placed on the battlefield, the blue player secretly places the Glyph of Brandar and up to four other Glyphs symbol side up on the Army Cards of their Hero figures. When a figure with a symbol-side-up Glyph is destroyed, turn its Glyph power side up. If the Glyph of Brandar is revealed this way, that figure was the secret-bearer, and the brown player wins.



Scenario 9: Annihilation (Master Game)

War wracks the world of Valhalla once more. The peace summit is a failure. As rain begins to pour, the sandbar skull of the Vile Cove runs a gruesome red with leaking blood. Many warriors have already fallen this night, and the sky is lit like the dawn even through the downpour as fires rage in the distance. There will be no quarter given in the coming storm.

And the storm is coming fast. A typhoon rips up the coast, destroying any hope of escape by the seas. Those who remain standing after all the carnage see little hope of successful retreat, and turn their hands to annihilation.

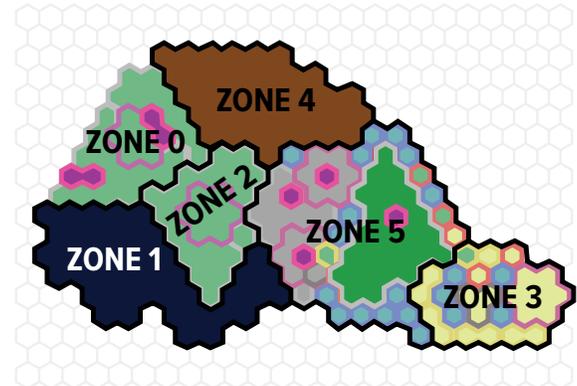
GOAL: Destroy all of your opponent's figures.

SETUP: Each player drafts a 400-point Army. One player places their figures in the brown starting zone; the other places their figures in the navy starting zone. Place the walls where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! If the battle reaches the end of round 7, the game is over, and the player with the most points on the battlefield wins.

SPECIAL RULES: Beginning in round 2, after resolving an Order Marker, the player whose Order Marker it was rolls 5 attack dice. Count the number of skulls in the result. The Zone with the matching number to the number of skulls is struck by lightning and flaming debris tossed by the storm. All figures in the Zone take 1 wound.

Figures under an overhang are sheltered and do not take wounds from lightning. Figures adjacent to a wall take 2 wounds if their Zone is struck by lightning, as the runes within the walls explode with power.



Round
Marker
Track

