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I am Thormun. Valhalla is my homeland, though I do not recognize the regions that I now dare to visit. My people, the Kyrie, lived peacefully here for thousands of years under the rule of our Archkyries. Then the wellsprings were found, and everything changed.

Ah, the mysterious wellsprings.

Sixty-some years ago I discovered the first one quite by accident, in the Tarn of Volsunga. When I drank its water, I became stronger in body and mind; my wings grew to a wondrous size; I gained mystical powers; and to my astonishment, I stopped aging. Yet if I did not drink from the wellspring often, the powers faded.

I lived quite happily in this way for a time, except for the visions. You see, along with the powers came strange visions of armies at war on bleak, unknown battlegrounds. Their images were terrifying, and I lived in fear of them; yet I still drank the water.

I was not surprised to hear that other wellsprings had been found. Other Kyrie drank from them, gained powers from them, and saw the visions. They became a super-species; they named themselves Valkyrie, and they seized control of the wellsprings. Inevitably, there began a violent struggle over the precious waters. I fled before they could find me, for I was alone, and did not want war. My powers soon vanished, and the visions along with them.

As for the visions of the Valkyrie—they became a horrifying reality. The Valkyrie discovered that the images in those visions were of great heroes, warriors and creatures from other worlds, other eras. They devised ways to beckon them to Valhalla, and gathered them into powerful armies to fight for their side. Lush valleys and hillsides became military strongholds. Majestic mountains became vantage points for deadly attacks on those below. Armies marched, fought, claimed victory or were defeated, all for the wellsprings.

Alas, Valhalla, my once-serene homeland, has now become a war-torn and desolate ruin.

They are calling this age of war

The Rise of the Valkyrie.™

I travel the land in secret, carrying little more than my journals and my heavy burden of guilt, for it all began with my innocent discovery.

I record all that I witness or hear about, for those who will come after me.

Indeed, if any do...



TABLE OF CONTENTS

Basic Game Guide..... p. 4

This game is designed to introduce the novice player to the turn sequence and the basic rules of movement and combat.

Master Game Guide..... p. 7

In this game of added complexity and strategy, your Army figures have special powers and special rules for moving and battling.

Scenario and Battlefield Guide p. 17

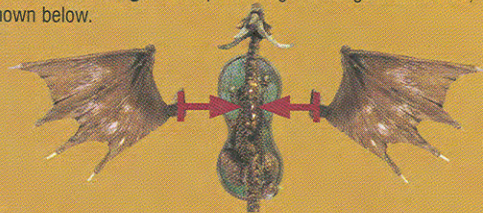
This section features five different battlefields that you can create using your Master Set. Each battlefield includes level-by-level building instructions and two game scenarios.

- Game Contents:**
- 30 Painted Figures
 - 6 Grass Tiles (24 hex)
 - 5 Grass Tiles (7 hex)
 - 5 Grass Tiles (3 hex)
 - 5 Grass Tiles (2 hex)
 - 16 Grass Tiles (1 hex)
 - 2 Rock Tiles (24 hex)
 - 3 Rock Tiles (7 hex)
 - 3 Rock Tiles (3 hex)
 - 3 Rock Tiles (2 hex)
 - 6 Rock Tiles (1 hex)
 - 2 Sand Tiles (7 hex)
 - 2 Sand Tiles (3 hex)
 - 2 Sand Tiles (2 hex)
 - 4 Sand Tiles (1 hex)
 - 21 Water Tiles (1 hex)
 - 2 Ruins
 - 16 Army Cards
 - 10 Glyphs
 - 24 Wound Markers
 - Round Marker
 - Grenade Marker
 - 16 Order Markers
 - 12 Combat Dice
 - 20-Sided Die

THE FIRST TIME YOU PLAY

Remove your game parts from their wrappings. Discard the extra materials.

Assemble the Dragon: Snap the dragon's wings into its side, as shown below.



Once the dragon's wings are assembled, do not try to take them off.

Object: Create a battlefield, choose your Army, then wage war against your opponent. To win, be first to achieve your victory objective.

Get Ready to Play

1. SET UP YOUR BATTLEFIELD AND YOUR ARMY

To do this, use the *Battlefield & Game Scenario* Section starting on page 17. It features five Battlefields with step-by-step instructions for building them. It also provides 3 Basic Game Scenarios with their own victory conditions.

After you've chosen a Basic Game Scenario and built the battlefield, choose an Army (Player 1 is the Good Army, Player 2 is the Evil Army). Place your Army Cards in front of you, then place your figures on the battlefield.

About Your Army Cards

In this game you'll use the Basic Game side of the Army Cards. The other is used in the Master Game. There are two types of Army Cards: Hero Cards, which show one (usually very powerful) warrior; and Squad Cards, which show two or more (usually less powerful) warriors.

Let's say you built the *Forsaken Waters* battlefield, and chose the *Dive the Dark Lakes* Game Scenario. Example 1 shows which Army Cards you chose; Example 2 explains the boxed numbers on them.

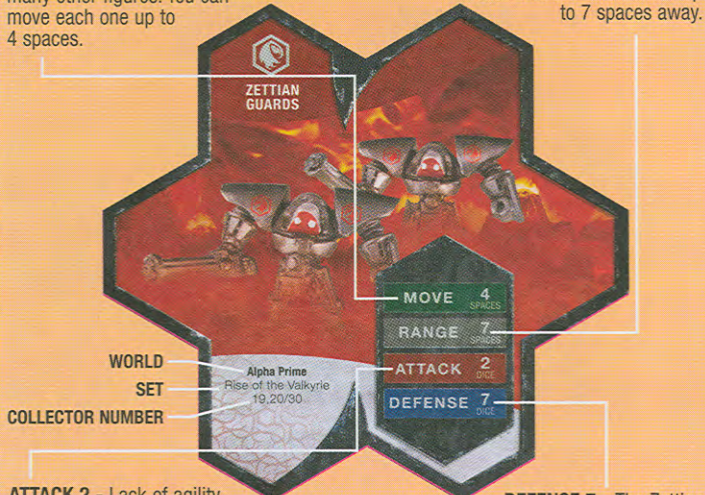
EXAMPLE 1: Your Army Cards (Basic Game Side)

You've chosen an Evil Army with one Hero (Mimring) and two Squads (four Marro Warriors and two Zettian Guards). You've taken your three Army Cards and placed them in front of you, and you've placed your Army (all seven figures) on their starting positions on the battlefield.



EXAMPLE 2: Army Card Numbers

MOVE 4 - Heavy armor makes the Zettian Guards slower than many other figures. You can move each one up to 4 spaces.



ATTACK 2 - Lack of agility can affect the Zettian Guards' aim. For each attacking Zettian Guard, you roll 2 attack dice.

RANGE 7 - Laser-powered weaponry gives the Zettian Guards a fairly long range; each one can attack from up to 7 spaces away.

DEFENSE 7 - The Zettian Guards are well protected by their armor. Each time one is attacked, you get to roll 7 defense dice.

2. THE COMBAT DICE

Place the 12 combat dice near the battlefield. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).

Unless otherwise directed by your chosen Game Scenario, you don't need any other game parts for the Basic Game. Just place them aside, out of play.

The Battle Begins!

Each player rolls 6 combat dice. The player who rolls the most skulls takes the first turn. (Re-roll if there's a tie.) Players then alternate turns until the game is over.

ON YOUR TURN

Usually, you'll do three actions on your turn, in this order:

- Action 1. Choose an Army Card**
- Action 2. Move Figure(s) on the Army Card**
- Action 3. Attack with Figure(s) on the Army Card**

All three of these actions are explained in detail in the following sections.

Action 1. Choose an Army Card

First, choose any one of your Army Cards to use on your turn. The Hero figure or Squad figures on this card may move, then attack (if possible), on this turn.

Which Army Card should you choose? It depends on lots of things: the location of your figures, their Move, Range and Attack numbers, which enemy figure(s) you want to attack, and (of course) your Victory objective. As you play, you'll get a better feel for which Army Card to use on each turn.

For example, let's say you chose your Zettian Guard Squad on this turn. You want to attack the enemy (your opponent's Army figures) as soon as you can. The Zettian Guards have the farthest Range (7 spaces) and the best Defense (7 dice) in your Army; so you want to get them moving.

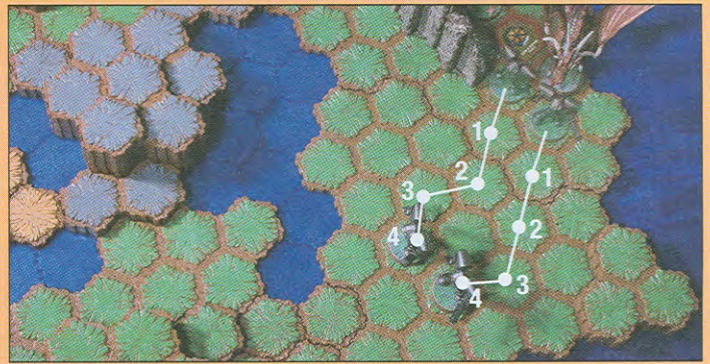
Action 2. Move Figure(s) on the Army Card

Now you may move any or all figures on your chosen Army Card, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction *up to* the Move number on its Army Card. For example, with a Move number of 4, the Zettian Guards can each move 1, 2, 3 or 4 spaces. (Uneven terrain and water may limit their movement, as you'll soon see.) Example 3 shows basic movement.

EXAMPLE 3: Basic Movement

On this turn, you choose to move each Zettian Guard its full four spaces toward the enemy figures on the other end of the battlefield.



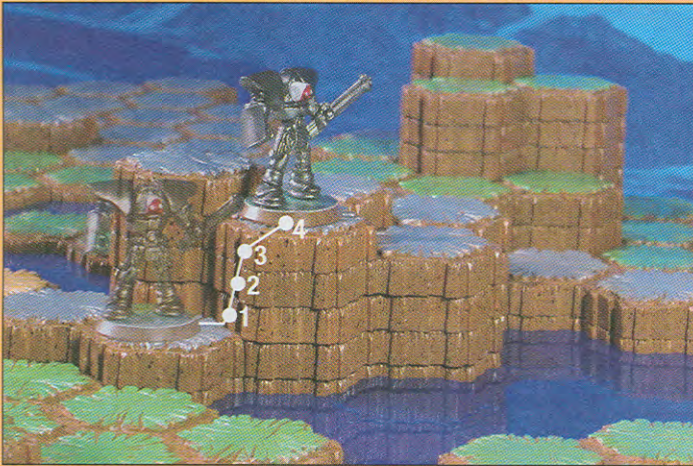
- **Order of movement:** Move Squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a friendly figure (one of yours) on it; but you can't move through a space with an opponent's figure on it.

Never end a move on a space with any other figure.

- **Moving up and down:** When you move to a higher level, count the side of each higher level as one space (as well as the space you land on). When you move to any lower level, you don't need to count sides on the way down. Examples 4 and 5 show how to move up and down.

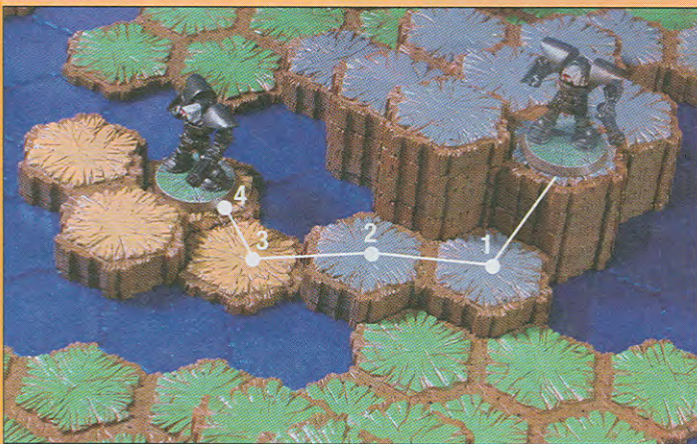
EXAMPLE 4: Moving up

Count four spaces for your Zettian Guard to move up onto this ledge.



EXAMPLE 5: Moving down

To get down from this ledge, the Zettian Guard counts only one space on his move.



- **Moving into water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 6A.

EXAMPLE 6A: Moving into water

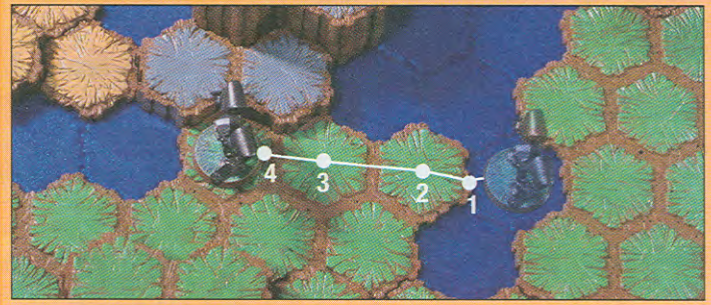
When he moves onto the water space, your Zettian Guard must stop after moving only two spaces.



- **Moving from water to land:** For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water to land, count the side of each land space as you move. See Example 6B.

EXAMPLE 6B: Moving out of water

When moving from the water space to the adjacent land space, the Zettian Guard must count two spaces.

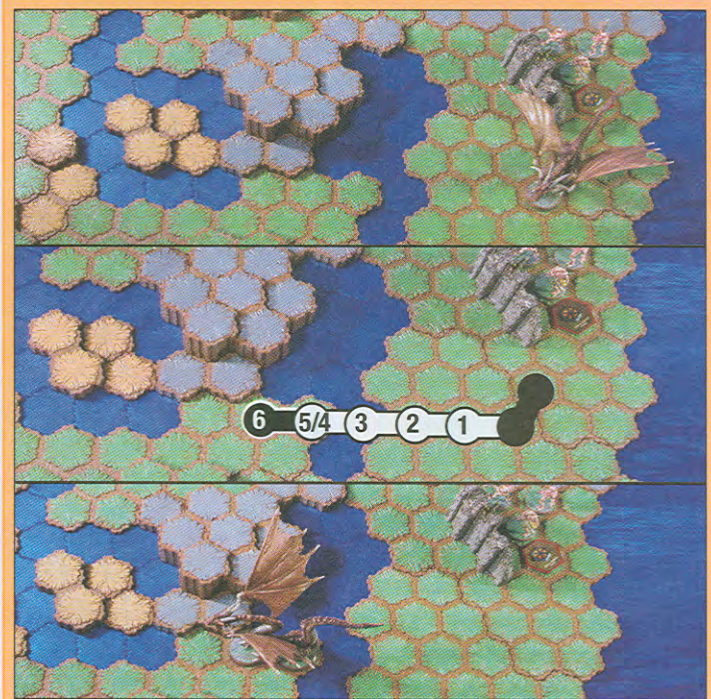


- **Moving double-space figures:** Some figures, like Grimnak and Mimring, take up two spaces. When moving a double-space figure, decide which end to lead with (for example, the front end or the back end). Then move the figure so that the other end follows the same spaces that the leading end just left. Always end a double-spaced figure's move on two same-level spaces. Example 7 shows how to move a double-space figure.

Double-space figures do not have to stop when moving over one water space between two land spaces; but they do have to stop when moving down onto two adjacent water spaces.

EXAMPLE 7: Moving double-space figures

From his starting spaces (top picture), Mimring moves six spaces headfirst, with his back section following along the same spaces (middle picture). Notice that Mimring counts the side of the land space when moving up from the water space. His move ends across the water on two spaces of the same level (bottom picture).



Action 3: Attack with Figure(s) on the Army Card

Now it's time for your Hero or Squad to attack any figures in your opponent's Army that they can.

Who can attack? Any figure(s) on your chosen Army Card within Range of an opponent's figure, and with a clear Line of Sight, can attack. If no figure on your Army Card meets these two conditions, you can't attack and your turn is over.

To see if a figure can attack, check the Range and Line of Sight as explained below.

- **Range:** A targeted figure must be within the Attacking figure's Range: for example, with a Range of 7, a Zettian Guard can attack any enemy within 7 spaces from it.

A figure with a Range of 1 can attack a figure only from an adjacent space.

A double-space figure can attack from either space.

When checking a figure's Range, don't count extra spaces for higher levels. However, being on a higher level is an advantage during an attack (see **Height Advantage** under **Attacking**, to the right). Also, if the distance between you and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you must count the spaces along the battlefield to check the Range.

- **Line of Sight:** To attack a targeted figure, your figure must be able to "see" it from its location. If the targeted figure is (for example) behind a ruin or a ledge, so that the attacker can't see any part of it, then no attack is possible.

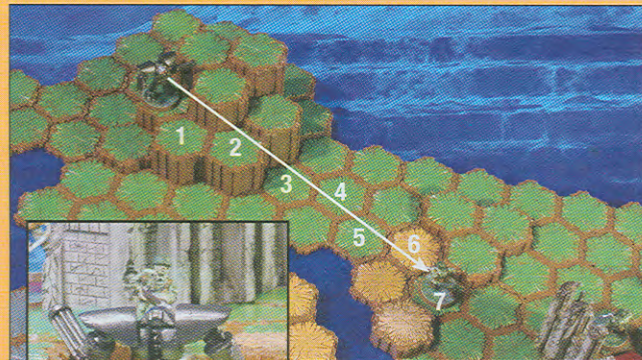
Unlike Range, Line of Sight is an imaginary straight line that has nothing to do with the spaces on the battlefield. The best way to tell if your Attacker has a clear Line of Sight is to get behind its head and look at the targeted figure. If you can see any part of it from its head, you have a clear Line of Sight. *Note:* it doesn't matter if the Line of Sight goes off the edge of the battlefield, with no spaces below it.

Example 8 shows how to determine if a targeted figure is within an Attacker's Range and Line of Sight.

EXAMPLE 8: Range and Line of Sight

You want your Zettian Guard to attack an Airborne Elite figure.

1. First, you count the spaces between them: there are 7, so the figure is just within the Zettian Guard's Range.



2. Then, you check for a clear Line of Sight. Your Zettian Guard can "see" the top of the figure, so it can attack.

ATTACKING

The figures on your chosen Army Card attack one at a time, in any order. Each figure can attack only once, but different figures can attack the same opposing figure.

For each Attacker, follow the rules below.

1. Announce which one of your figures is the Attacker, and which figure it's attacking. The attacked figure becomes the Defender.
2. Check the Attack number on the Attacker's Army Card, then roll that number of attack dice. After you roll, your opponent rolls the number of defense dice on his Defender's Army Card.

Height Advantage: If the base of one figure is higher than the base of the other figure (no matter what their actual size), the higher figure rolls one extra die.

3. For every skull you roll for your Attacker, your opponent must roll at least one shield for his Defender, to block it. **IMPORTANT:** For attack rolls, the attacker only counts skulls. For defense rolls, the defender only counts shields.

- If you roll more skulls than the Defender rolls shields, your attack is successful and the Defender is destroyed. The player who controls it places it out of the game.
- If you roll the same number of skulls or less than the Defender rolls shields, your attack is unsuccessful. The Attacking and Defending figures stay where they are, and the attack is over.

After attacking with every figure that can attack, your turn is over.

Example 9 shows an attack and its outcome.

EXAMPLE 9: The Zettian Guards Attack!

Each Zettian Guard is within Range of an enemy Airborne Elite figure, and has a clear Line of Sight. You choose one Zettian Guard to launch the first attack.

FIRST ATTACK

Zettian Guards have an Attack number of 2, which means you roll 2 attack dice. But this Zettian Guard has a height advantage over the Defender, so you roll an extra attack die (a total of 3 dice):



The Defender has a Defense number of 2. Your opponent rolls 2 defense dice:



The Defender blocks the attack. Both figures stay where they are. Now your other Zettian Guard can attack.

SECOND ATTACK

You decide to attack the same Defender. This attacking Zettian Guard also has a height advantage, so again you roll 3 attack dice:



For the Defender, your opponent rolls 2 defense dice:



You win the attack! Your opponent takes his destroyed Airborne Elite figure out of the game. You have no more attacks to make, so your turn is over.

Ending the Battle

Keep playing until one player achieves the Victory objective of the chosen Game Scenario. That player wins the battle!

With experience, you may want to build your own battlefields and create your own Game Scenarios, Armies, and Victory conditions. Good luck; and may the best Valkyrie General win!

In the **Master Game**, your Army figures get serious, with special powers and special rules for moving and battling. Because of their extra strength and powers, these warriors can't be defeated so easily. As a Valkyrie General, your mission is to gather a well-balanced army, lead them boldly into battle, and wage war strategically to conquer the enemy. Good luck. And may the best Valkyrie General win!

Object: Create a battlefield and choose your Army, then fight the battle of all time! To win, be first to achieve your objective.

Contents: See the Battlefield & Game Scenario Booklet for a list of contents.

EXAMPLE 1: Army Card Information (Master Game Side)

Unique/Common: All Army Cards and figures in the Master Set are unique (there's only one of each). Common Army Cards and figures appear only in expansion sets.

Hero/Squad: Hero Cards feature a single (usually powerful) figure. Squad Cards feature two or more (usually less powerful) figures. Your Army can include all Heroes, all Squads, or any combination.

Get Ready to Play

1. SET UP YOUR BATTLEFIELD

To do this, choose a battlefield and a Master Game Scenario from the *Battlefield & Game Scenario* section starting on page 17. After you've played several games, you may want to create your own battlefield and Game Scenarios.

Team seating and play: If you're playing a team game, teammates should sit next to each other on one side of the table, facing their opponent(s).

Teammates play the game separately, but they can discuss strategy, offer suggestions, and so on. Victory conditions for teams vary with the Game Scenario, but in most games they work together toward a common goal.

Playing with Multiple Master Sets and/or Expansion Sets: There are a few special rules for doing this. They're explained on page 16.

About the Army Cards

In this game, you'll use the Master Game side of the Army Cards (shown below).

As in the Basic Game, each Army Card features either a Hero or a Squad, with Move, Range, Attack and Defense numbers. But you'll notice that each card has much more information about the figure(s). As you play, you'll become more familiar with how all of this information works during a game.

Example 1 explains the Army Card information, and how it works in the game.

Valkyrie: The Valkyrie General who leads the Army (Jandar, Utgar, Ullar, Vydar, or Einar).

Species: Race of the figure(s).

Class: The type of figure.

HUMAN

UNIQUE HERO

AGENT

TRICKY

MEDIUM 5

Personality: Dominant characteristic.

Size/Height: The size of the Hero or Squad, and the number of levels high.

Special Power(s): Most figures have special powers that allow them to "break the rules" when moving, attacking and defending.

AGENT CARR

VYDAR

GHOST WALK

Agent Carr can move through all figures.

SWORD OF RECKONING 4

If Agent Carr is attacking an adjacent figure, add 4 dice to Agent Carr's attack.

DISENGAGE

Agent Carr is never attacked when leaving an engagement.

4

LIFE

MOVE

5 SPACES

RANGE

6 SPACES

ATTACK

2 DICE

DEFENSE

4 DICE

100

POINTS

Target Point: The green dot shows the area from where you determine Line of Sight.

Hit Zone: The red area shows what part of the figure(s) can be attacked. Used when checking Line of Sight.

Life: The number of wounds the figure(s) can take before being destroyed.

Move: The maximum number of spaces the figure(s) may move.

Range: The number of spaces away that the figure(s) can attack.

Attack: The number of dice you roll to attack.

Defense: The number of dice you roll to defend.

Points: The value of an Army Card, based on the power of its figure(s).

2. GATHER AND PLACE YOUR ARMY

For the Master Game Scenarios, you can either use a pre-made Army, or you can draft an Army. Both ways of gathering an army are explained below.

As you gather your Army, make sure that the total point value doesn't exceed the one listed in your chosen Game Scenario (it can be lower, but not higher). Players don't need to have the same number of Army Cards; for example, you may choose three Army Cards, while an opponent chooses four or five Army Cards.

Army Card colors: In the Master Game, the loyalties of good and evil warriors may become neutral, or even shift to the other side; therefore, your Army can include Army Cards of mixed colors.

Using a Pre-Made Army

Experienced players may know exactly which Armies they want, based on the Game Scenario, the point values, their favorite figures, or other factors. If you've already chosen (or brought along) your Army, place your cards in front of you. Then players roll to see who places his Army on the battlefield first. Re-roll ties. The highest roller will place his entire Army first; placement passes to the left. You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

Drafting an Army

Drafting is a fair and fun way for players to choose their Army Cards for a well-balanced game. When you select an Army Card, take the figure or figures shown on the card and place them on the battlefield in a starting zone immediately, before the next player selects an Army Card. You must place your entire army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

For a 2-player game, players draft as follows:

1. Both players roll the 20-sided die. Re-roll any ties. The higher roller drafts first, by choosing one Army Card.
2. The other player then chooses two Army Cards.
3. Each player, in turn, then chooses one Army Card, until both players' Armies have been completely chosen and placed.

Let's say you're playing the 2-player *Clashing Fronts* Game Scenario on the *Table of the Giants* battlefield. This game calls for each player to gather a 400-point Army. Example 2 shows the Armies that you and your opponent chose, and where you placed them.

For a 3 or more player game, players draft their Armies as follows:

1. All players roll the 20-sided die. Re-roll any ties. The highest roller drafts first, by choosing one Army Card.
2. The player to the left then chooses one Army Card, and so on. The last player to draft chooses two Army Cards.
3. Drafting goes back around the table (it reverses direction). The last player (the player who drafted first) chooses two Army Cards. The draft reverses direction again.
4. If at any time a player cannot pick another Army Card because choosing another Army Card would exceed the total army point limit, that player must pass. If you pass, you have completed your Army.
5. Continue going back and forth around the table with the last player in the chain choosing two Army Cards and reversing the draft direction until all players have completed their Armies.

EXAMPLE 2: You Gather and Place Your Armies

Your Army: You chose this Army for a 400-point total, and placed them where shown. Grimnak (the most powerful) is in front.



Your Opponent's Army: He chose this Army for a 390-point total, and placed them in their starting zone as shown. Syvarris and Deathwalker (figures with long Ranges for attack) are in the forefront.



ORDER MARKERS

Each player takes four Order Markers: 1, 2, 3, and X. On each round, you'll place these on your Army Card(s) to show the order in which your figures will move and attack.



WOUND MARKERS AND DICE

Place all of the Wound Markers near the battlefield. Place the 12 combat dice near the battlefield. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).

GLYPHS

These "magical" enchantments are placed on certain spaces in several of the Game Scenarios (as directed in the *Battlefield & Game Scenario* Section). Most of them grant special powers when a figure lands on them. See Glyphs, on page 15.



The Battle Begins!

The game is played in several rounds. A round consists of 3 turns for each player.

A ROUND OF PLAY

The Round Marker Track: In the *Battlefield & Game Scenario* Section, each Game Scenario features a numbered line where players keep track of the rounds they've played. Before starting the first round, place the black Round Marker on the "1." At the end of each round, move the Round Marker ahead to the next number.

Each round of play consists of the following four steps:

1. Place Your Order Markers
2. Roll for Initiative
3. Players take their turns one at a time, until each player has taken three turns.
4. Move the Round Marker ahead to the next number.

All of these steps are explained in detail below.

1. Place Your Order Markers

On a turn, you'll move and attack with the figures on one Army Card. Decide now which Army Card you'll use on which turn, then place an Order Marker on those cards (1 for the first turn, 2 for the second turn, 3 for the third turn). You may place two or more Order Markers on the same card, if you want to use that card for two (or even all three) of your turns.

Players place their Markers at the same time. Place your Markers facing you, so your opponents can't see the numbers on them. (Teammates can look at each other's Markers.) The "X" Order Marker is a decoy: you can place it on any Army Card, just to keep your opponent guessing.

Note: More competitive players can take turns placing all of their markers. To do this, roll the 20-sided die. The high roller places all of his Order Markers first; then the player to the left places all of his Order Markers; and so on, until all Order Markers have been placed.

Example 3 shows where you and your opponent place your Order Markers.

EXAMPLE 3: You Place Your Order Markers

Your Order Markers: On this round, you decide to mobilize Grimmak (first turn), your Marro Warriors (second turn), then Finn (third turn). You place the X Order Marker on the Zettian Guards, to "fake out" your opponent.



Your Opponent's Order Markers: On this round, your opponent decides to mobilize his two figures with long attack Range: Syvarris (first turn), then Deathwalker (second and third turns). He places the X Order Marker on his Krav Maga Agents.



2. Roll for Initiative

Now all players roll the 20-sided die. The highest roller takes the first turn, then play passes to the left. If there's a tie for highest roll, the tying players re-roll.

In cases where the roll for initiative is affected by a special power or a Glyph, the power applies to re-rolls as well. Glyph powers are explained later.

3. On Your Turn

During a round, each player will take three turns. Usually, you'll do three actions on your turn, in this order:

Action 1. Reveal Your Order Marker

Action 2. Move Figure(s) on the Army Card

Action 3. Attack with Figure(s) on the Army Card

All three of these actions are explained in detail in the following sections.

Action 1. Reveal Your Order Marker

Start your turn by revealing your Order Marker for that turn, then laying it number-side up on the Army Card. *Note:* Later in the game, it's possible that the figure(s) on that Army Card will have been destroyed earlier in the round. In such a case, you lose your turn.

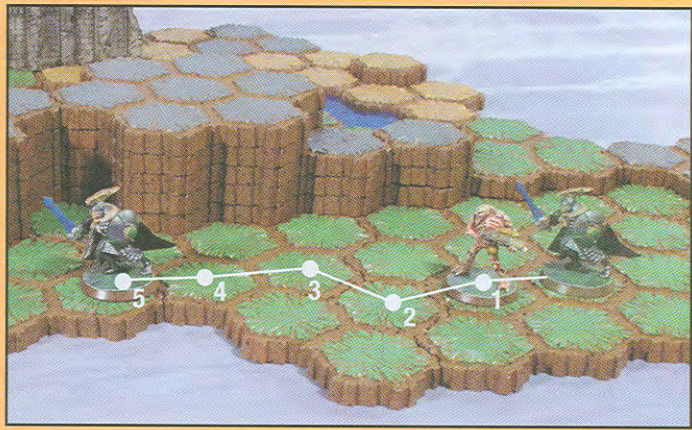
Action 2. Move Figure(s) on Your Army Card

Now you may move any or all figures on your chosen Army Card, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction *up to* the Move number on its Army Card. For example, with a Move number of 5 a figure can move 1, 2, 3, 4, or 5 spaces. (Uneven terrain and water may limit movement, as you'll soon see.) Example 4 shows basic movement.
- **Order of movement:** Move Squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a friendly figure on it (one of your own or a teammate's), unless the figure is engaged (see **Engagement Rules**, on page 12). You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

EXAMPLE 4: Basic Movement

Finn has a Move number of 5. You advance him the full 5 spaces toward the opposing figures. *Note:* Finn may move through the Marro Warrior because it is friendly.



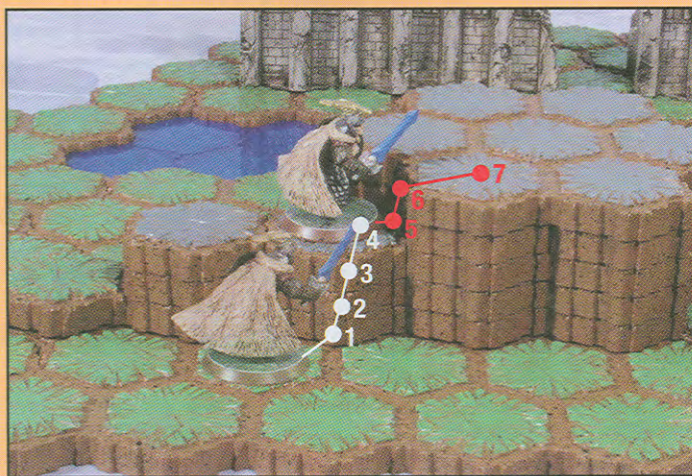
- **Moving up:** When you move to a higher level, count the side of each higher level as one space, as well as the space you land on. Example 5 shows how to do this. If your figure can't move enough spaces to reach the top of a ledge, then it can't move there.

Note: Glyphs and water spaces do not add height to any spaces on which they're placed.

EXAMPLE 5: Moving up

Count the side of each level as you move Finn to the top of the first ledge.

Note: Finn cannot move to the top ledge because it would take a move of 7, and his Move number is only 5.



Height limit: A figure cannot move up a number of levels equal to or higher than its Height number all at once. See Example 6.

EXAMPLE 6: Height limit for moving up

This Marro Warrior cannot move up to the space marked with an "X" because it would be 6 moves to the top, and the Marro Warriors' Height number is 4.



- **Moving down:** When you move to a lower level, you don't need to count sides on the way down (but there may be a penalty for moving to a much lower level; see **Falling**, below). Example 7 shows a figure moving down.

EXAMPLE 7: Moving down

To move a Marro Warrior down from this ledge, you don't need to count the sides of the levels.



Falling: When a figure moves down to a much lower level, it may get wounded. (This rule does not apply if a figure drops onto a water space. A figure can fall onto a water space from any level.) A fall is defined as follows:

If the drop is equal to or more than the figure's height, you must roll one combat die after moving, to see if it was wounded. **Major fall:** If the drop is 10 levels more than the figure's height, you must roll two additional dice (for a total of three dice).

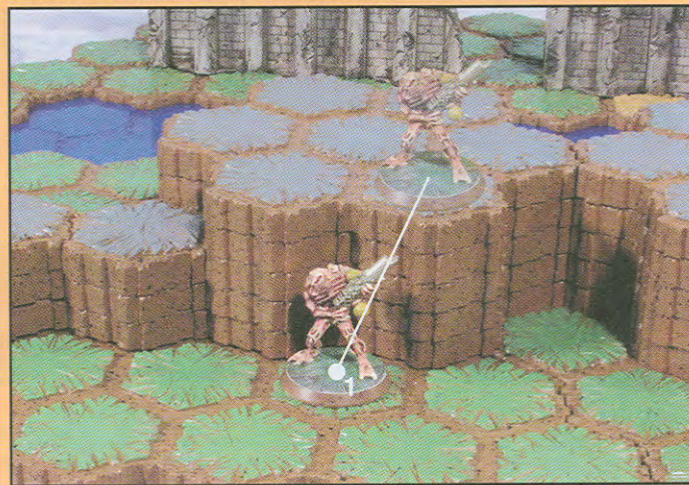
For each skull you roll, add one Wound Marker to the figure's Army Card. (See **Life**, on page 14.)

Extreme Fall: If the drop is 20 levels more than the figure's height, you must roll the 20-sided die. If you roll 19 or 20, you survive without taking any falling damage. If you roll 1-18 the figure is destroyed.

Example 8 shows a figure falling.

EXAMPLE 8: Falling

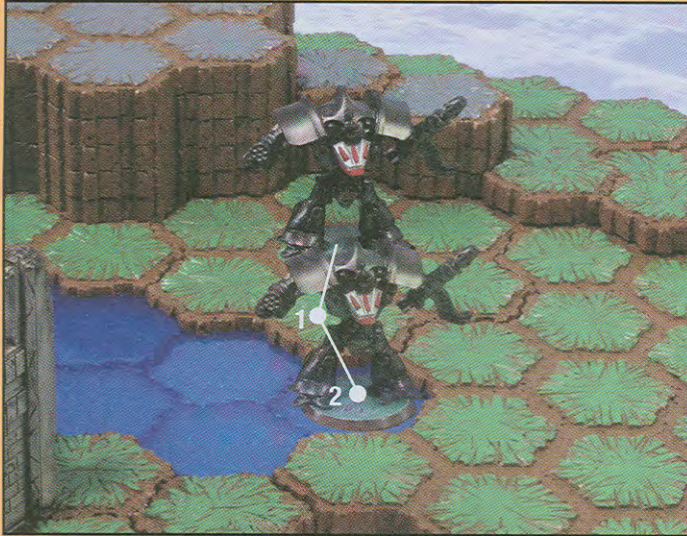
When you move a Marro Warrior down from this 5-level cliff, you roll one attack die for the fall, because the cliff is 1 higher than his height of 4. You don't roll a skull, so the warrior is safe.



- **Moving into water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 9A. *Note:* Double-space figures can move past one water space that's between two non-water spaces without stopping; they must stop only if they move onto two water spaces.
- **Moving from water to land:** For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water to land, count the side of each land space as you move. See Example 9B.

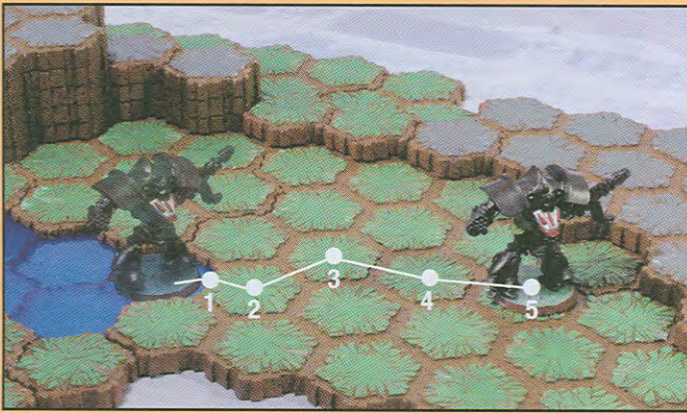
EXAMPLE 9A: Moving into water

When your opponent moves Deathwalker onto a water space, he must stop there.



EXAMPLE 9B: Moving out of water

When moving Deathwalker from this water space to the adjacent land space, your opponent counts two spaces.



- **Moving double-space figures:** Some figures, like Grimnak and Mimir, take up two spaces. When moving a double-space figure, decide which end to lead with (for example, the front end or the back end). Then move the figure so that the other end follows the same spaces that the leading end just left. Always end a double-space figure's move on two same-level spaces. Example 10 shows how to move a double-space figure.

EXAMPLE 10: Moving double-space figures

From his starting spaces (top picture), Grimnak moves 5 spaces head first, with his hind section trailing along the same spaces as his front section (middle picture). Counting the sides of the ledge, Grimnak ends his move at the top, on two same-level spaces (bottom picture).



- **Overhangs:** An overhang exists when one or more tiles are above another tile with space in between. Figures that are small enough to do so may move under overhangs (Example 11 shows an overhang).

EXAMPLE 11: Moving under an overhang

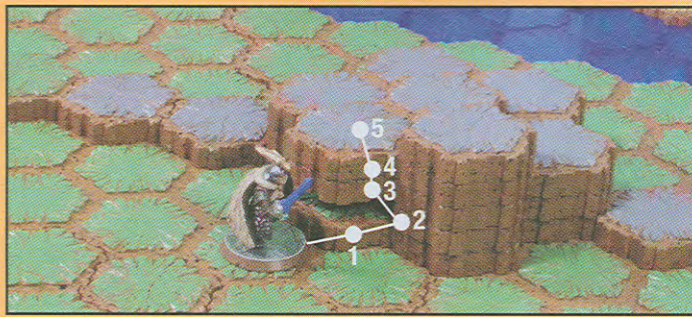
On the Migol's Tomb battlefield, notice that Finn can move under this overhang but Grimnak cannot.



Figures can also move up onto low overhangs: when you move a figure up a low overhang, count the nearby support tiles. See Example 12.

EXAMPLE 12: Moving up onto a low overhang

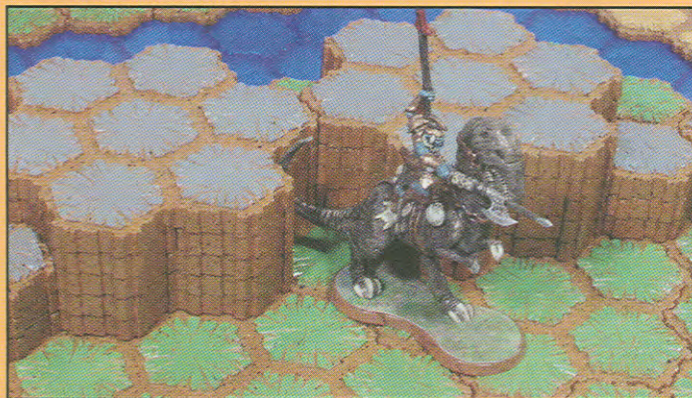
Finn counts the nearby support tile as he moves onto this overhang.



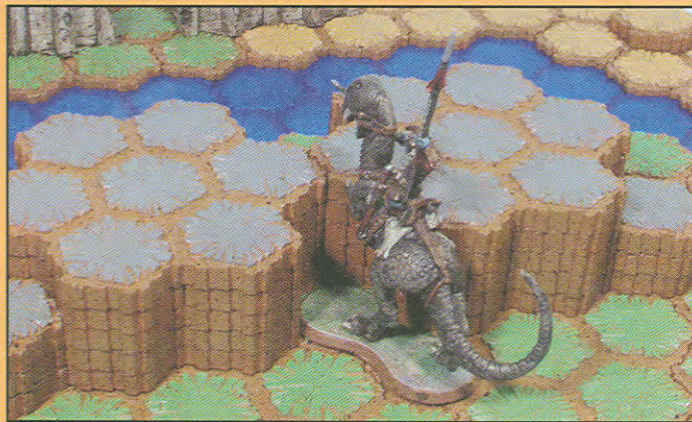
- **Keep the base on the space:** When you end a figure's move, make sure its base lies flat and is on that space only (or spaces, in the case of double-space figures). No part of its base may overlap on another space or area between spaces.
- **Tight quarters:** Some battlefields have narrow passageways, ruins and overhangs that may limit the movement of some figures. A figure can't move through or onto a space that it can't fit completely onto. Example 13 shows a figure in tight quarters.

EXAMPLE 13: Grimmak moves into tight quarters

Grimmak can't back into this nook, because his tail keeps him from standing completely on the spaces.



However, he can move forward into the nook.



Glyphs and special powers: Glyphs and/or special powers may also affect a figure's movement. Check your figure's Army Card for special powers. Glyph powers are explained on page 15.

ENGAGEMENT RULES

A figure becomes engaged when it moves adjacent to an opponent's figure.

Adjacent Exceptions: Most of the time, if a figure is next to another figure they are adjacent. Here are the exceptions to the rule:

- If one figure's base is on a level equal to or higher than the height of the other figure, they are not adjacent and therefore not engaged. See Example 14, below.

EXAMPLE 14: Not adjacent

Finn is not adjacent to Deathwalker because Deathwalker is on a ledge which is 5 levels high, and is equal to Finn's height of 5.



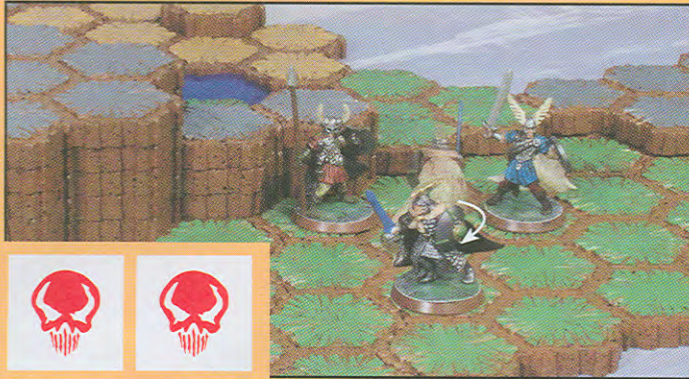
- If a ruin is between the two figures, both figures' heights must be higher than the ruin to be engaged. If both figures' heights are lower than the ruin, or only one figure's height is lower, they are not engaged. For example, a ruin has a height of 6. If Finn (height of 5) and Deathwalker (height of 7) are next to each other with a ruin between them, they are not engaged.

Leaving an engagement: You may move around a figure that you're engaged with; but as soon as you move away from it (onto a space that's not adjacent to it), the figure may take a "passing swipe" at your figure. To do this, the player who controls the figure rolls one die to attack. (You do not roll any dice to defend your figure.) If a skull is rolled, your figure takes one wound. Place one Wound Marker on its Army Card (see **Life**, on page 14).

Multiple engagements: Your figure may become engaged with more than one figure at the same time. As you leave each engagement, the engaged figure rolls one attack die. For each skull rolled, your figure takes one wound. Example 15 shows a multiple engagement.

EXAMPLE 15: Multiple Engagement

When you move Finn away from two opposing Tarn Viking Warriors, your opponent rolls two dice (one for each Viking Warrior). Two skulls are rolled, inflicting two wounds. You place two Wound Markers on Finn's Army Card.



Action 3. Attack with Figure(s) On the Army Card

Now it's time for your Hero or Squad to attack.

Who can attack? Any figure(s) on your chosen Army Card within Range, and with a clear Line of Sight, can attack. If no figure on your Army Card meets these two conditions, you can't attack.

Looking for hidden figures: At any time, feel free to walk around the battlefield to find out which figures are hiding where: behind ruins or raised terrain areas, etc. (As you do this, other players may want to shield their Order Markers so you can't see them.)

Before attacking with a figure, check the Range and Line of Sight as follows:

- **Range:** A targeted figure must be within the Attacking figure's Range: for example, with a Range of 6, your Marro Warrior can attack any figure within 6 spaces from it.

A figure with a Range of 1 can attack a figure only from an adjacent space.

Engaged figures: If one of your figures is engaged with one or more other figures, that figure can attack only those figures.

A double-space figure can attack from either space.

When checking the Range, don't count extra spaces for higher levels. However, being on a higher level is an advantage during an attack (see **Height Advantage** under **Attacking**). Also, if the distance between you and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you may still attack it, but you must count the spaces along the battlefield to check the Range.

Attacking around other figures: You may attack figures even if other figures are between you and the targeted figure, but you must have a clear Line of Sight to attack.

- **Line of Sight:** To attack a targeted figure, your figure must be able to "see" it from its location. Unlike Range, the Line of Sight is an imaginary straight line between your attacking figure's Target Point and the targeted figure's Hit Zone; it has nothing to do with the spaces on the battlefield. If the targeted figure is (for example) behind a ruin or a cliff, so that your figure can't "take aim" at it, then no attack is possible.

To determine if there is a clear Line of Sight, check the Target Point (the green dot on your figure's Army Card) and the Hit Zone (the red area on the targeted figure's Army Card). Then get behind your figure and look to see if its Target Point can "see" any part of the targeted figure's Hit Zone. If so, there is a clear Line of Sight.

Adjusting Figures: Players may touch or move figures only on their own turns. For example, a player cannot move his figure out of Line of Sight on an opponent's turn.

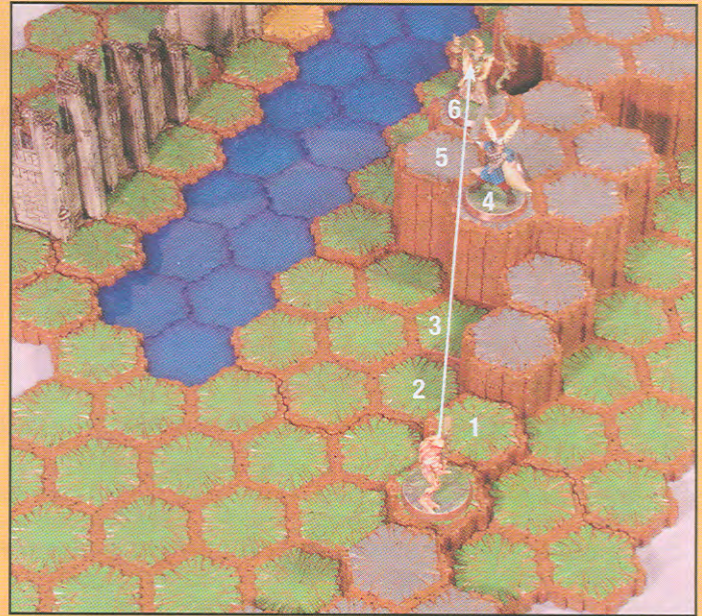
If players disagree about whether or not there is a clear Line of Sight, just roll the 20-sided die; the high roller wins the dispute.

Example 16 shows how to determine if a targeted figure is within an attacker's Range and Line of Sight.

EXAMPLE 16: Range and Line of Sight

You want a Marro Warrior to attack Syvarris.

1. First, you count the spaces between them: there are 6, so Syvarris is within Range.



2. Then, you check for a clear Line of Sight from your figure's Target Point to Syvarris' Hit Zone. The Tarn Viking is in the way but your figure can still see part of Syvarris' Hit Zone, so it can attack.



ATTACKING

The figures on your chosen Army Card attack one at a time, in any order. Each figure can attack only once, but different figures can attack the same opposing figure. *Note:* Some figures have special powers that allow them to attack more than once.

Before attacking, consider height advantage, special powers, and glyphs (if any), as explained below. (*The you-snooze-you-lose rule:* If you forget to do this, tough luck. Maybe next time, you'll remember!)

- **Height Advantage:** If the base of one figure is higher than the base of the other figure (no matter what their actual size or height), the higher figure has height advantage, and rolls one extra die. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure rolls two extra dice.

When figuring height advantage, remember that Glyphs and water spaces do not add height to the spaces they're on.

- **Special powers and special attacks:** Many figures have special powers or abilities that help them move, attack, defend, and more. Check your figure's Army Card to see what special powers or abilities (if any) your figure can use. If your Army Card includes a special attack, you may use this attack instead of attacking normally. Pages 15 and 16 show several examples of special powers and special attacks. *Warning:* Use your special powers and attacks strategically; some are so powerful that they may affect even friendly figures!
- **Glyphs:** Some Glyphs give the Attacker or the Defender an advantage. Glyph powers are explained on page 15.

To carry out the attack, follow these steps:

1. Announce which figure is the Attacker, and which figure is the Defender.
 2. Check the Attack number on your Attacker's Army Card, adding any extra dice for height advantage, special powers or Glyphs. Then roll that number of attack dice. After you roll, the Defender rolls the number of defense dice on his Defender's Army Card, adding any extra dice for height advantage, special powers or Glyphs.
 3. Every skull the attacker rolls counts as one hit. For every skull (hit) the Attacker rolls, the Defender must roll at least one shield, to block it. *Important:* for attack rolls, the attacker only counts skulls. For defense rolls, the defender only counts shields.
- If the Attacker rolls the same number of skulls (hits) or less than the Defender rolls shields, your attack is unsuccessful. The Attacking and Defending figures stay where they are, and the attack is over.
 - If the Attacker rolls more skulls (hits) than the Defender rolls shields, your attack is successful. For each unblocked skull (hit) the Attacker rolled, one Wound Marker must be placed on the Defender's Army Card.

Life: When a figure has as many Wound Markers as the Life number on its Army Card, it is destroyed. (A figure with only one Life is destroyed by only one wound.) The player who controls the destroyed figure places it on the Army Card. When all figures on an Army Card have been destroyed, the Army Card is out of play. Do not reveal any Order Markers that are on that card for that round of play. On future rounds, you can't take any turns for that card. Any Order Markers still on the Army Card come back into play, and can be placed in future rounds.

After you've finished attacking, your turn is over. The player to your left then takes a turn.

Example 17 shows an attack and its outcome.

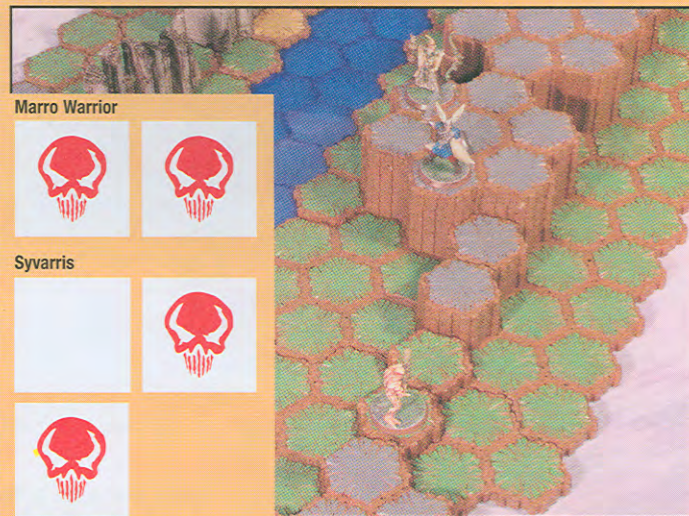
EXAMPLE 17: An Attack

One of your Marro Warriors attacks Syvarris. You roll 2 attack dice.

Syvarris has a minor height advantage, so he adds one die to his Defense number. Your opponent rolls 3 defense dice.

You roll two skulls; Syvarris rolls no shields.

Syvarris takes two wounds. Place two Wound Markers on Syvarris' Army Card.



Syvarris had 2 wound markers from a previous attack. He now has four Wound Markers, and is destroyed. Your opponent places Syvarris on the Army Card, and leaves the Order Marker there (he must skip his turn for Syvarris on this round).



ENDING A ROUND

After the last player takes his third turn, the round is over. Move the Round Marker ahead one space on the track (if no one has won yet). Players then begin a new round by placing their Order Markers, then rolling for initiative.

ENDING THE BATTLE

The Game Scenario sets the victory conditions for each game. However, if the game hasn't ended by the time you've played a certain number of rounds, you may decide that the player (or side) with the most points wins. See **Scoring**, below.

SCORING

In cases where scoring is necessary, each player or team scores points for each Army Card with figures still on the battlefield. Score the full points listed on the Army Card, even if there is only one surviving Squad figure.

GLYPHS

Depending on the Scenario, Glyphs are placed on top of battlefield spaces either power-side up or symbol-side up. Glyphs are stationary unless otherwise stated in a scenario. When one of your figures moves onto a Glyph that is symbol-side up, stop there and turn the Glyph power-side up; the powers on the Glyph take effect immediately. When a figure lands on a power-side up Glyph, it must stop. *Note:* A double-space figure must stop when its leading end moves onto it.

Some Glyphs grant temporary powers, while others grant longer-lasting ones. For each Glyph your figure finds, follow the rules below.

Permanent Glyphs

The power of each permanent Glyph is in effect for as long as a figure is standing on it. Exception: The two Glyphs of Brandar are artifacts, which represent objects as directed by the specific Game Scenario.

Glyph of Astrid (Attack +1)

For each figure you control, roll one extra attack die.



Glyph of Gerda (Defense +1)

For each figure you control, roll one extra defense die.



Glyph of Ivor (Range +4)

For each figure you control with a Range number of 4 or more, add 4 to the Range number.



Glyph of Valda (Move +2)

For each figure you control, add 2 to the Move number. (Do not use this power when moving off of the Glyph).



Glyph of Dagmar (Initiative +8)

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



Glyphs of Brandar (Artifact)

The rules for these two Glyphs vary, depending on the Game Scenario.



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.

Glyph of Kelda (Healer)

Only figures with one or more Wound Markers may stop on this Glyph. When one of your figures stops here, remove all Wound Markers from its Army Card. This glyph cannot be placed symbol-side up in any scenario you may create.



Glyph of Erland (Summoning)

When one of your figures stops here, you may "summon" any other figure (yours or your opponent's) by moving it to a space adjacent to the figure on the Glyph. The summoned figure does not receive a leaving engagement roll if it was engaged. *Note:* If there is no empty adjacent space, you can't use the Summon power.



Glyph of Mitonsoul (Massive Curse)

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



Special Powers

The special power (or powers) of the figures keeps each game exciting, challenging, and unpredictable. Always be aware of the special powers of your Army figures; they can make a big difference in your game.

Special Attack Rule: Special attacks can never be modified by glyphs, other special powers or height advantages.

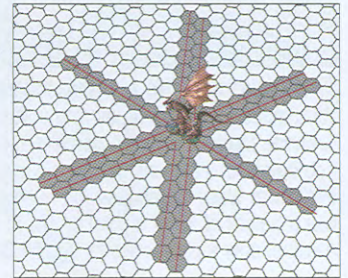
Attack Dice and Defense Dice: Any time an Army Card refers to attack dice or defense dice, use combat dice. For example: on Raelin's card it states that all figures you control within 4 clear sight spaces of Raelin add 2 to their defense dice. These figures would roll 2 additional combat dice when rolling for defense.

Multiple Targets: When a special attack targets more than one figure, the attacker decides the order in which the defender will roll combat dice for each figure affected. *Exception:* Mimring's special attack is an exception to this rule (see below).

Clear Sight Spaces: Raelin's Defensive Aura mentions "clear sight". To determine clear sight, use Raelin's Target Point. If she can see *any part* of your figures (not just the Hit Zone) within the 4 spaces, they are affected by the Defensive Aura.

Mimring's Fire Line Special Attack

From either his front space or back space, Mimring's Fire Line Special Attack can affect figures within 8 spaces in any direction (see the red lines). The affected figures can be on any level, as long as Mimring has a clear Line of Sight. The characters closest in line to Mimring roll defense dice first; the next closest characters roll next; and so on.



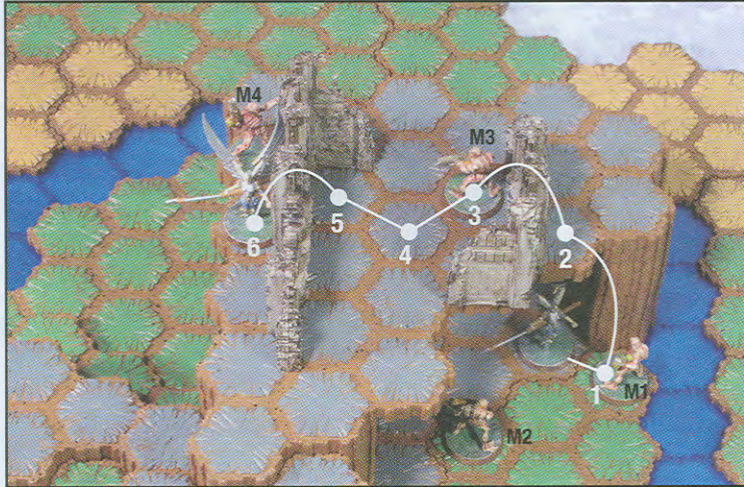
Fire Line Special Attack into an Overhang

If Mimring uses his Fire Line Special Attack into an overhang, it affects the figures on all levels in the line of attack, as long as he can see them. As shown here, Airborne Elite figures A1, A2 and A3 are all affected by Mimring's attack. They will all roll defense dice separately after Mimring rolls 4 attack dice once.



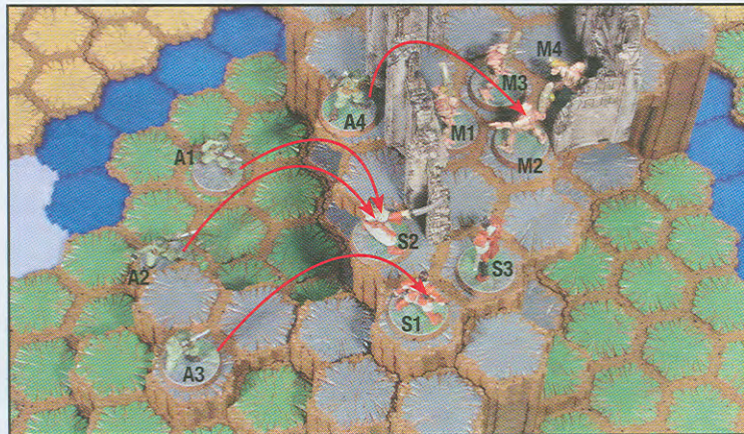
Flying and Overhangs

As shown here, Raelin flies out of the overhang and onto the top, ignoring extra spaces for elevation. M1 will roll a leaving engagement die since she was engaged before starting her move; M3 will not, because she flies over him without landing. Notice that she also flies over the ruins.



The Airborne Elite Lob Grenades

You decide to lob grenades at the Marro Warriors and the Samurai. Remove the Grenade Marker from the game. You target all figures within a Range of 5 and a Lob height of 12 levels or less. For example, the A1 Airborne Elite can't attack the M2 Marro Warrior, because the overhang is 10 levels high, and the ruin on top has a height of 6, for a total of 16. To lob a Grenade, a clear Line of Sight is not needed: only a clear area to lob the Grenade.



Here's how the special attack is carried out:

- **A1 attacks:** A1 lobs a grenade at S2. S1 and S3 are also affected, since they're adjacent to S2.

You roll 2 attack dice once for all 3 affected figures. You get 1 skull.

Your opponent rolls 6 defense dice for S2 (5 dice for its Defense number and 1 die for height advantage.). He gets 2 shields, so S2 is safe. He then rolls 3 shields for S1, so S1 is safe; and 0 shields for S3, so S3 is destroyed.

- **A2 attacks:** Next, A2 lobs a grenade at S2. S1 is also affected.

You roll 2 attack dice and get no skulls. Your opponent does not need to roll for either S2 or S1, because no skulls were rolled.

- **A3 attacks:** Next, A3 lobs a grenade at S1. S2 is also affected.

You roll 2 attack dice, and get 2 skulls.

Your opponent rolls 1 shield for S1, so S1 is destroyed. He then rolls 2 shields for S2, so S2 is safe.

- **A4 attacks:** A4 lobs a grenade at M2. M1, M3 and M4 are also affected.

You roll 2 attack dice, and get 1 skull.

Your opponent rolls 3 defense dice for M2, and gets 1 shield, so M2 is safe. He rolls 2 shields for M1, then 3 shields for M3, so M1 and M3 are safe. He then rolls no shields for M4, so M4 is destroyed.

Special Power References on Army Cards

Some special powers make reference to the Species, Personality, Valkyrie, Unique/Common, Hero/Squad and or Class of other figures. For example, Deathwalker makes reference to Soulborg Guards; the Zettian Guards fall into this category. Also, Grimnak makes reference to Orc Warriors; the Orc Warriors appear in one or more of the expansion sets.

Simultaneous Special Powers

If you and an opponent are using the same Army Cards with powers that happen at the same time, you must roll the 20-sided die to see who gets to use them first. For example, if both you and your opponent are using the Airborne Elite figures, you'll have to roll to see who gets to use the Drop power first.

Using Multiple Master Sets and/or Expansion Sets

Combining two or more Master Sets, or collecting expansion sets, gives you lots of new options. You can create a super-sized battlefield and play with any number of players. You can "even up the playing field" by having the same Army as an opponent. You can even boost the point value of your Army, to match the bigger battlefield. But along with that extra excitement comes a few special rules. . .

Unique Army Cards: All of the Army Cards in a Master Set are Unique (there's only one of them).

If you're combining two sets of Army Cards, make sure that no player has more than one of the same Unique Army Card. (For example, your Army can't include two Grimnaks.) However, you and an opponent can both have the same Unique Army Card(s). For example, you and your opponent can each have one Grimnak in your armies.

Common Army Cards: These cards are included in expansion sets. Your Army can include two or more of the same Common Army Card. If so, follow these special rules:

- You don't need to keep these figures separate (that is, keep track of which figures belong to which card). For example, if you're using two cards worth of Blade Grut figures, each order marker placed on either Army Card activates any 4 of them.
- When any figure on your Common Army Card is destroyed, you may place it on any matching Army Card, if you do not have any of these figures destroyed. If a common Army Card already has a destroyed figure on it, you must fill up that card first, before placing the destroyed figure on an empty card.

Marking your figures: If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases.

Battlefield & Game Scenarios

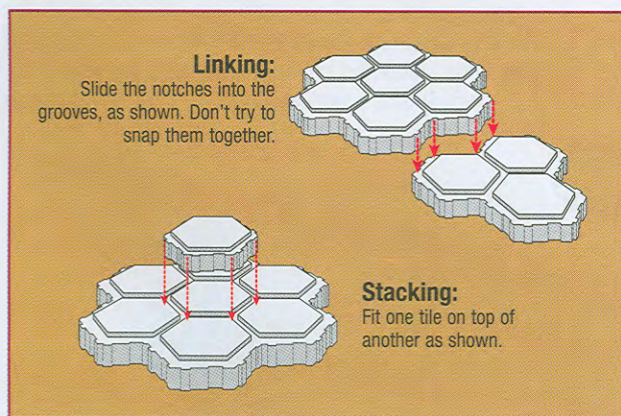
Battlefield Key

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

Notice center and border colors	GRASS green centers	SAND golden centers	ROCK gray centers	WATER blue centers
24 space tan borders				
7 space purple borders				
triple space black borders				
double space yellow borders				
single space red or blue borders				
long ruin				
short ruin				

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 your battlefields. The illustrations below show how to link and stack them.

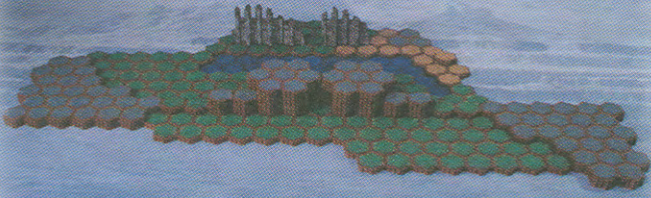


The Glyphs

Glyphs are special enchantments that are placed in most of the Game Scenarios. In the Basic Games they represent certain objects; in the Master Games, they grant special powers.

In the battlefield diagrams, 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.

GLYPHS KEY	
Symbol -Side Up	Placed Symbol- Side Up:
	Placed Power-Side Up:
	GLYPH OF ASTRID
	GLYPH OF GERDA
	GLYPH OF IVOR
	GLYPH OF VALDA
	GLYPH OF DAGMAR
	GLYPH OF BRANDAR (2)
	GLYPH OF KELDA
	GLYPH OF ERLAND
	GLYPH OF MITONSOU



Legend holds that Giants once walked Valhalla. They would gather here during the depths of winter to carve up their hunting lands for the next year. While no Giants have been seen for countless ages, their bones are still rumored to be buried in this area.



Table of the Giants Scenarios

BASIC GAME – Attack at Dawn

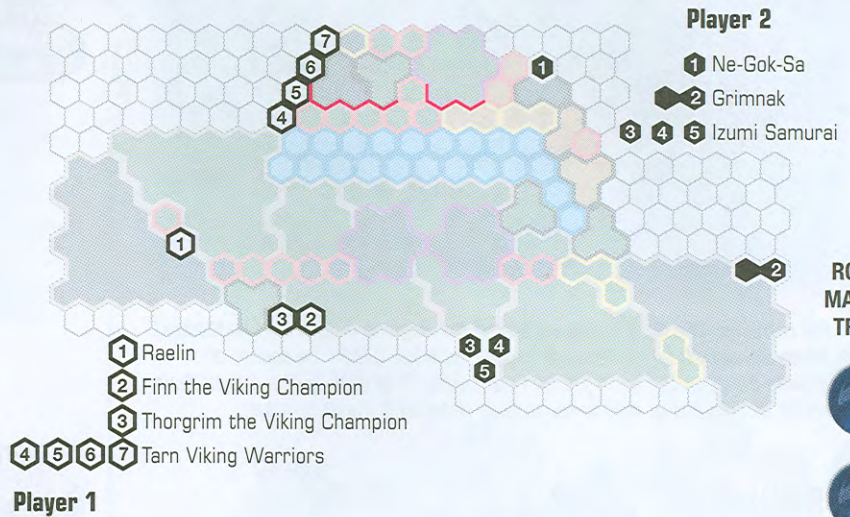
(2 players)

Although early in the season, it feels like winter already. Breath condenses in the early dawn light. Warriors nervously check their weapons, their straps, their armor. Their mission is direct, but not easy: find the enemy, and destroy them.

Goal: Destroy all of your opponent's figures.

Setup: Place figures where shown.

Victory: When the other player has no figures left on the battlefield, you win.



MASTER GAME – Clashing Fronts

(2 players, or 4 players in 2 teams)

The Table of the Giants has long been a meeting place—but this one was unexpected. Two enemy Valkyrie Generals' armies have been marching in this direction all winter, unknowingly on a major collision course. In the end, which side will be left to march on to their destination?

Goal: Destroy all of your opponents' figures.

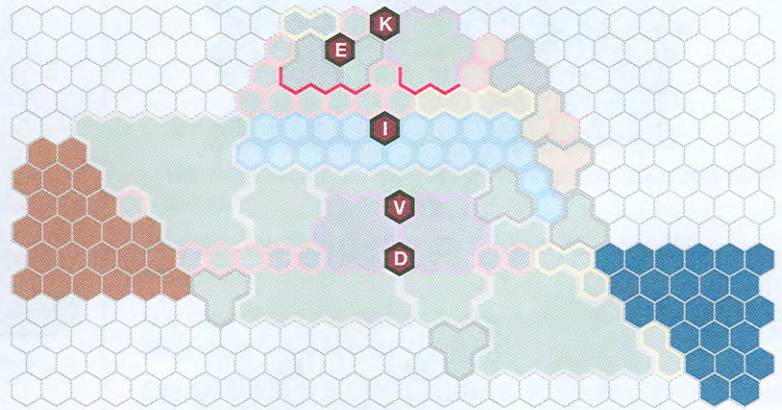
Setup: Place the Glyphs power-side up where shown.

Two players: Each player drafts or brings pre-made 400-point armies.

Four players: Each player drafts or brings pre-made 300-point armies.

One player/team starts in the brown starting zone; the other player/team starts in the navy starting zone.

Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the battle is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).



ROUND
MARKER
TRACK



The Forsaken Waters Battlefield

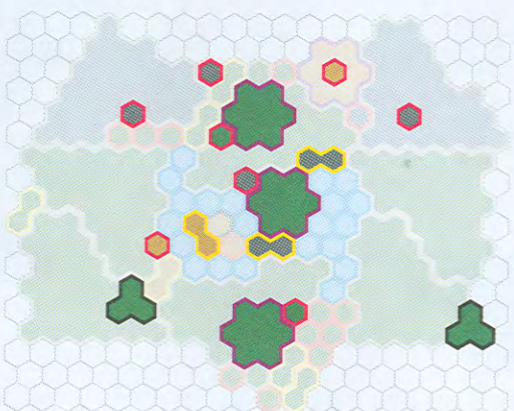


For centuries, the Dark Lakes separated the Regions of Laur and Nastralund. When the search for wellsprings began, the lakes became a source of dispute between the Archkyries on each side. They each built a fort on their shore, but dozens of skirmishes quickly reduced the area to ruins.

LEVEL
01



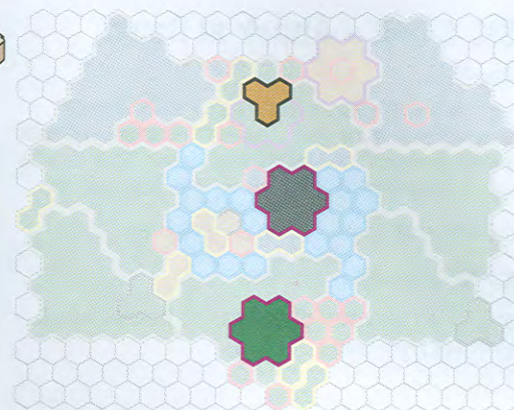
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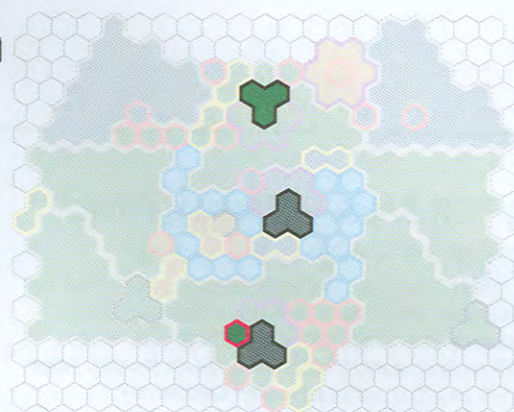
LEVEL
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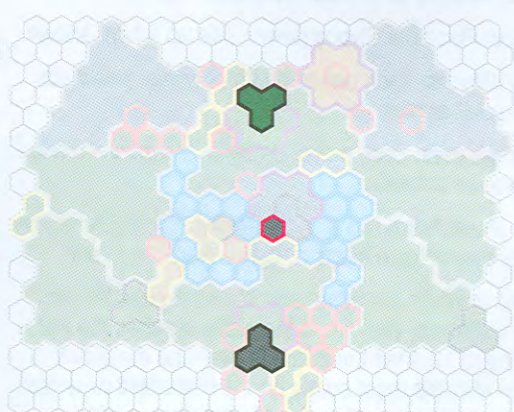
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04



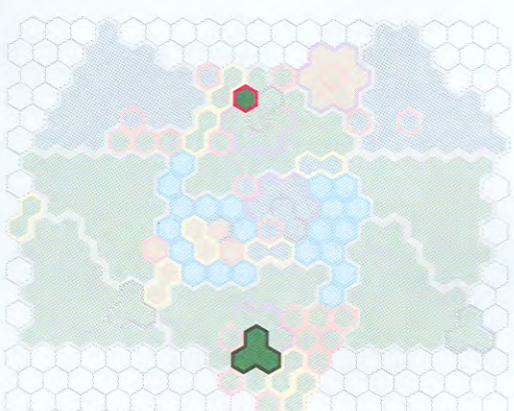
LEVEL
05



LEVEL
06

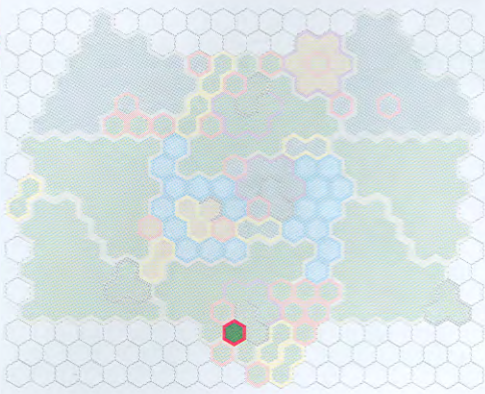


LEVEL
07

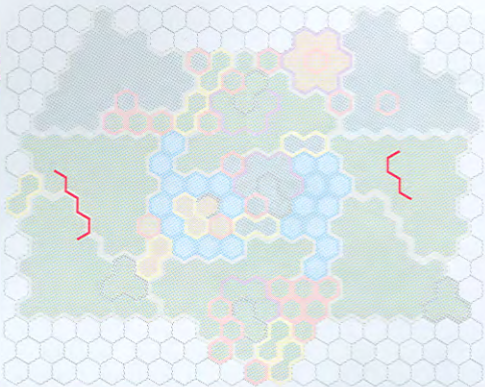


The Forsaken Waters Scenarios

LEVEL
08



RUINS

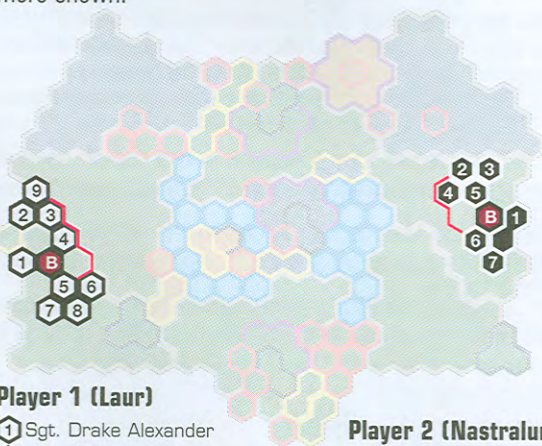


BASIC GAME – Dive the Dark Lakes (2 players)

A rumor has been spreading concerning the Dark Lakes— in the depths of these cold, dark waters may lie the source of the wellsprings. The Valkyrie General who controls The Forsaken Waters could use deep-dive devices to explore the waters. But there are 2 Valkyrie Generals with deep-dive devices.

Goal: Secure the Dark Lakes region by capturing the enemy's deep-dive device.

Setup: The Glyphs of Brandar represent the deep-dive devices. Place them where shown, with the Artifact side facing up. Place figures where shown.



Player 1 (Laur)

- 1 Sgt. Drake Alexander
- 2 3 4 Krav Maga Agents
- 5 6 7 8 Airborne Elite
- 9 Syvarris

Player 2 (Nastralund)

- 1 Mimring
- 2 3 4 5 Marro Warriors
- 6 7 Zettian Guards

Victory: When you move a figure onto the other player's deep-dive device, or the other player has no figures left on the battlefield, you win.

MASTER GAME – Winter Holdout

(2 players, or 4 players in 2 teams)

With winter coming, maintaining control of the pass through The Forsaken Waters becomes very important. The warm waters keep snow away, allowing safe passage between Laur and Nastralund. Controlling The Forsaken Waters gives a Valkyrie General an advantage throughout the winter. Two opposing sides are here to fight for it, and calls for reinforcements have been sent.

Goal: Destroy all of your opponents' figures.



Setup: Place the Glyphs power-side up where shown.

Two players: Each player drafts or brings pre-made 300-point armies.

Four players: Each player drafts or brings pre-made 160-point armies.

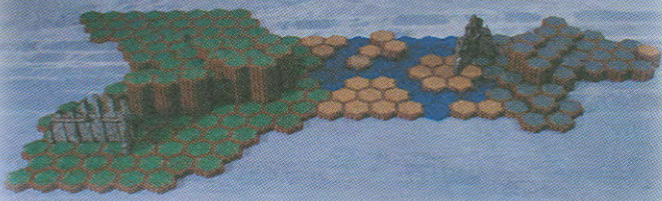
One player/team starts in the brown starting zone; the other player/team starts in the navy starting zone.

Special Rules: At the end of every round, all players with figures still on the battlefield may roll the 20-sided die to see if their reinforcements have arrived. After Rounds 1 and 2, any player who rolls 16 or higher may place reinforcements. For all other rounds, players only need to roll 11 or higher to place reinforcements. Reinforcements are placed as follows: draft (roll for draft order, if needed) or bring pre-made 160-point armies that have not previously been destroyed in the game. Army Cards with "The Drop" special power can't be chosen. Place reinforcements in your original starting zone, and use them as part of your army. Each player can only receive reinforcements once, if at all.

Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the game is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).

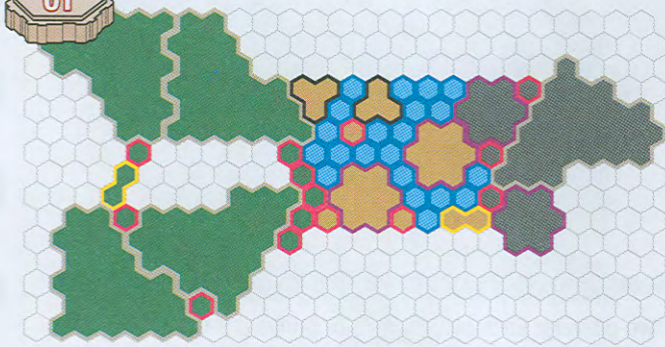
ROUND
MARKER
TRACK





In the depths of the Region of Lindsfarme lived a savage tribe known as the Durgeth. They held to the swamps, using the shifting waters to their advantage. At the start of the war, the Durgeth were destroyed, as their swamps are close to a wellspring. . . but it is said that some still lurk, preying on travelers.

LEVEL
01



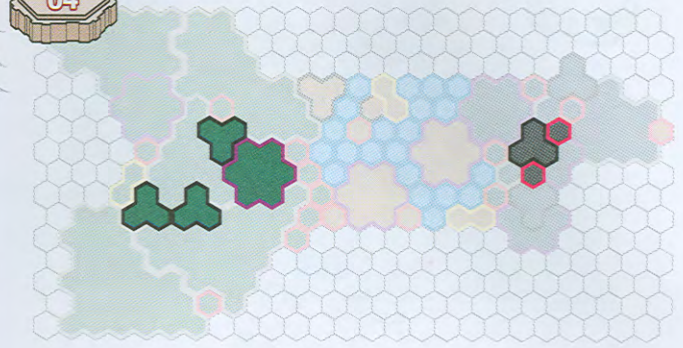
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02



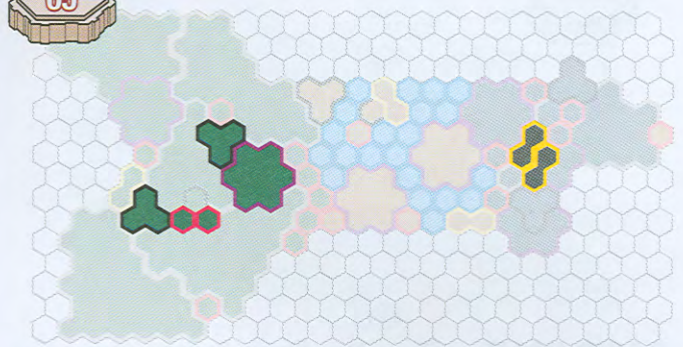
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03



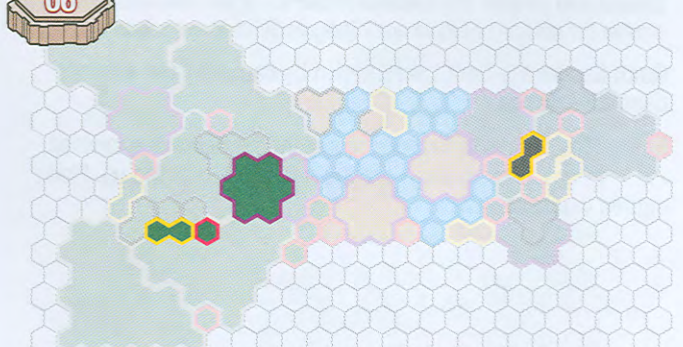
LEVEL
04



LEVEL
05



LEVEL
06

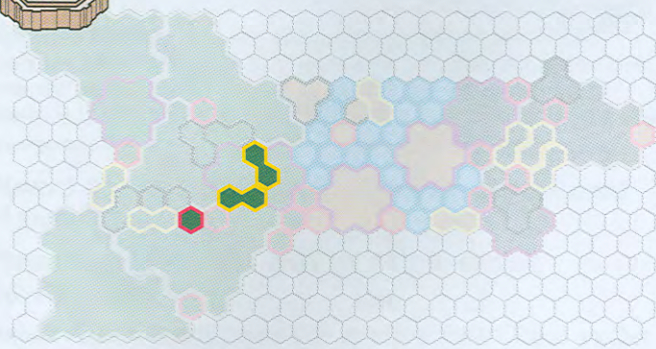


LEVEL
07

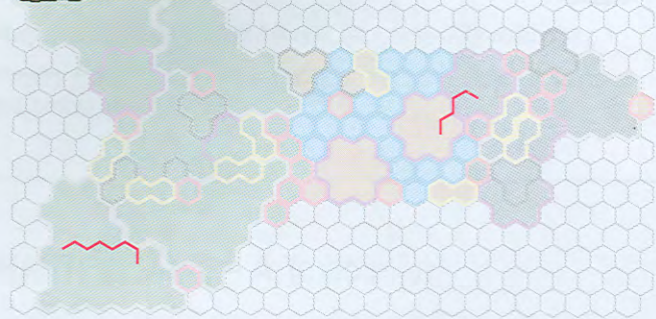


Durgeth Swamps Scenarios

LEVEL
08



RUINS



BASIC GAME – The Search For Comfrey Plants (2 players)

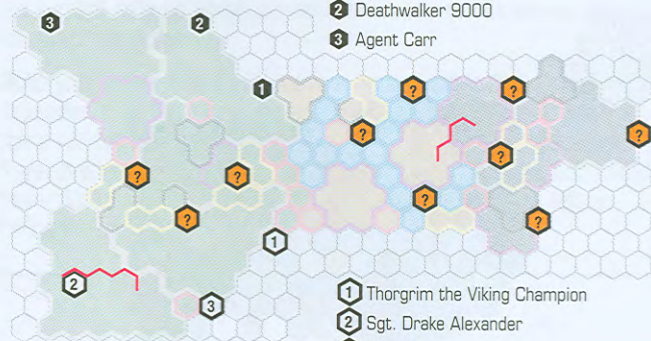
When the Durgeth were overrun, their secret to long life was uncovered—the unique minerals in the swamp cause the comfrey plants' leaves to secrete a potent medicine. The last battle between Jandar and Utgar left their squads gravely wounded. Both Valkyrie Generals have ordered their Heroes to gather as many comfrey plants as they can, before the enemy takes them all.

Goal: Be the first player to find 2 comfrey plants.

Setup: The 2 Glyphs of Brandar and the Glyph of Kelda will represent hidden comfrey plants. Turn all Glyphs symbol-side up, shuffle them, then place them on the spaces marked with a ?. Place figures where shown.

Player 2

- 1 Ne-Gok-Sa
- 2 Deathwalker 9000
- 3 Agent Carr



- 1 Thorgrim the Viking Champion
- 2 Sgt. Drake Alexander
- 3 Syvarris

Player 1

Special Rules: When one of your figures lands on a Glyph, stop there and turn it over. If it is not a comfrey plant (Glyph of Brandar or Kelda), then remove it from the battlefield. If it is a comfrey plant, then keep it power-side up in front of you.

Victory: The first player to collect 2 of the 3 comfrey plants wins. Or, if the other player has no figures left on the battlefield, you win.

MASTER GAME – Under Tempest's Cover (2 players)

(2 players)

The swamps are treacherous under normal conditions. But the rain and winds are relentless. A Valkyrie General has been hunting this quarry for days, driving his enemy into the depths of this miserable bog. He must stop the enemy scout—before he (or she?) gets the information back to the Valkyrie's transfer post on time. But who is the scout?

Player 1's Goal: By the end of Round 12, your secret Hero Scout must make it through Durgeth Swamps to the Valkyrie's transfer post.

Player 2's Goal: By the end of Round 12, you must prevent Player 1's secret Hero Scout from reaching the Valkyrie's transfer post.

Setup: Place the Glyph of Gerda power-side up where shown. Place a Glyph of Brandar power-side up where shown, to represent the Valkyrie's transfer post. Each player drafts or brings pre-made 400-point armies. Player 1 takes one Glyph (including the Glyph of Kelda) for each of his Unique Hero Army Cards, and secretly places one Glyph symbol-side up on each of those cards. The Glyph of Kelda represents the secret scout. Player 1 starts in the brown starting zone; Player 2 starts in the navy starting zone.

Special Rules: There is a storm raging in the swamps, so there can be no flying or parachuting. Army Cards with "The Drop" special power ignore that power and are placed just like other figures.

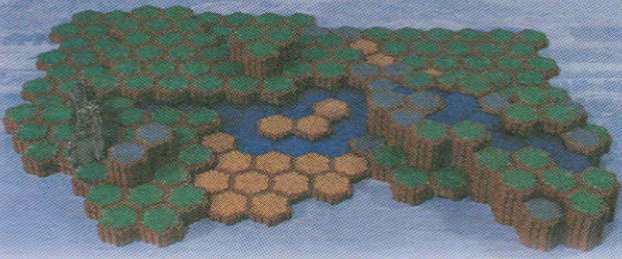


For Round 1 only, Player 2 adds 12 to his initiative roll. When a Unique Hero controlled by Player 1 is destroyed (or taken control of by Player 2), turn over the Glyph on that Army Card.

Victory: If Player 1 moves a Unique Hero onto the Valkyrie's transfer post, and it is the scout (with the Glyph of Kelda), then Player 1 turns over that Glyph and wins. If Player 2 destroys the scout, then Player 2 wins. If Player 1 does not get the scout to the transfer post by the end of Round 12, then Player 2 wins, even if Player 2 has no figures left on the battlefield.

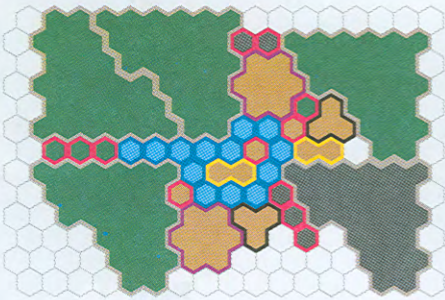
ROUND
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TRACK



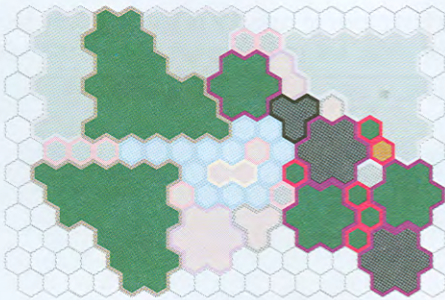


In the days of old, trolls were said to raid across the river. Archkyrie Navess erected a stronghold to protect his lands from troll raiding parties. Navess' Region was later conquered by the Archkyrie of Upper Bleakwoode, but the name Trollsford still remains.

LEVEL 01



LEVEL 02



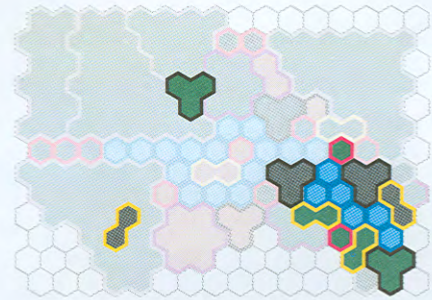
LEVEL 03



LEVEL 04



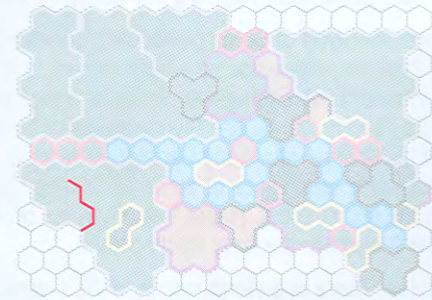
LEVEL 05



LEVEL 06



RUIN



Trollsford Swamps Scenarios

MASTER GAME – A Desperate Rescue Attempt (2 Players on a team vs. one player)

Sgt. Drake Alexander has been captured, and it's only a matter of time before he talks. He knows a lot, and if he talks, his captors will find out their enemies' secrets. Luckily, an enchantment has been cast on Sgt. Drake Alexander's allies. One of his allies only needs to touch him and they will all be transported back to safety. But the enchantment can only last for so long....

Player 1 and 2's Goal: Rescue Sgt. Drake Alexander by the end of round 8.

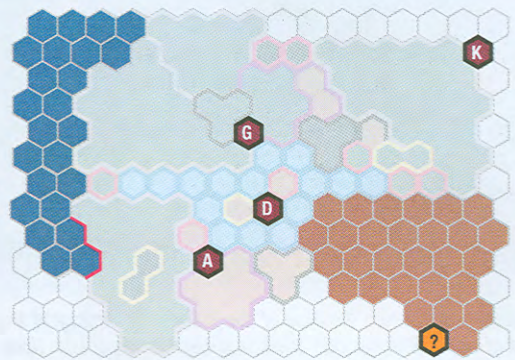
Player 3's Goal: Prevent Players 1 and 2 from rescuing Sgt. Drake Alexander.

Setup: Place 4 Glyphs power-side up where shown. Place another Glyph symbol-side up where shown, then place Sgt. Drake Alexander on top of it.

Players 1 and 2: Each player drafts or brings pre-made 200-point armies.

Player 3: You may draft or bring a pre-made 500-point army.

Players 1 and 2 start in the navy starting zone. Player 3 starts in the brown starting zone.



Special Rules: Sgt. Drake Alexander cannot participate in the battle, be controlled by anyone, or move from his secured space. The symbol-side up Glyph cannot be moved, and its power does not affect the game.

Victory: If Player 1 or 2 can move a figure next to Sgt. Drake Alexander, then he is rescued and Players 1 and 2 win. If Sgt. Drake Alexander is not rescued before the end of Round 8, then Player 3 wins, even if Player 3 has no figures left on the battlefield. Player 3 can also win if Players 1 and 2 have no figures left on the battlefield.

ROUND
MARKER
TRACK



MASTER GAME – A Toxic Mist

(2 players)

A Valkyrie General knew that others would follow her here, to Trollsford. That is why she released a poisonous gas into the water. Now they must not only fight each other, but fight to breathe. . . yet they can only hold their breath for so long...

Goal: Destroy all of your opponent's figures.

Setup: Place the Glyphs power-side up where shown.

Each player drafts or brings pre-made 400-point armies.

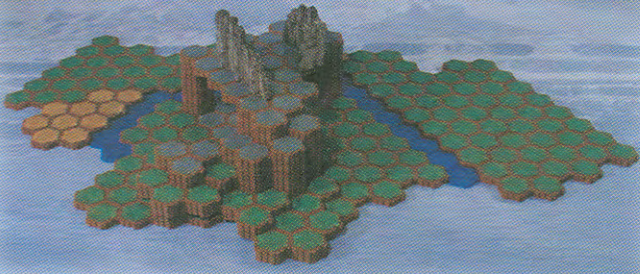
One player starts in the brown starting zone; the other player starts in the navy starting zone.

Special Rules: At the end of every round, the deadly gas is one level higher. (At the end of Round 1, the gas covers level 1 and all water spaces on the board. At the end of Round 2, it also covers all of level 2, and so on.) The gas cannot rise above level 5.

At the end of each round, all figures in the gas take 1 wound. Figures are not affected by the gas during the round, only at the end.

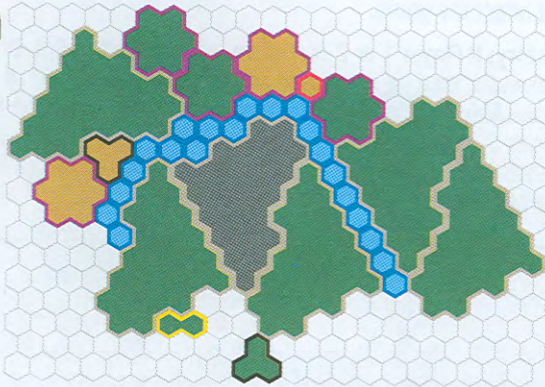


Victory: When the other side has no figures left on the battlefield, you win. If both players lose their last figures at the same time, then neither player wins—the other Valkyrie General's plan has worked. If the battle reaches the end of Round 8, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).

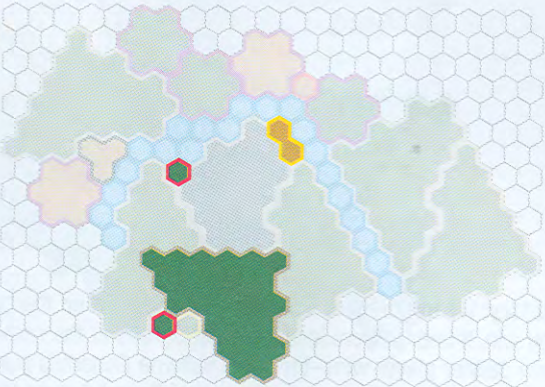


Two hundred years before the Rise of the Valkyrie™, Archkyrie Migol II ruled over most of Upper Bleakwoode and the ancient lands of Lür. Upon his death, his son Migol III erected a tomb on Barrenspur. Thieves have since turned the tomb into an empty ruin, but the catacombs beneath are still said to hold great riches.

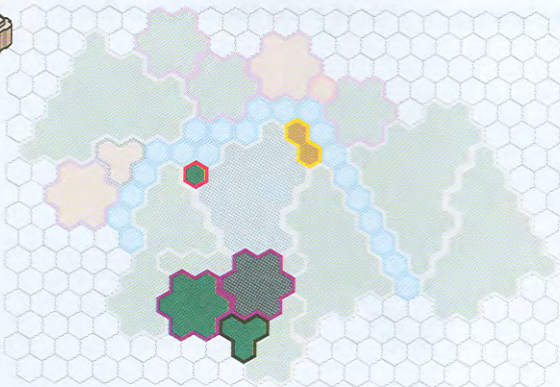
LEVEL 01



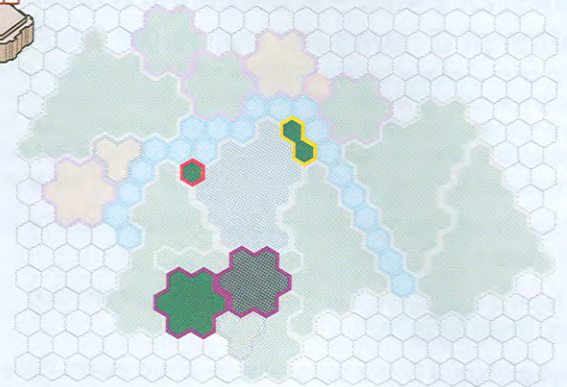
LEVEL 02



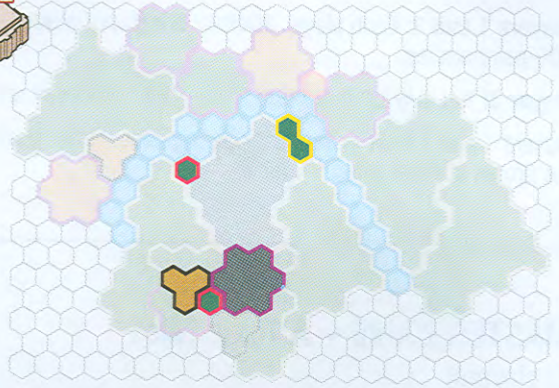
LEVEL 03



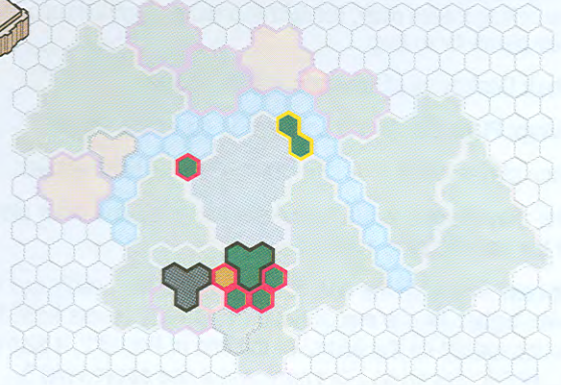
LEVEL 04



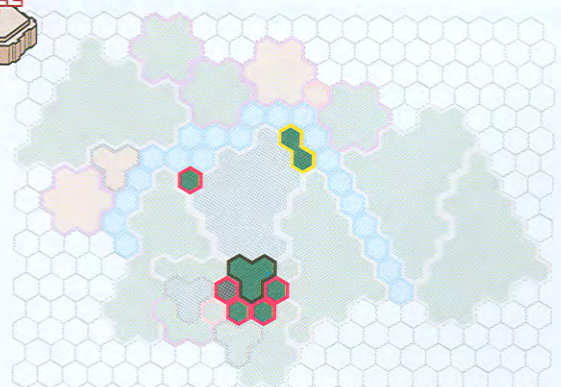
LEVEL 05



LEVEL 06



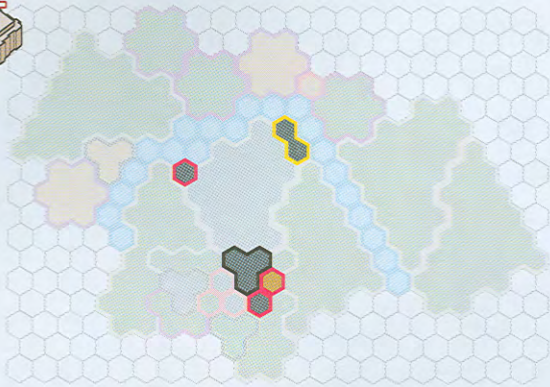
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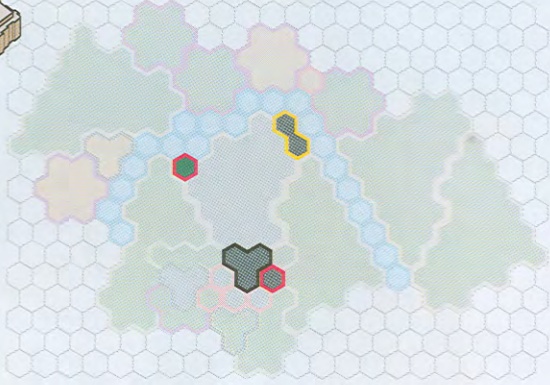
LEVEL
08



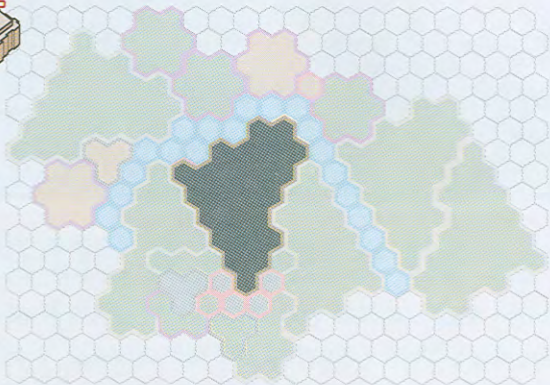
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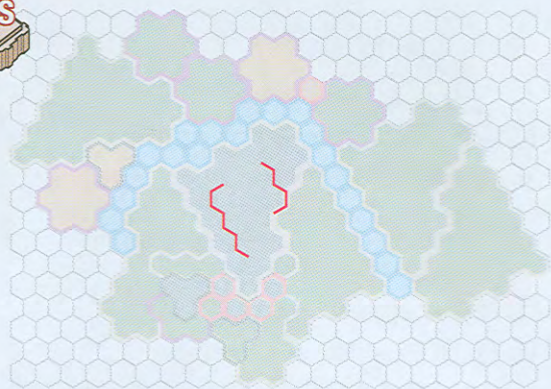
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LEVEL
11



RUINS



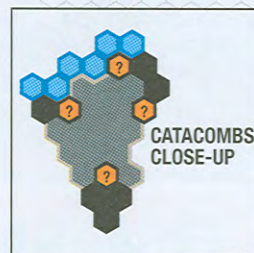
MASTER GAME – Mimring's Fortress

(4 players as individuals)

A Valkyrie General has mapped out the locations of 3 enemy wellsprings. This coveted information must be kept from others. The Valkyrie has built a device that will bury the map deep in the rock of Barrenspur, but it will take some time for it to finish its work. And who better to guard it than a dragon?

Goal: Player 1 controls Mimring and his minions, and must protect the map and burrowing device until it is secure. Players 2, 3, and 4 are all competing to get the map. They are not on a team.

Setup: Place a Glyph of Brandar Power-side up where shown. The Artifact will represent the map. Turn the Glyphs of Astrid, Gerda, Valda, and Mitonsoul symbol-side up, shuffle them, then place them on the spaces in the catacombs marked with a ?. Place Mimring where shown. Player 1 controls Mimring and 260 points worth of drafted or pre-made armies. Players 2, 3, and 4 each control 200 points worth of drafted or pre-made armies. Player 1 starts in the brown starting zone; the other players each start in either the navy, teal, or dark yellow starting zones.



Special Rules: Players 2, 3, and 4 have an uneasy alliance at the start of the game. This means their armies are all considered friendly. As soon as one of these players attacks another, the truce is off between all of them and cannot be remade.

Victory: If Player 2, 3, or 4 has a figure on the Artifact Glyph at the end of a round, then that player gets the map and wins. If no one has gotten the map by the end of Round 6, then Player 1 wins, even if Player 1 has no figures left on the battlefield.

ROUND
MARKER
TRACK



Migol's Tomb Scenarios (continued)

MASTER GAME – To Take Barrenspur

(2 players, or 4 players on 2 teams)

Under a bleak and unforgiving sky, all is silent. Everyone knows that blood will be spilled soon. Orders have come to take Barrenspur, to hold Migol's Tomb. Unfortunately, the orders have come from more than one Valkyrie General.

Goal: Destroy all of your opponents' figures.

Setup: Place the Glyphs power-side up where shown.

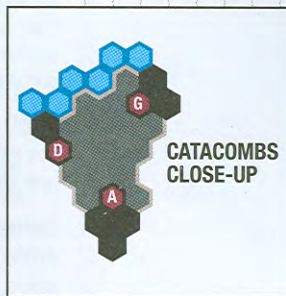
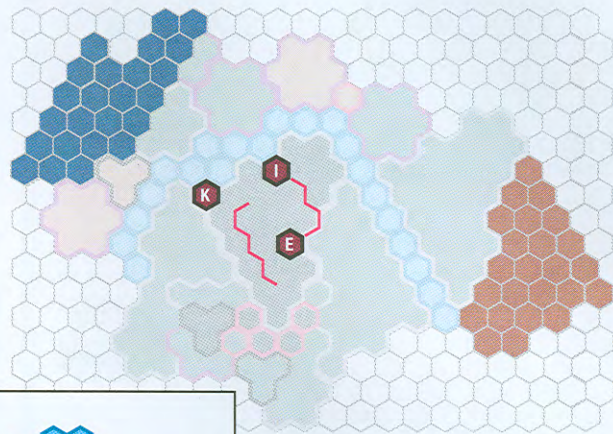
Two players: Each player drafts or brings pre-made 400-point armies.

Four players: Each player drafts or brings pre-made 300-point armies.

One player/team starts in the brown starting zone; the other player/team starts in the navy starting zone.

Special Rules: Due to the recent rains, all sand spaces have turned to mud. Each figure uses up 2 moves on each sand space.

Victory: When the other side has no figures left on the battlefield, your side wins. If the battle reaches the end of Round 12, then the battle is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).



ROUND
MARKER
TRACK



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