



AGES 8+

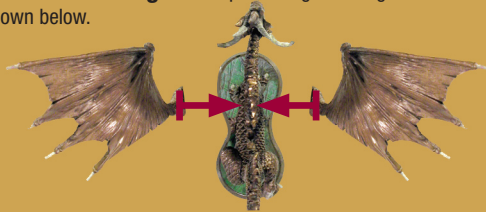
Battlefield & Game Scenario Booklet

- 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
 - 10 Red Dice
 - 10 Blue Dice
 - 1 Sticker Sheet
 - 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.

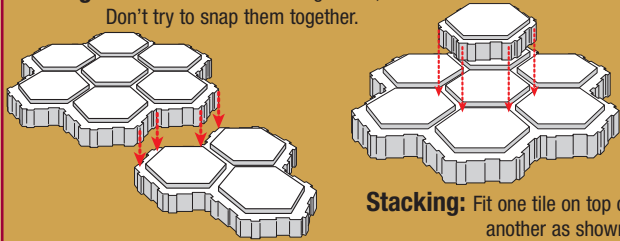
HOW TO USE THIS BOOKLET

This booklet features five different battlefields you can create, with level-by-level building instructions. For each battlefield, you can choose from two Game Scenarios. We recommend that you begin with the Basic Games, then move onto the more complex Master Games. There are separate instruction guides for the Basic Game and the Master Game.

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.

Linking: Slide the notches into the grooves, as shown. Don't try to snap them together.



The stickers

We suggest that you put the round white stickers on the underside of your figures, and write your initials on them. That way you'll know which figures are yours if they get mixed in with anyone else's.

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

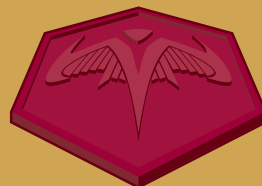
BATTLEFIELD KEY (notice center and border colors)				
	GRASS green centers	SAND golden centers	ROCK gray centers	WATER blue centers
24 space tan borders				
7 space purple borders				
triple space black borders				
double space yellow borders				
single space red or blue borders				
long ruin				
short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

The 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.

Symbol -Side Up



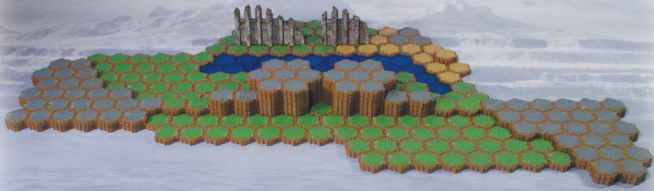
Power-Side Up



GLYPHS KEY

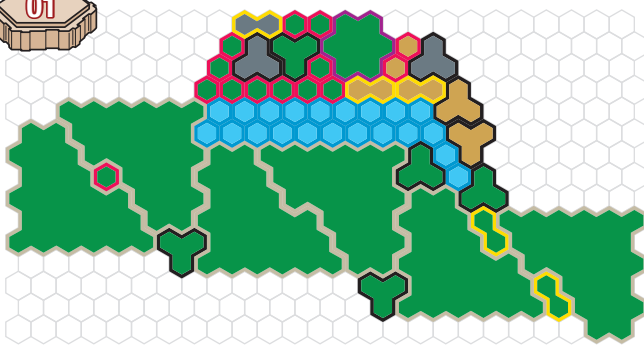
- Placed Symbol- Side Up:
- Placed Power-Side Up:
- GLYPH OF ASTRID
- GLYPH OF GERDA
- GLYPH OF IVOR
- GLYPH OF VALDA
- GLYPH OF DAGMAR
- GLYPH OF BRANDAR (2)
- GLYPH OF KELDA
- GLYPH OF ERLAND
- GLYPH OF MITONSOU

Table of the Giants Battlefield



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.

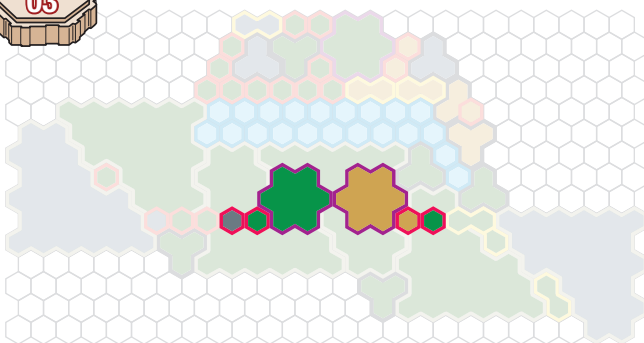
LEVEL 01



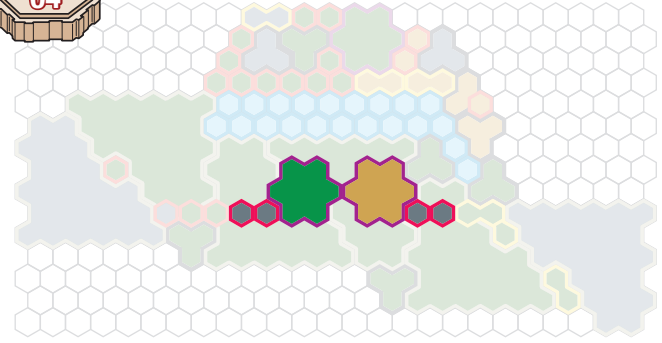
LEVEL 02



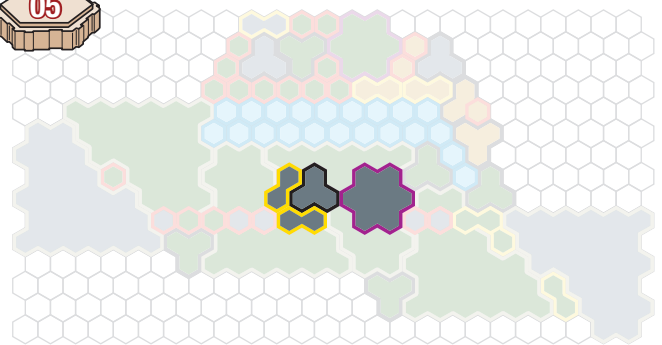
LEVEL 03



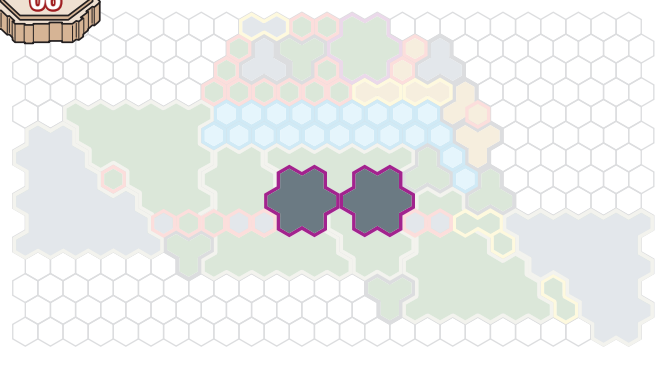
LEVEL 04



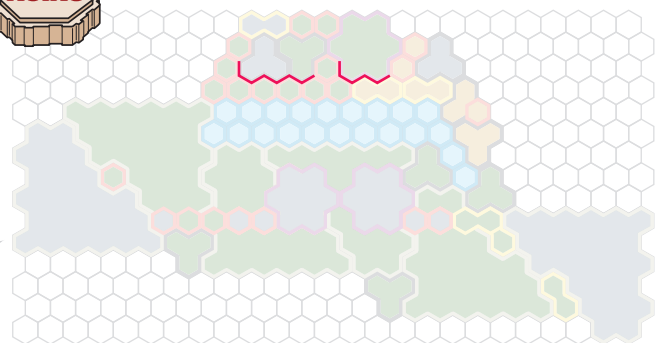
LEVEL 05



LEVEL 06



RUINS



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.

Player 1

- 1 Raelin
- 2 Finn the Viking Champion
- 3 Thorgrim the Viking Champion
- 4 5 6 7 Tarn Viking Warriors

Player 2

- 1 Ne-Gok-Sa
- 2 Grimnak
- 3 4 5 Izumi Samurai

The map shows a hexagonal grid battlefield with various colored zones (green, blue, yellow, grey, brown). Player 1's units are positioned in the lower-left and center, while Player 2's units are in the upper-right and center. A red line indicates a path or boundary across the top of the map.

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.

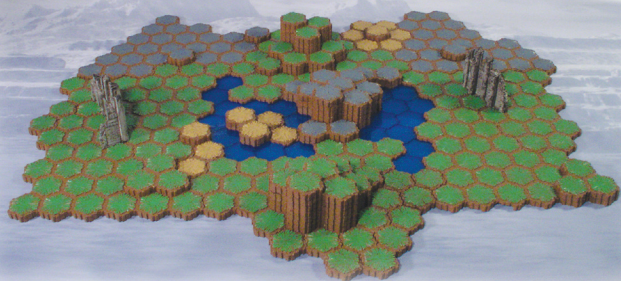
Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the battle is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 10 in the *Master Game Guide*).

The map shows a hexagonal grid battlefield with various colored zones (green, blue, yellow, grey, brown, navy). A red line indicates a path or boundary across the top. Glyphs are placed on the map: 'K' (top center), 'E' (top left), 'I' (center), 'V' (center), and 'D' (center). The brown starting zone is on the left, and the navy starting zone is on the right.

ROUND
MARKER
TRACK

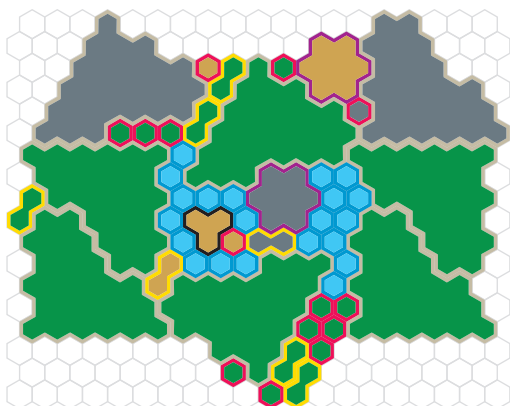


The Forsaken Waters Battlefield

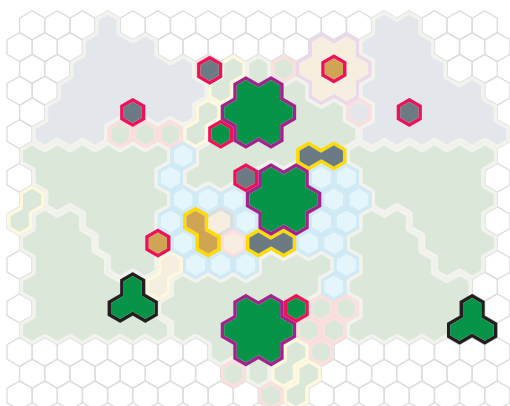


For centuries, the Dark Lakes separated the Regions of Laur and Nastralund. When the search for wellsprings began, the lakes became a source of dispute between the Archkyries on each side. They each built a fort on their shore, but dozens of skirmishes quickly reduced the area to ruins.

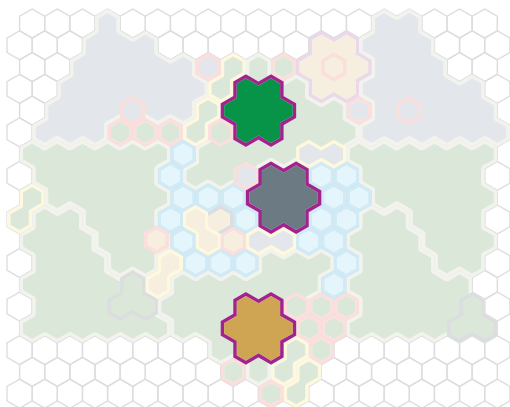
LEVEL 01



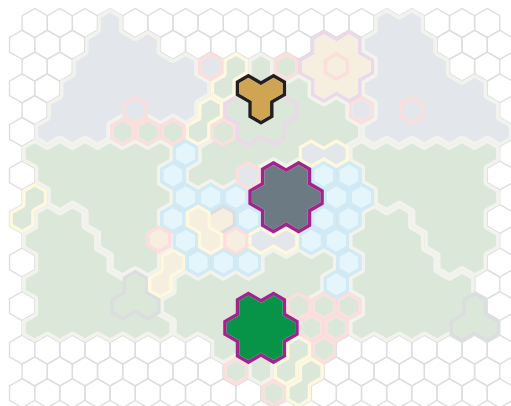
LEVEL 02



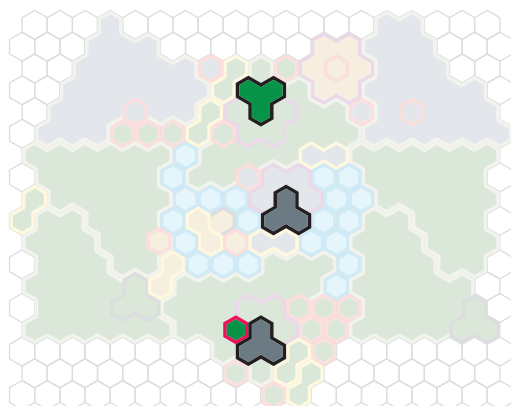
LEVEL 03



LEVEL 04



LEVEL 05



LEVEL 06

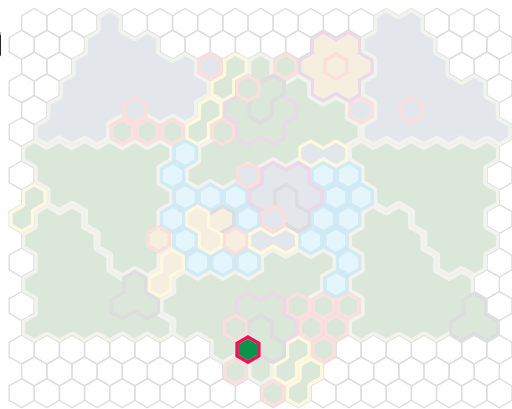


LEVEL 07

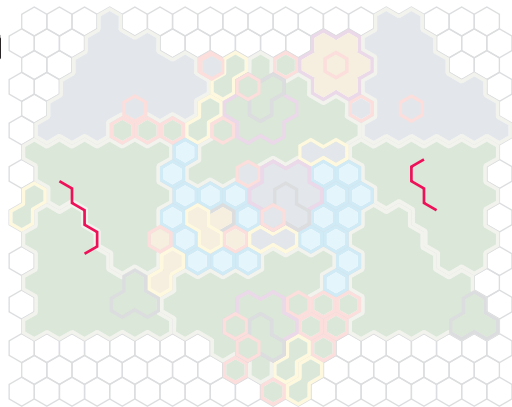




LEVEL 08



RUINS

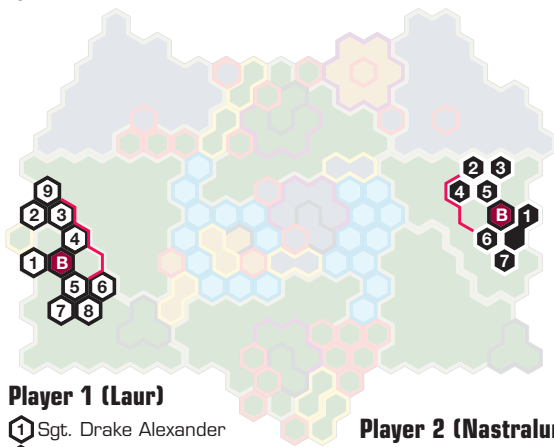


BASIC GAME – Dive the Dark Lakes (2 players)

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.

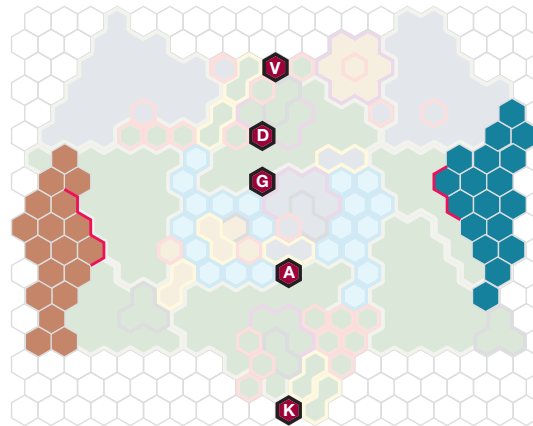
MASTER GAME – Winter Holdout

(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.

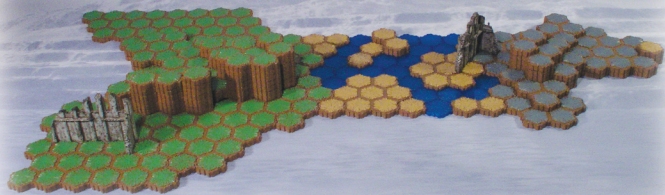
Special Rules: At the end of every round, all players with figures still on the battlefield may roll the 20-sided die to see if their reinforcements have arrived. After Rounds 1 and 2, any player who rolls 16 or higher may place reinforcements. For all other rounds, players only need to roll 11 or higher 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 10 in the *Master Game Guide*).

ROUND MARKER TRACK

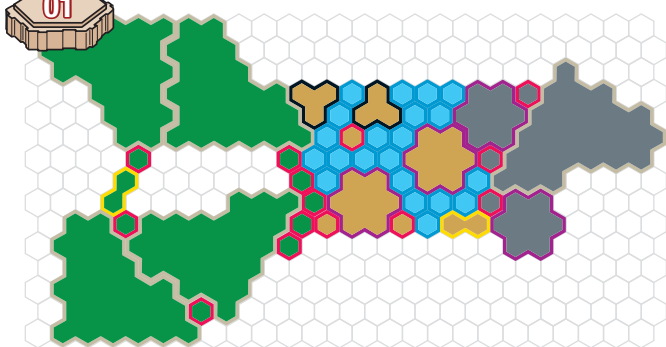


Durgeth Swamps Battlefield

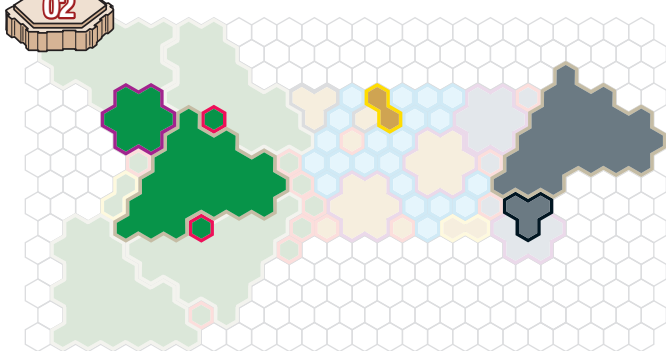


In the depths of the Region of Lindsfarme lived a savage tribe known as the Durgeth. They held to the swamps, using the shifting waters to their advantage. At the start of the war, the Durgeth were destroyed, as their swamps are close to a wellspring. . . but it is said that some still lurk, preying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

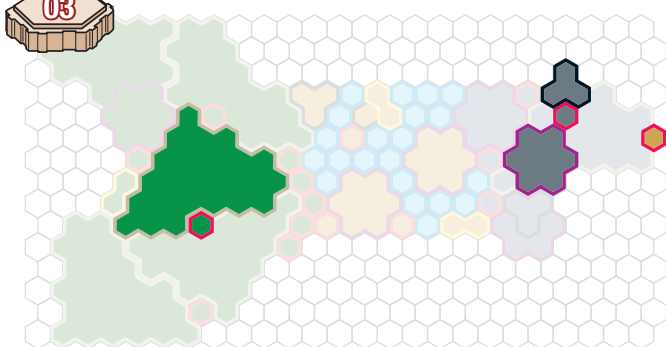
LEVEL
01



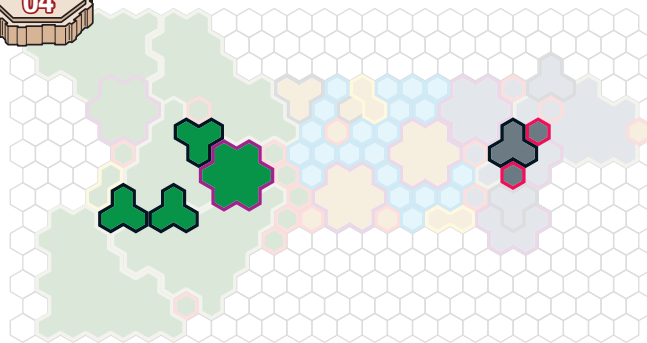
LEVEL
02



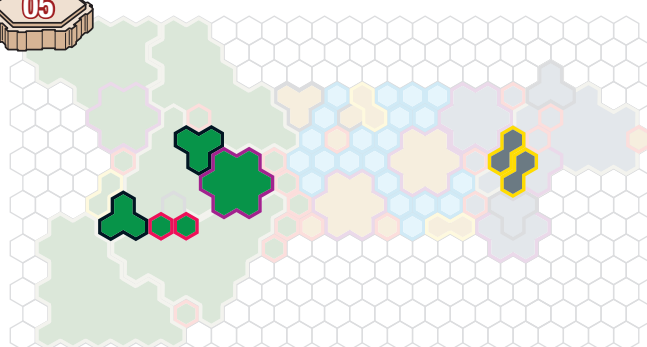
LEVEL
03



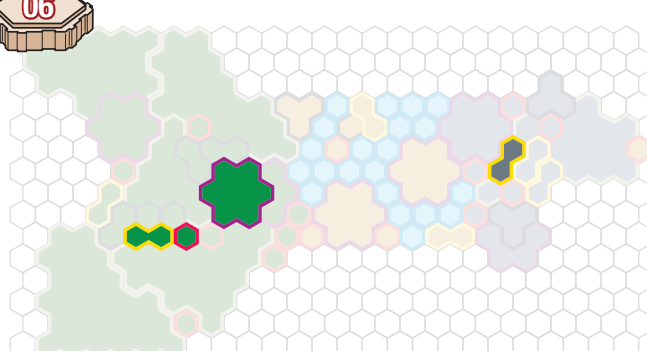
LEVEL
04



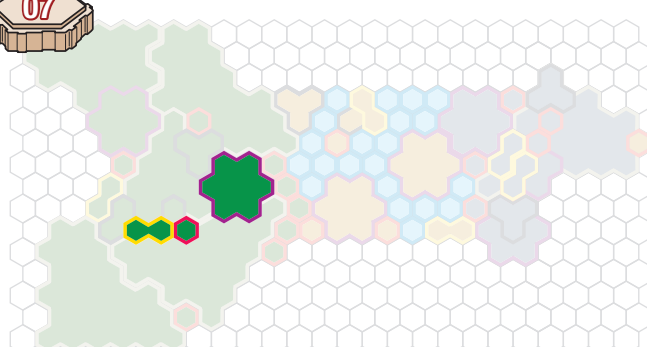
LEVEL
05



LEVEL
06

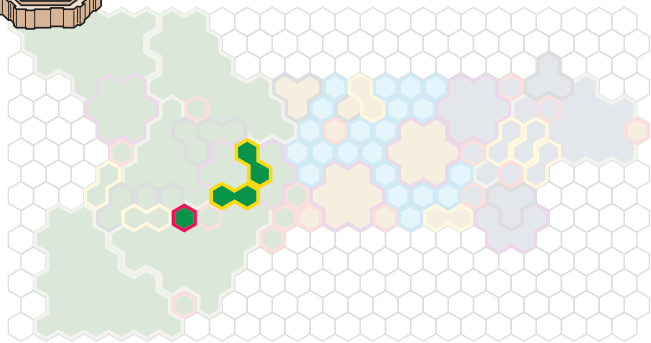


LEVEL
07

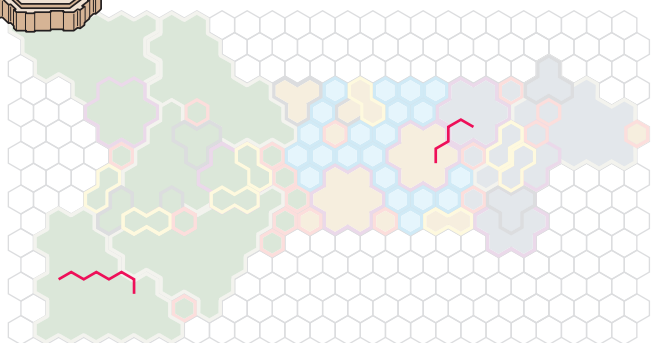




LEVEL 08



RUINS



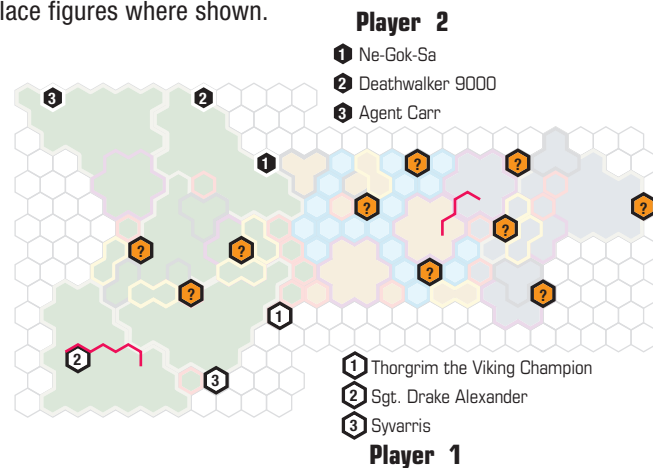
BASIC GAME – The Search For Comfrey Plants

(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.



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)

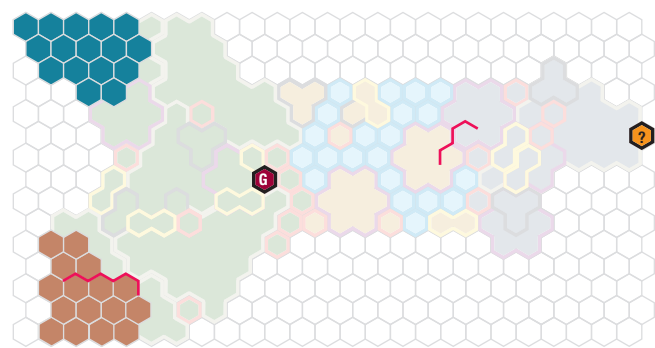
The swamps are treacherous under normal conditions. But the rain and winds are relentless. A Valkyrie General has been hunting this quarry for days, driving his enemy into the depths of this miserable bog. He must stop the enemy scout– before he (or she?) gets the information back to the Valkyrie's transfer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



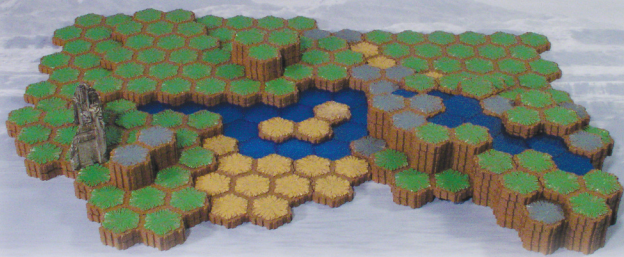
Round 1 only, Player 2 adds 12 to his initiative roll. When a Unique Hero controlled by Player 1 is destroyed (or taken control of by Player 2), turn over the Glyph on that Army Card.

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 MARKER TRACK

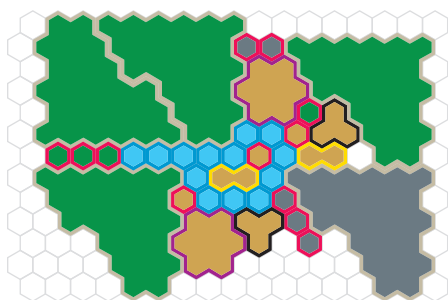


Trollsford Swamps Battlefield

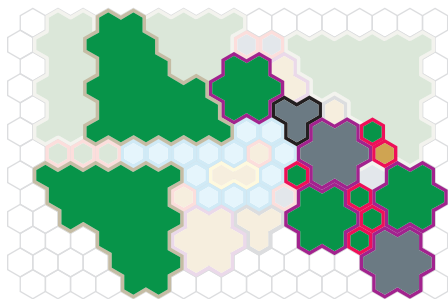


In the days of old, trolls were said to raid across the river. Archkyrie Navess erected a stronghold to protect his lands from troll raiding parties. Navess' Region was later conquered by the Archkyrie of Upper Bleakwoode, but the name Trollsford still remains.

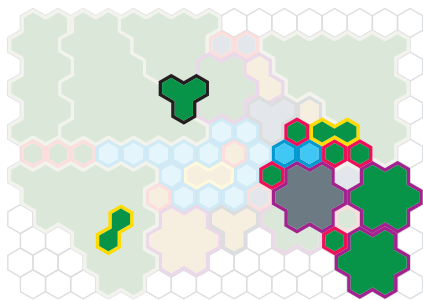
LEVEL 01



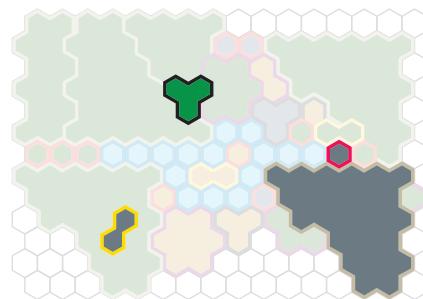
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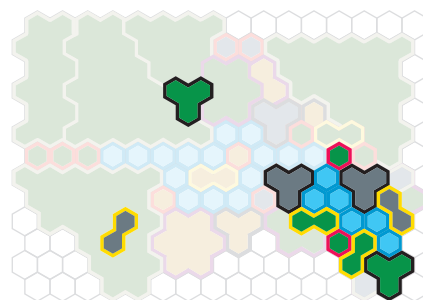
LEVEL 03



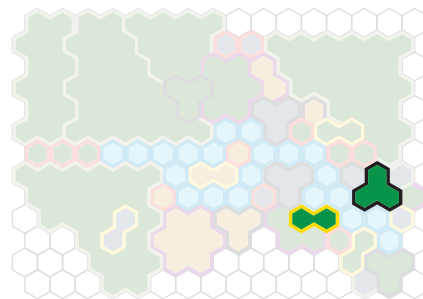
LEVEL 04



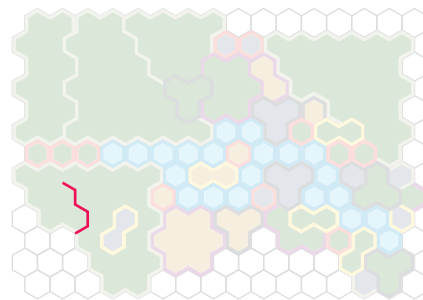
LEVEL 05



LEVEL 06



RUIN



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.

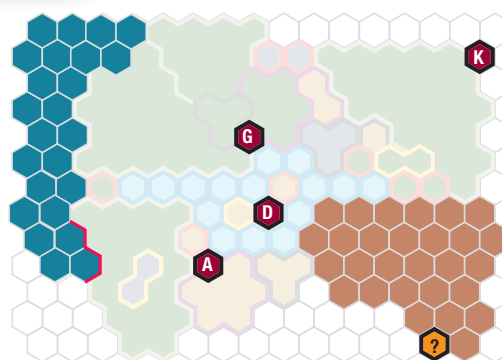
Player 3's Goal: Prevent Players 1 and 2 from rescuing Sgt. Drake Alexander.

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.

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.

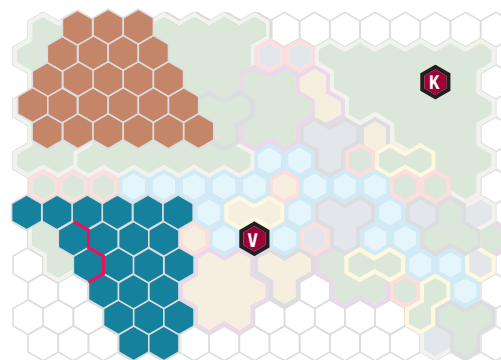
Setup: Place the Glyphs power-side up where shown.

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.

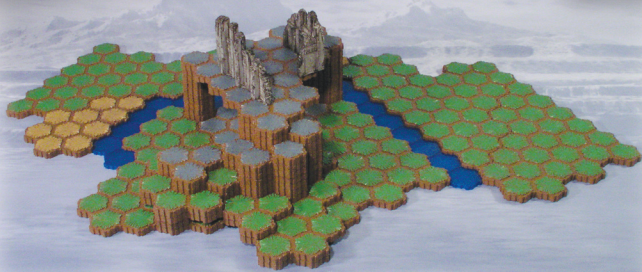


Victory: When the other side has no figures left on the battlefield, you win. If both players lose their last figures at the same time, then neither player wins—the other Valkyrie General's plan has worked. If the battle reaches the end of Round 8, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 10 in the *Master Game Guide*).

ROUND
MARKER
TRACK

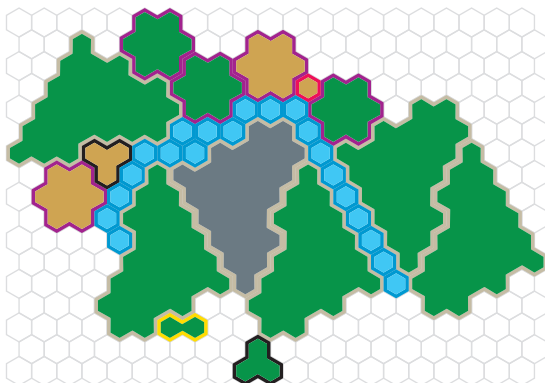


Migol's Tomb Battlefield

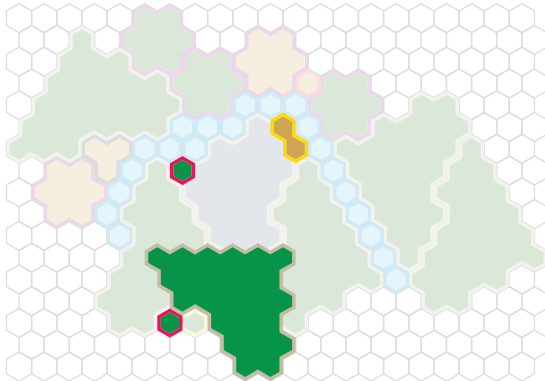


Two hundred years before the Rise of the Valkyrie™, Archkyrie Migol II ruled over most of Upper Bleakwoode and the ancient lands of Lür. Upon his death, his son Migol III erected a tomb on Barrenspur. Thieves have since turned the tomb into an empty ruin, but the catacombs beneath are still said to hold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

LEVEL 01



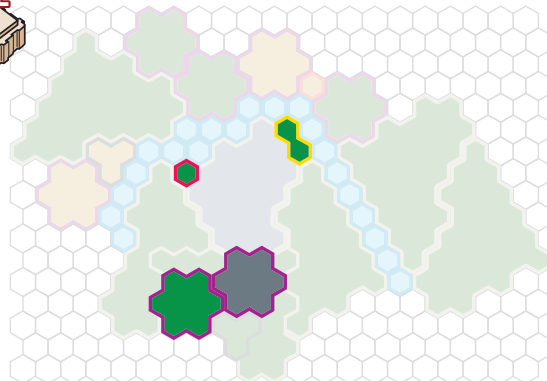
LEVEL 02



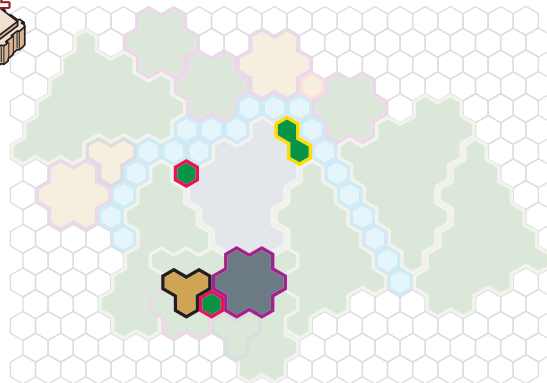
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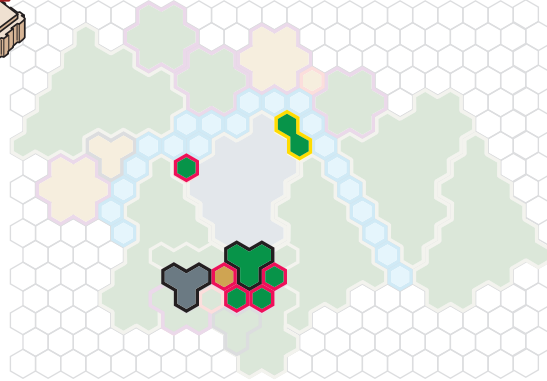
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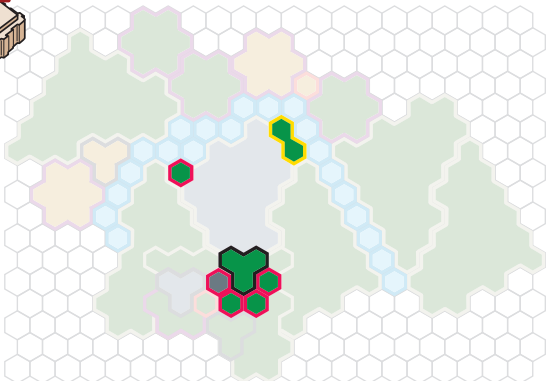
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LEVEL 06

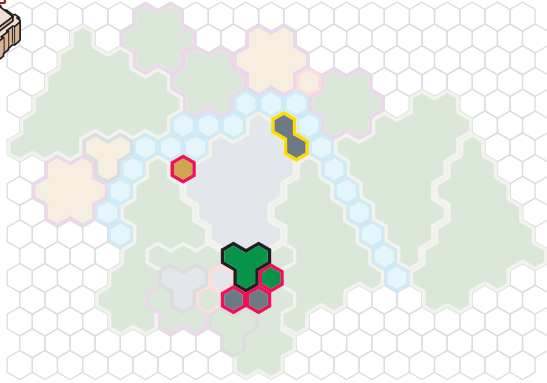


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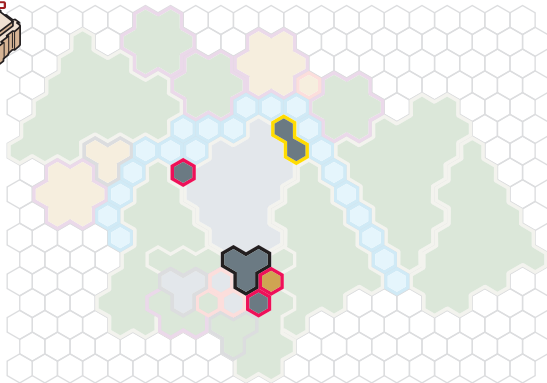




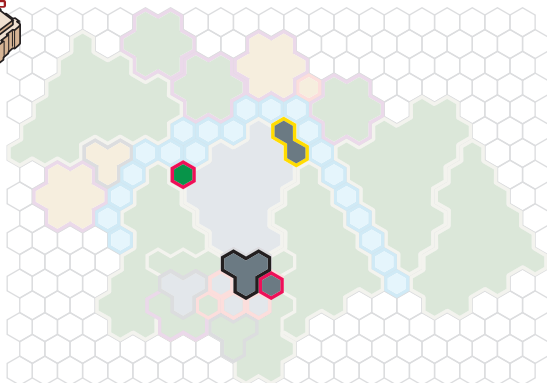
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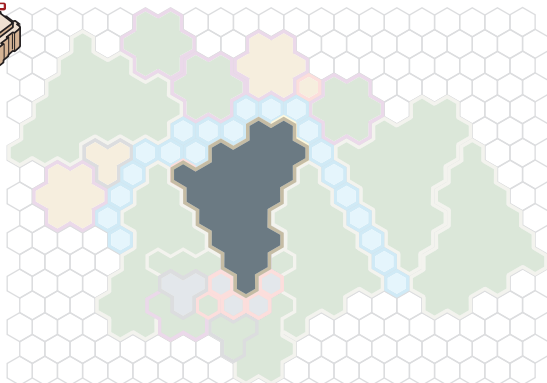
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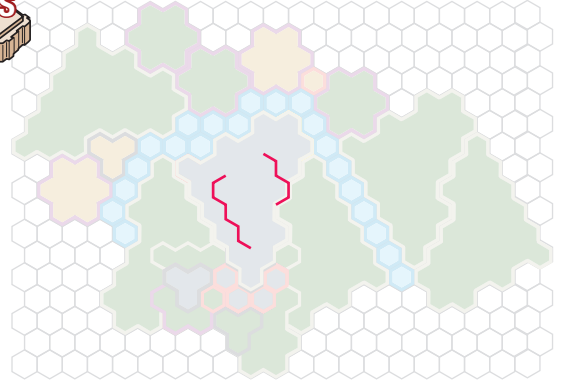
LEVEL
10



LEVEL
11



RUINS



ROUND
MARKER
TRACK



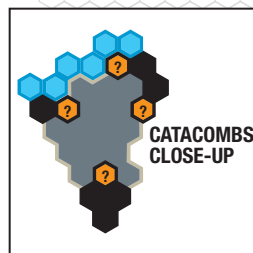
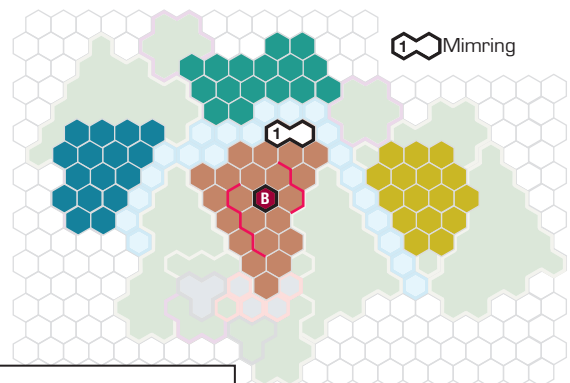
MASTER GAME – Mimring's Fortress

(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 Artifact-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.

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.

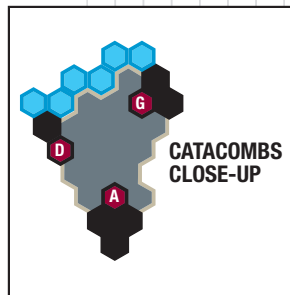
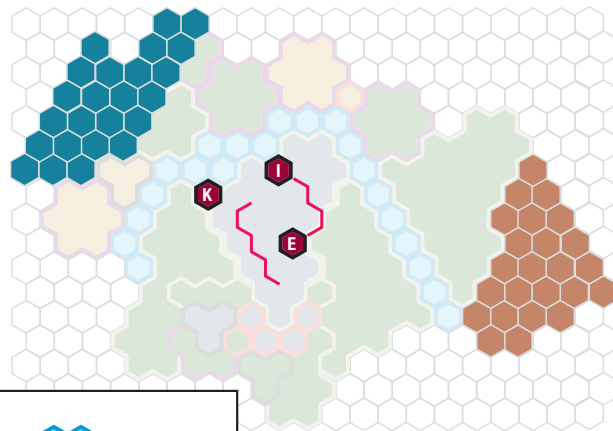
Two players: Each player drafts or brings pre-made 400-point armies.

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 10 in the *Master Game Guide*).



ROUND
MARKER
TRACK



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