



Official Maps & Scenarios

HEROSCAPHERS.com

Exclusive compiled by LefOn4ya
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Sources:

- 1) [Official Rulebooks on Hasbro.com](#)
- 2) [Official Rulebooks on Heroscapers.com](#)
- 3) [Hasbro Online Scenarios archived on the Internet Archive](#)
- 4) [Hasbro Online Scenarios archived on Heroscapers.com](#)
- 5) [Wizards Online Scenario on Wizards.com](#)
- 6) [Knights of the Dinner Table Scenario archived on Heroscapers.com](#)
- 7) [Gencon Scenario archived on Heroscapers.com](#)
- 8) [Heroscapers.com Official Scenario](#)
- 9) [Lost Scenarios on Heroscapers.com](#)

All Scenarios use Master Set Rules and are two players (unless specified).

- 1) **Table of the Giants.** Required Sets: Rise of the Valkyrie Master Set (RotV)
 - a) Attack at Dawn (Basic). [RotV Rulebook](#).
 - b) Clashing Fronts. [RotV Rulebook](#).
 - c) The Long Wait at the Table of the Giants. [Hasbro.com Online Scenario](#).
- 2) **The Forsaken Waters.** Required Sets: RotV + Malliddon's Prophecy
 - a) Dive the Dark Lakes (Basic). [RotV Rulebook](#).
 - b) Winter Holdout. [RotV Rulebook](#).
 - c) The Killing Fog of Forsaken Waters (4 players in 2 teams). [Hasbro.com Online Scenario](#).
 - d) Skirmish at Forsaken Waters (Basic). [Hasbro.com Online Scenario](#).
 - e) Malliddon's Prophecy at Forsaken Waters (2-4 players). [Hasbro.com Online Scenario](#).
 - f) The Battle for All Time at Forsaken Waters (4 players). [Hasbro.com Demo Campaign](#).
- 3) **Durgeth Swamps.** Required Sets: RotV
 - a) The Search For Comfrey Plants (Basic). [RotV Rulebook](#).
 - b) Under Tempest's Cover. [RotV Rulebook](#).
 - c) The Standoff at Durgeth Swamps (2-3 players). [Hasbro.com Online Scenario](#).
 - d) Deadly Waters at Durgeth Swamps (3 players). [Hasbro.com Online Scenario](#).
- 4) **Trollsford Swamps.** Required Sets: RotV
 - a) A Desperate Rescue Attempt (3 players: 2 vs 1). [RotV Rulebook](#).
 - b) A Toxic Mist. [RotV Rulebook](#).
 - c) Quicksand Firefight at Trollsford Swamps. [Hasbro.com Online Scenario](#).
- 5) **Migol's Tomb.** Required Sets: RotV
 - a) Mimring's Fortress (4 players). [RotV Rulebook](#).
 - b) To Take Barrenspur (2-4 players). [RotV Rulebook](#).
 - c) Battle for Mimring (3 Players). [Hasbro.com Online Scenario](#).
- 6) **The Meat Grinder.** Required Sets: RotV
 - a) Carvin' Marvin (2-4 players). [Knights of the Dinner Table Webcomic](#).
 - b) The Zombies Of The Meat Grinder (2-4 players). [Knights of the Dinner Table Webcomic](#).
 - c) The Gawds Must Be Crazy. [Knights of the Dinner Table Webcomic Scenario](#).
- 7) **Soulrazor Canyon.** Required Sets: RotV
 - a) King of the Hills (Basic). [Gencon Scenario](#).
 - b) Lingering Spirits. [Gencon Scenario](#).
 - c) Marked for Death. [Gencon Scenario](#).
 - d) The Grass is Greener. [Gencon Scenario](#).

- 8) **Wellspring of Obsession.** Required Sets: (2) RotV
 - a) Melee at the Wellspring of Obsession (2-5 players). [Hasbro.com Online Scenario.](#)
 - b) The Stand at the Wellspring of Obsession (3-4 players). [Hasbro.com Online Scenario.](#)
 - c) The Unguarded Wellspring of Obsession (2-4 players). [Hasbro.com Online Scenario.](#)
- 9) **The Forgotten Forest.** Required Sets: Road to the Forgotten Forest (RttFF) & RotV
 - a) The Bridge to the Forgotten Forest. [RttFF Rulebook.](#)
 - b) The Fall of the Dumutef Bridge (3 players). [RttFF Rulebook.](#)
- 10) **Wolf Swamp Road.** Required Sets: RttFF & RotV
 - a) Ambush on Wolf Swamp Road. [Hasbro.com Online Scenario.](#)
 - b) A Simple Prisoner Exchange. [Hasbro.com Online Scenario.](#)
- 11) **Volcarren Wasteland.** Required Sets: Volcarren Wasteland (VW) & RotV
 - a) Battle for Obsidian Guards. [VW Rulebook](#) & [Hasbro.com Online Scenario.](#)
 - b) The Unexpected Battle. [VW Rulebook](#) & [Hasbro.com Online Scenario.](#)
- 12) **Searing Pass.** Required Sets: VW & RotV
 - a) Deadly Encounter. [Hasbro.com Online Scenario.](#)
 - b) Supply Shortage. [Hasbro.com Online Scenario.](#)
- 13) **Thaelenk Tundra.** Required Sets: Thaelenk Tundra (TT) & RotV
 - a) Storm of Frozen Shards. [TT Rulebook.](#)
 - b) The Deadly Frozen Wellspring (3 players). [TT Rulebook.](#)
- 14) **Bloodred River.** Required Sets: (2) RotV, TT & RttFF
 - a) The Treacherous Crossing. [Hasbro.com Online Scenario.](#)
 - b) The Struggle for Reinforcements. [Hasbro.com Online Scenario.](#)
- 15) **The West Barbican of Idona Castle.** Required Sets: Fortress of the Archkyrie (FotA) & RotV
 - a) Ambush at the West Barbican (3-4 players). [FotA Rulebook.](#)
 - b) The Siege of West Barbican (2-3 players). [FotA Rulebook.](#)
- 16) **Aaryglynn.** Required Sets: (2) RotV & (2) FotA
 - a) The Battle for Aaryglynn (3-4 players). [Hasbro.com Online Scenario.](#)
 - b) Total Destruction at Aaryglynn (2-4 players). [Hasbro.com Online Scenario.](#)
- 17) **Valledonn.** Required Sets: RotV, TT, & FotA
 - a) The Curse of the Valledonn Fortress. [Hasbro.com Online Scenario.](#)
 - b) Siege of the Valledonn Fortress (3 players). [Hasbro.com Online Scenario.](#)
- 18) **The Narrows.** Required Sets: Swarm of the Marro Master Set (SotM)
 - a) A Long Wait (Basic Game). [SotM Rulebook.](#)
 - b) Spring Surprise (Basic Game). [SotM Rulebook.](#)
 - c) Exploration Part 1: Ominous Beginnings (SotM Campaign). [SotM Rulebook.](#)
- 19) **Montiqua Ledge.** Required Sets: SotM
 - a) Protect the Waters (Basic Game). [SotM Rulebook.](#)
 - b) Deadly Wall of Water (2-3 players). [SotM Rulebook.](#)
 - c) Exploration Part 2: The Unexpected Capture (SotM Campaign). [SotM Rulebook.](#)
- 20) **Xualtiaca.** Required Sets: SotM
 - a) Siren's Call. [SotM Rulebook.](#)
 - b) Exploration Part 3: Source of Corruption (SotM Campaign). [SotM Rulebook.](#)
- 21) **Waters of Life** Required Sets: SotM
 - a) Waters of Life. [SotM Rulebook.](#)
 - b) Rogue Hive (2-4 players). [SotM Rulebook.](#)
- 22) **The Outpost of Malodorr Swamp.** Required Sets: SotM & FotA
 - a) The Abandoned Outpost (2-3 players). [Hasbro.com Online Scenario.](#)
 - b) The Return of the Exiled Defenders (2-4 players). [Hasbro.com Online Scenario.](#)
- 23) **Avorice Stand.** Required Sets: Ticalla Jungle (TJ) & SotM
 - a) New Waters. [TJ Rulebook.](#)
 - b) Jungle Guardians (3 players). [TJ Rulebook.](#)
- 24) **Moon Lake.** Required Sets: 2 SotM & 2 TJ
 - a) The Battle of Moon Lake (2-3 players). [Hasbro.com Online Scenario.](#)

- 25) **Aveniul's Threshold.** Required Sets: RotV, SoTM, & 2 TJ
 - a) Song of the Pillars (2-3 players). [Heroscapers.com Lost Scenario.](#)
- 26) **Steam Alley.** Required Sets: SotM, VW, & TJ
 - a) Obsidian Attack at Steam Alley. [Heroscapers.com Lost Scenario.](#)
- 27) **Feldspar Pass.** Required Sets: RotV, SotM, & TJ
 - a) Utgar's Invasion at Feldspar Pass. [Heroscapers.com Lost Scenario.](#)
- 28) **The Catacombs.** Required Sets: 2 BftU
 - a) Chaos in the Catacombs (3-4 players). [Heroscapers.com Lost Scenario.](#)
- 29) **Road to the Underdark.** Required Sets: BftU, RotV, RttFF, & Rankar's Vision
 - a) The Guardian of Blackscar. [Heroscapers.com Online Scenario.](#)
- 30) **Dungeon Adventure 1: Ancient Sanctum Room 1: The Lair.**
 - a) Dungeon Campaign. [BftU Rulebook.](#)
 - b) Ambush (Basic). [BftU Rulebook.](#)
- 31) **Dungeon Adventure 1: Ancient Sanctum Room 2: Drow Ambush.**
 - a) Dungeon Campaign. [BftU Rulebook.](#)
 - b) Crazy Troll. [Wizards.com Online Scenario.](#)
- 32) **Dungeon Adventure 1: Ancient Sanctum Room 3: The Portal.**
 - a) Dungeon Campaign. [BftU Rulebook.](#)
- 33) **Dungeon Adventure 1: Ancient Sanctum Room 4: The Ancient Sanctum.**
 - a) Dungeon Campaign. [BftU Rulebook.](#)
 - b) Marked for Vengeance. [Wizards.com Online Scenario.](#)
- 34) **Othkurik's Throne.** Required Sets: BftU
 - a) Raiding Othkurik's Throne. [Wizards.com Online Scenario.](#)
 - b) Controlling Othkurik's Throne. [Wizards.com Online Scenario.](#)
 - c) Raiding Othkurik's Throne. [Wizards.com Online Scenario.](#)
- 35) **Dungeon Adventure 2: The River of Blood Room 1: The Descending Stair.**
 - a) Dungeon Campaign. [Heroscapers.com Online Scenario.](#)
- 36) **Dungeon Adventure 2: The River of Blood Room 2: The Hydra's Lair.**
 - a) Dungeon Campaign. [Heroscapers.com Online Scenario.](#)
- 37) **Dungeon Adventure 2: The River of Blood Room 3: The Torture Chamber.**
 - a) Dungeon Campaign. [Heroscapers.com Online Scenario.](#)
- 38) **Dungeon Adventure 2: The River of Blood Room 4: The Transformation Circle.**
 - a) Dungeon Campaign. [Heroscapers.com Online Scenario.](#)
- 39) **Dungeon Adventure 3: Shadow Cavern Room 1: The Forked Path.**
 - a) Cooperative Campaign: The Forked Path Entrance. [Heroscapers.com Lost Scenario.](#)
 - b) Cooperative Campaign: The Forked Path Exit. [Heroscapers.com Lost Scenario.](#)
- 40) **Dungeon Adventure 3: Shadow Cavern Room 2: Shadow Lake.**
 - a) Cooperative Campaign. [Heroscapers.com Lost Scenario.](#)
- 41) **Dungeon Adventure 3: Shadow Cavern Room 3: Valkrill's Wellspring.**
 - a) Cooperative Campaign. [Heroscapers.com Lost Scenario.](#)
- 42) **Dungeon Adventure 3: Shadow Cavern Room 4: Goblin Hill.**
 - a) Cooperative Campaign. [Heroscapers.com Lost Scenario.](#)
- 43) **Genotech.** Required Sets: Marvel: The Conflit Begins Master Set (MtCB)
 - a) Theft At Stark Enterprise. [MtCB Rulebook.](#)
 - b) Avengers Assemble! (Basic). [MtCB Rulebook.](#)
 - c) Escalating Battle. [MtCB Rulebook.](#)
 - d) Hulk Mad! [MtCB Rulebook.](#)
- 44) **Tribecca Labs.** Required Sets: MtCB
 - a) Mayhem in Manhatten! (Basic). [MtCB Rulebook.](#)
 - b) Heroes, Villians, Friends and Foes (Basic). [MtCB Rulebook.](#)
 - c) A Very Mad Genius. [MtCB Rulebook.](#)
 - d) Clash on the Streets. [MtCB Rulebook.](#)



Ultimate Battlefield Key

HEROSCAPHERS.com exclusive by LeftOn4ya
Version 2.0 - 3/31/11

LAND TERRAIN	GRASS green centers	SAND golden ctr	ROCK gray ctr	SWAMP dark green ctr	DUNGEON gray-green ctr	CON- CRETE light gray ctr	ASPHALT dark gray ctr	LAVA FIELD dark red ctr	SNOW white w/ flakes
24 space tan borders									
7 space purple borders									
triple space black borders									
double space yellow borders									
single space red borders									

LIQUID/BASE TERRAIN	SWAMP WATER yellow- green ctr	WATER blue ctr	MOLTEN LAVA red ctr	GLACIER BASE/ICE light blue/ white ctr	SHADOW black/ gray ctr
single liquid/base blue or red borders					
triple liquid/base blue borders					
quad liquid/base blue borders					
hex liquid/base blue borders					

WALL/ROAD	OTHER	five-space road tile	
short ruin height: 6		single-space wall walk	
long ruin height: 6		seven-space wall walk	
warehouse ruin upper floor height: 9		nine-space wall walk	
stone wall height: 2 / 3		battlement on wall walk	
single-space road tile		single-rung ladder piece	
double-space road tile		six-rung ladder piece	

OBSTACLES	TREES / Marro Hive black/gray / yellow-green	UNDER- BRUSH yellow ctr	PALM TREES green ctr	GLACIER MTNS light blue ctr	ROCK OUTCROP gray ctr
single obstacle blue or green borders					
triple obstacle blue or green borders					
quad obstacle blue or green borders					
hex obstacle blue or green borders					

FORTRESS	SINGLE CORNER	SINGLE STRAIGHT	SINGLE END	FORTRESS DOORWAY
WALL Height: 9 Levels				
BASE Height: 1 Level				

GLYPHS KEY

Placed Symbol-Side Up:

Places Power-Side Up:

GLYPH OF ASTRID
GLYPH OF GERDA
GLYPH OF IVOR
GLYPH OF VALDA
GLYPH OF DAGMAR
GLYPH OF BRANDAR
GLYPH OF KELDA
GLYPH OF ERLAND
GLYPH OF MITONSOU
GLYPH OF JALGARD
GLYPH OF LODIN
GLYPH OF RANNVEIG
GLYPH OF STURLA
GLYPH OF ULVANIVA
GLYPH OF CREVCOR
GLYPH OF WANNOK
GLYPH OF THORIAN
GLYPH OF PROFTAKA
GLYPH OF BRANDAR
GLYPH OF NILREND
GLYPH OF ORELD

TREASURE GLYPHS KEY

Placed Symbol-Side Up:

Places Power-Side Up:

HEROIC RUNE
TALISMAN OF DEFENSE
POTION OF HEALING
BRANDAR'S CHEST
BOLT OF THE WITHERWOOD
ELIXIR OF SPEED
RING OF PROTECTION
WHETSONE OF VENOM
HOLY SYMBOL OF PELOR
BRACERS OF TELEPORTATION
CLOAK OF INVISIBILITY
BELT OF GIANT STRENGTH
BROOCH OF SHIELDING
GIANT HUNTER STONE
OCEANSTRIDER AMULET
SCARAB OF INVULNERABILITY
REVENANT'S TOME

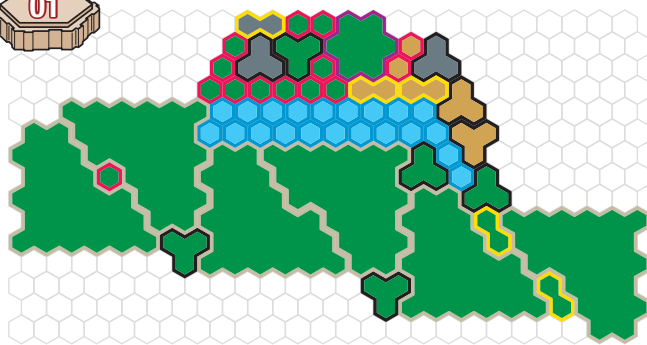
OBJECT OF POWER
MYSTERIOUS ITEM

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.

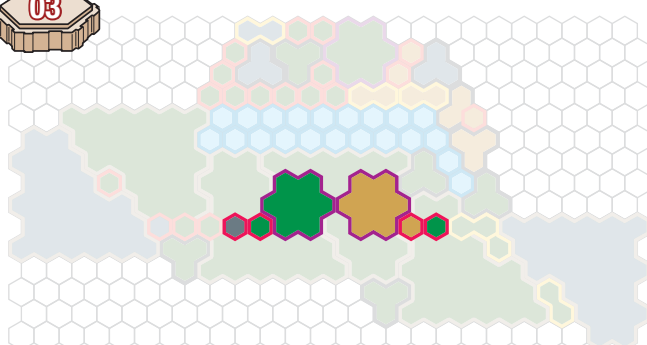
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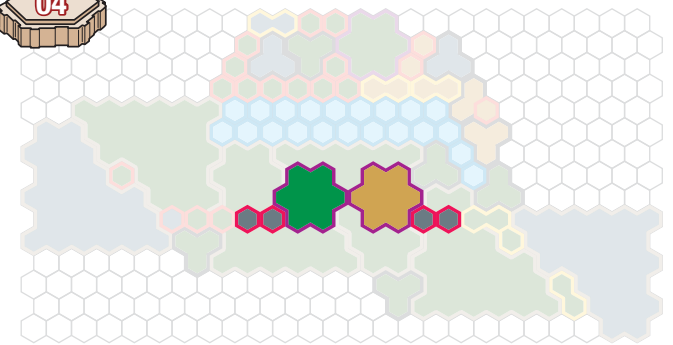
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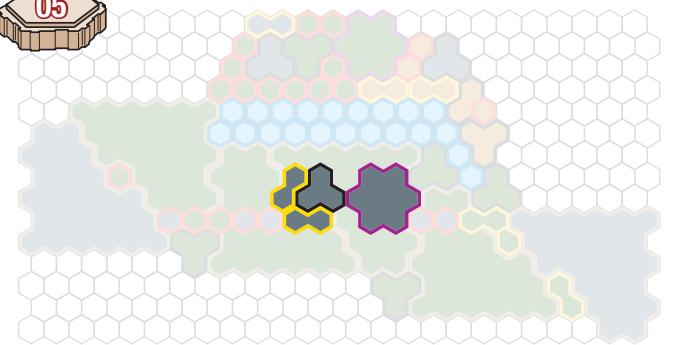
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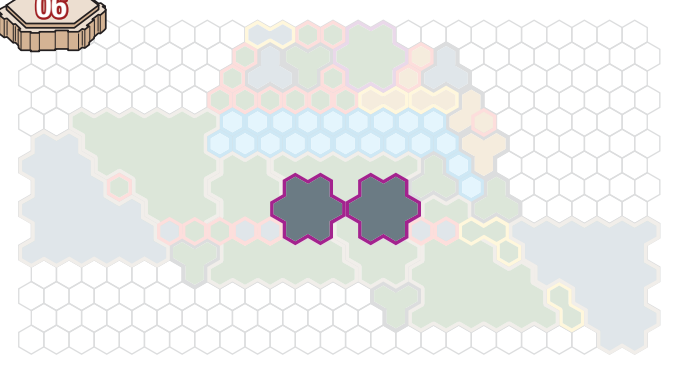
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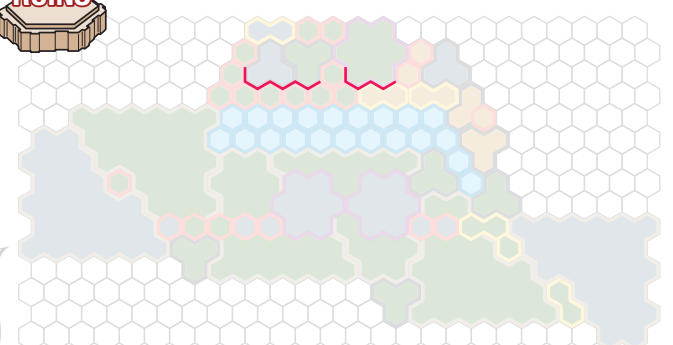
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LEVEL
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RUINS



Game Scenarios

BASIC GAME – Attack at Dawn

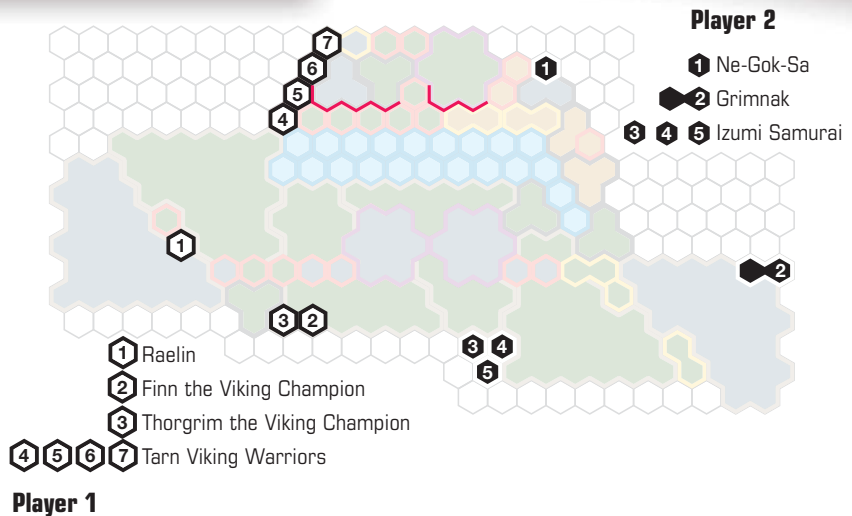
(2 players)

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.

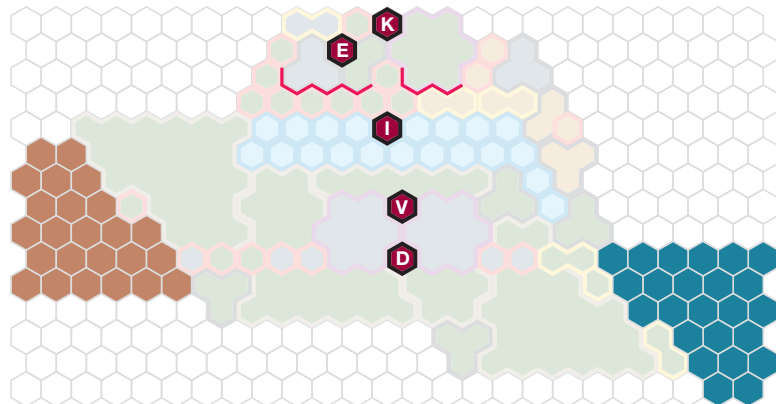
Setup: Place the Glyphs power-side up where shown.

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 10 in the *Master Game Guide*).

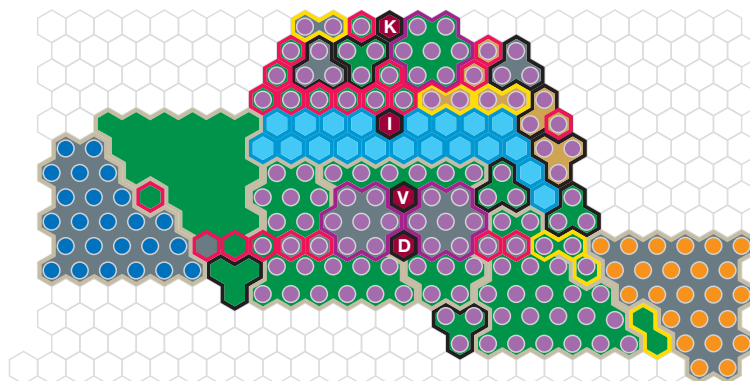


**ROUND
MARKER
TRACK**





ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME – The Long Wait

Required Sets: Rise of the Valkyrie Master Set
(2 Players)

After taking heavy losses (in the Clashing Fronts), one army is victorious. However, news of a more powerful enemy rapidly approaching makes the survivors wary. Rather than moving on and engaging them in the open plains, the surviving army remains camped on the Table of Giants, taking advantage of the terrain's defensive advantage. Now the long wait for reinforcements begins.

Goal: Take control of the battlefield by destroying all your opponent's figures.

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

Two Players: Player 1 (attacker) drafts a 400-point army. Player 2 (defender) drafts a 260-point army. Player 2 does not have to place his/her army on the battlefield during drafting and may place his/her army after Player 1 has chosen and placed his/her entire army.

Player 1 starts in the blue starting zone. Player 2 starts in the purple starting zone.

Player 1 must set up first. Player 2 is allowed to set up last.

Special Rules: At the beginning of the 6th and 7th rounds, if player 2 has at least 1 figure still alive, he/she may roll the 20-sided die to determine if reinforcements arrive at the beginning of that round. Reinforcements may arrive only once in the game on the orange zone. Use the table below.

Round	Die Roll Needed
6	11-20
7	6-20
8	Automatic

On round 8, if reinforcements have not yet arrived and player 2 has at least 1 remaining figure, he/she automatically receives a 400-point army for reinforcements.

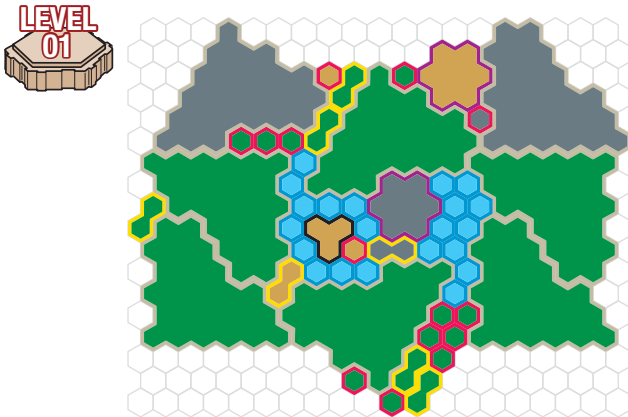
Victory: Player 2 must hold onto the territory while waiting for reinforcements. Player 1 must destroy all of player 2's army before overwhelming reinforcements arrive to win the game. If the reinforcements arrive, the last player on the battlefield wins the game. If the battle reaches the end of the 12th round, the player with the most points on the battlefield wins (see **Scoring**, on page 10 in the Master Game Guide).

The Forsaken Waters Battlefield

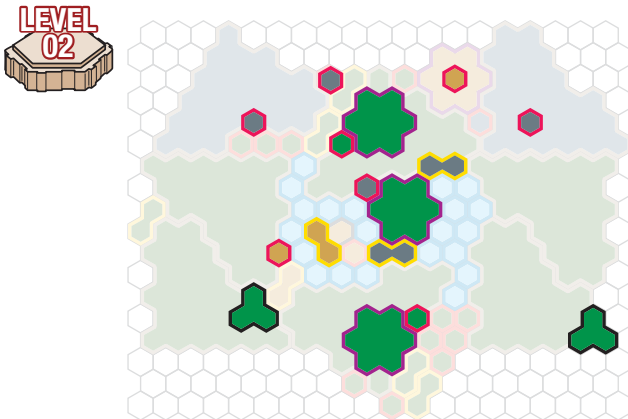


For centuries, the Dark Lakes separated the Regions of Laur and Nastralund. When the search for wellsprings began, the lakes became a source of dispute between the Archkyries on each side. They each built a fort on their shore, but dozens of skirmishes quickly reduced the area to ruins.

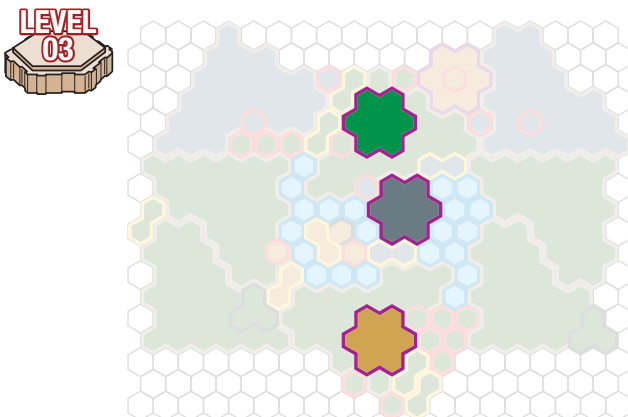
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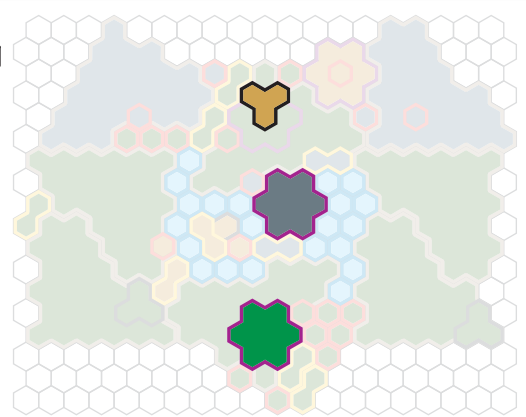
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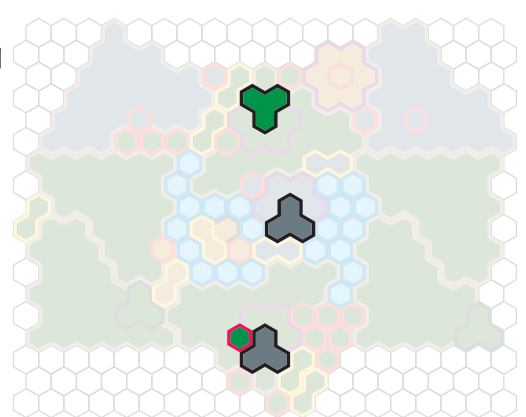
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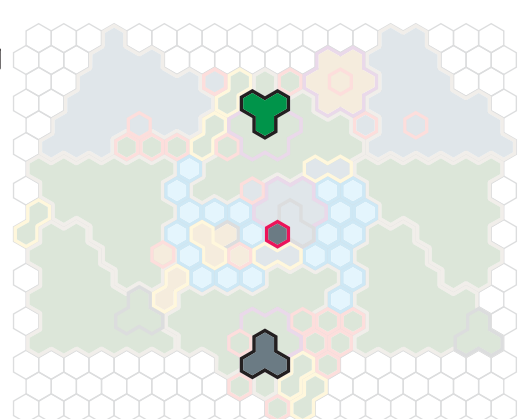
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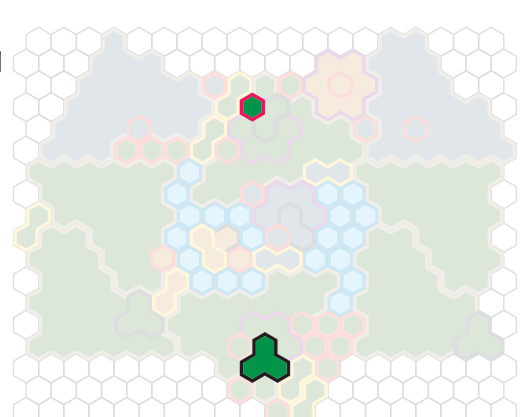
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LEVEL
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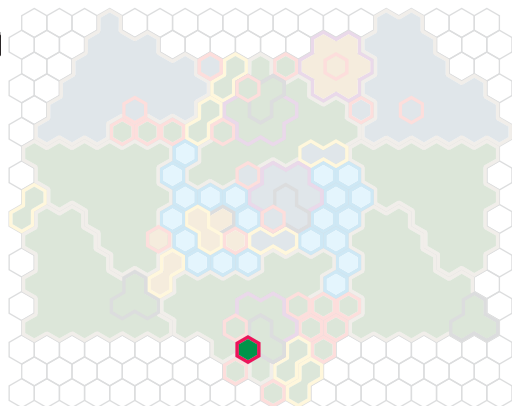


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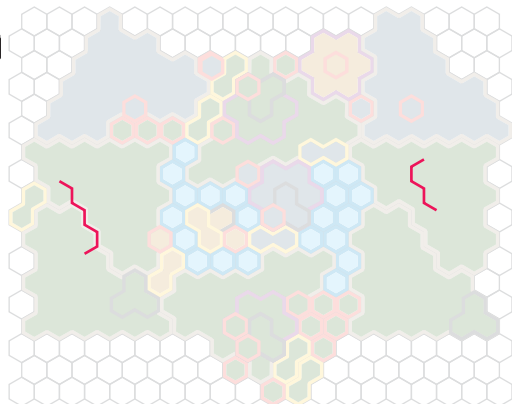


Game Scenarios

LEVEL
08



RUINS

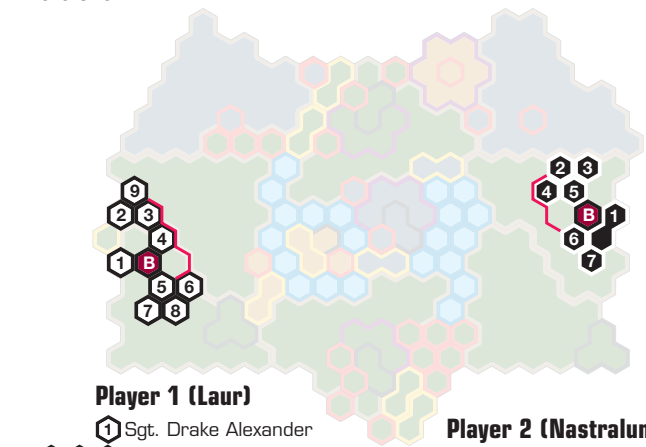


BASIC GAME – Dive the Dark Lakes (2 players)

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 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.

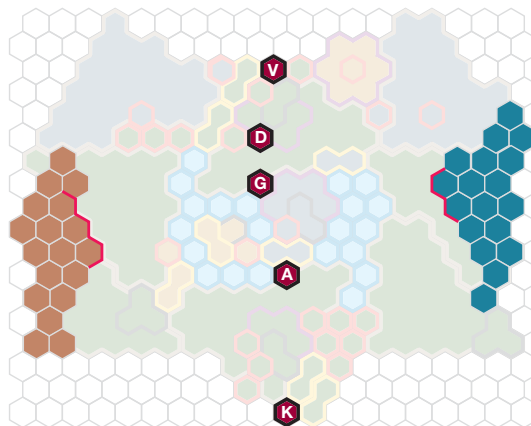
MASTER GAME – Winter Holdout

(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.

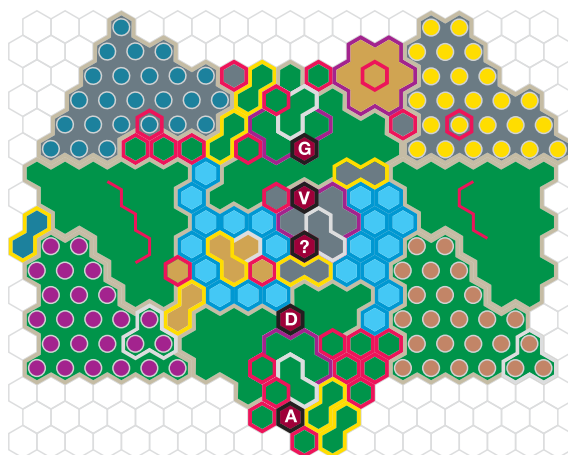
Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the game is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 10 in the *Master Game Guide*).

ROUND
MARKER
TRACK





ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME – The Killing Fog

Required Sets: Rise of the Valkyrie Master Set
(4 Players in 2 teams)

Warm waters swirling under cold crisp air create the legendary Killing Fog a mist so dense it can be sliced with a sword. Crossing this battlefield through this fog is always treacherous, especially when the visibility is the length of a sword swing. You may hear the enemy, but you cannot see them until its too late.

Goal: Take control of the battlefield by destroying all opponents.

Setup: Set up the Ruins as shown above. Place the Glyph of Gerda, Valda, Dagmar, and Astrid power-side up where shown. Then turn the Glyphs of Erland and Mitonsoul, symbol-side up. Shuffle them, then place one on the space marked with the (?). The other glyph is not used and is placed out of play.

4 Players: Each player drafts or brings pre-made 300-point armies.

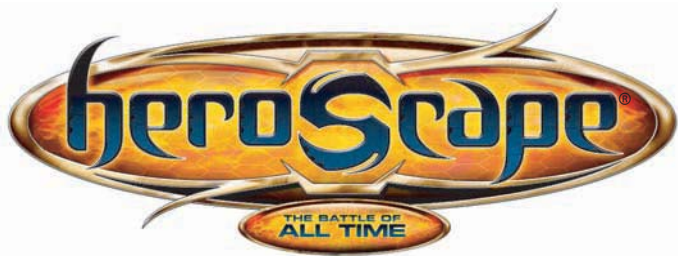
Player 1 and Player 3 are on one team and Player 2 and Player 4 are on the other team.

Player 1 starts in the navy starting zone. Player 2 starts in the yellow starting zone. Player 3 starts in the brown starting zone. Player 4 starts in the purple starting zone.

Special Rules: Visibility in the fog is extremely limiting. Line of sight is reduced to 2 spaces for those figures with range attacks or special attacks that use clear line of sight. You may fire long range weapons into the fog at targets greater than 2 spaces, but you must first roll the 20-sided die to determine if you are able to hit your target. Targets must be within normal range. If you roll 16-20 on the die, continue as usual to determine the amount of hits to your target.

Due to the dense fog, there can be no flying or parachuting. Army cards with "The Drop" special power or "Flying" ignore those powers and are placed just like other figures.

Victory: Victory is achieved by eliminating all of your opponents. At the end of the 12th round, the fog becomes so dense that all fighting ceases due to zero visibility. The player/team with the most points on the battlefield wins (see **Scoring**, on page 10 in the Master Game Guide).

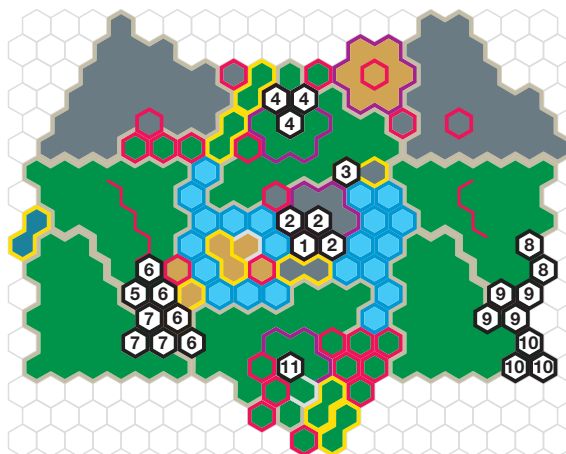


ONLINE EXCLUSIVE GAME SCENARIOS

FW2: Skirmish at Forsaken Waters

Player 1

- 1 Venoc Warlord
- 2 Venoc Vipers
- 3 Kelda the Kyrie Warrior
- 4 Omnicron Snipers



Player 2

- 5 Marcus Decimus Gallus
- 6 Roman Legionnaires
- 7 Roman Archers
- 8 Tornak
- 9 Blade Gruts
- 10 Arrow Gruts
- 11 Taelord the Kyrie Warrior

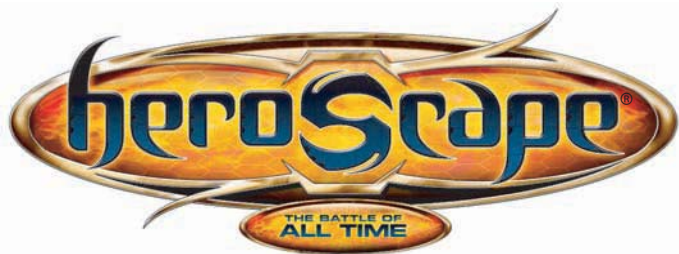
BASIC GAME – Skirmish for the Wellsprings

Required Sets: Rise of the Valkyrie Master Set and all of the Malliddon's Prophecy Expansion Sets (2 Players)

A small party is guarding the Wellsprings, taking advantage of the high ground, when it is suddenly attacked by the enemy who splits its forces to attack from 2 sides. The victor of this battle will control the Wellsprings and have an advantage when the battle of Malliddon's Prophecy takes place.

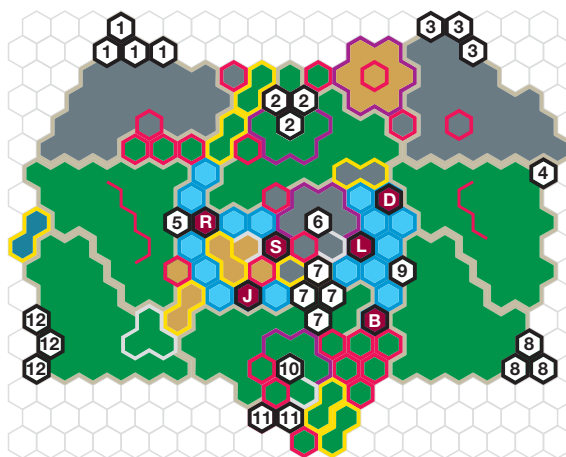
Setup: Set up the gameboard as shown above, placing all figures on the the starting zones as marked and the ruins where shown.

Victory: When all of your opponent's figures have been destroyed, you win.



ONLINE EXCLUSIVE GAME SCENARIOS

- 1 Blade Gruts
- 2 Arrow Gruts
- 3 Venoc Vipers
- 4 Venoc Warlord
- 5 Kelda the Kyrie Warrior
- 6 Taelord the Kyrie Warrior



- 7 Roman Legionnaires
- 8 Roman Archers
- 9 Ne-Gok-Sa
- 10 Marcus Decimus Gallus
- 11 Tornak
- 12 Omnicron Snipers

ROUND MARKER TRACK



MASTER GAME – Malliddon's Prophecy

Required Sets: Rise of the Valkyrie Master Set and all of the Malliddon's Prophecy Expansion Sets (2, 3, or 4 Players as individuals)

Strands of mists float about the battlefield like lost souls looking for revenge from past battles. It is because of Malliddon's Prophecy that Forsaken Waters has always been an eerie battlefield where even the bravest warriors tiptoe through. The Prophecy speaks of a great battle of overwhelming force engulfing and destroying everything in its path. It also speaks of the dead coming to life and of a Gale Force so great that creatures in the sky are swept away forever. Malliddon's Prophecy foretells that whoever wins the battle at Forsaken Waters, will eventually win the war. Many warriors have fought here trying to fulfill the Prophecy, but the dead have yet to come back to life.

Goal: Take control of the battlefield by destroying all opponents.

Setup: Set up the gameboard as shown above, placing all figures on the the starting zones as marked. Place the Ruins and Glyphs of Dagmar, Brandar, Lodin, Jalgard, Rannveig, and Sturla as shown. Place the matching Army Cards next to the figures for drafting.

4 Players: Each player drafts 3 Army Cards.

3 Players: Each player drafts 4 Army Cards.

2 Players: Each player drafts 6 Army Cards

Special Rules: Each player drafts by number of Army Cards, not points. See page 4 of the Master Game Guide for drafting procedure.

The Glyph of Brandar is used only once, and allows a player to immediately remove the Glyph of Brandar and any other Glyph from the game even if occupied.

The Glyph of Rannveig calls up the Gale Force preventing all figures from flying or dropping while any figure is on this glyph.

Victory: Victory is achieved by eliminating all of your opponents. At the end of the 12th round, the Killing Fog starts to roll in. All warriors retreat in haste. The player/team with the most points on the battlefield wins (see **Scoring**, on page 10 in the Master Game Guide).

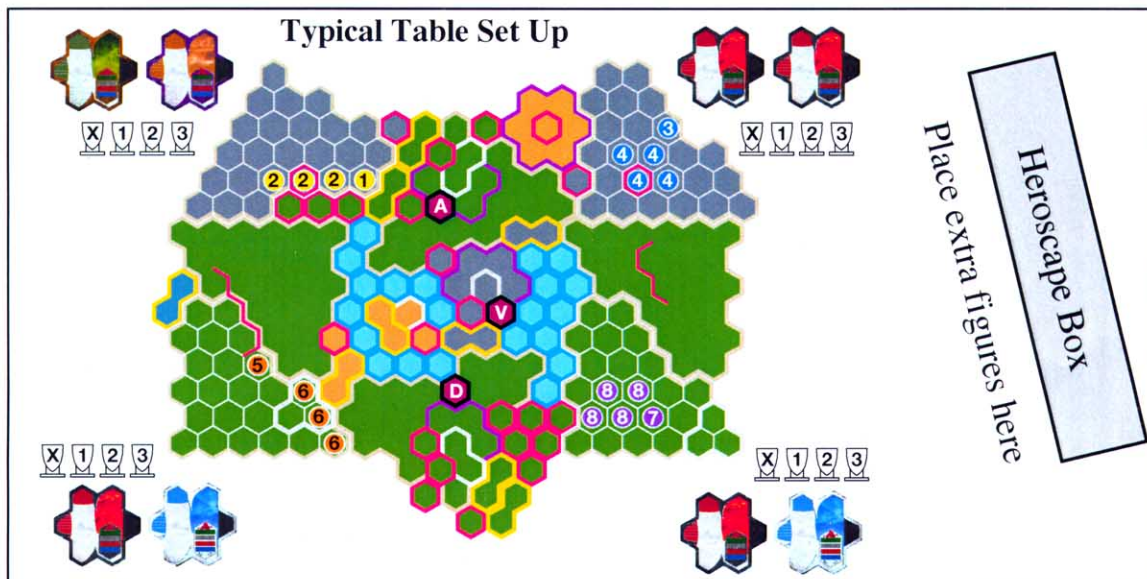


Yellow Player

- 1 SYVARRIS
- 2 IZUMI SAMURAI
- 2 IZUMI SAMURAI
- 2 IZUMI SAMURAI

Blue Player

- 3 GRIMNAK
- 4 MARRO WARRIORS
- 4 MARRO WARRIORS
- 4 MARRO WARRIORS
- 4 MARRO WARRIORS



Orange Player

- 5 NE-GOK-SA
- 6 KRAV MAGA AGENTS
- 6 KRAV MAGA AGENTS
- 6 KRAV MAGA AGENTS

Purple Player

- 7 DEATHWALKER 9000
- 8 TARN VIKING WARRIORS
- 8 TARN VIKING WARRIORS
- 8 TARN VIKING WARRIORS
- 8 TARN VIKING WARRIORS

ROUND MARKER TRACK



Setup:

1. Assemble the battlefield as shown on p. 20 & 21 in the Rules Booklet.
2. Set up the Glyphs as shown above. Astrid = Attack +1; Dagmar = Initiative +8; Valda = Move +2 (See p.15 & 17 for more information on Glyphs).
3. Place the figures as shown on the gameboard to start.
4. Seat the players around the table. Allow room for rolling dice. When you are ready to start, read the introduction below.

Introduction:

Welcome to the World of Heroscape!

This is a world of treacherous terrain, dark mysteries and hidden artifacts.

It is a world of cosmic clashes between warriors of unimaginable power, and of hard fought victories and desperate defeats. There are endless encounters in this world and you can build and control them all!

Today we will be playing The Battle of All Time at Forsaken Waters. Each player commands a small army. You have come together at this battlefield to settle an age-old dispute for ownership of the powerful wellsprings here.

The goal is to be the last player on the battlefield. We probably won't be able to finish a complete game because there may be other players who also want to try the game today, but you will be able to experience the World of Heroscape.





www.heroscape.com

Quick Reference Master Game Guide

What Each Player Does In A Round

- | | |
|--------|--|
| STEP 1 | Place your Order Markers on the Army Cards numbered in the order that you want to play them in the next round. |
| STEP 2 | Roll the 20-Sided Die for Initiative. Player with the highest Initiative takes the first turn of the round. |
| STEP 3 | Players take Turns in clockwise order from the first player until each player has taken 1 turn for each numbered Order Marker. |
| STEP 4 | Move the Round Marker to keep track of how many rounds have been played in the game. Go back to Step 1. |



What Each Player Does During A Turn

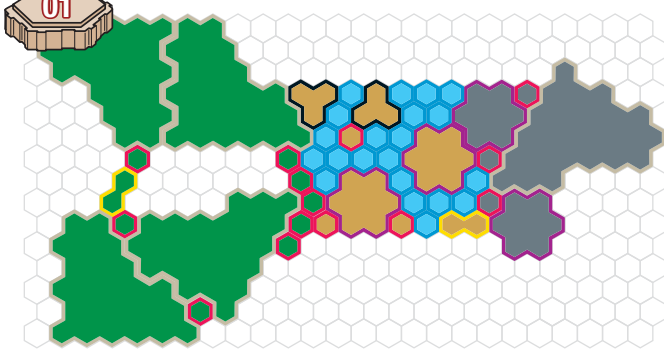
- | | |
|----|---|
| 3A | Reveal your Order Marker. Player with the highest Initiative Roll starts each round. |
| 3B | Move Figure(s) on your Army Card if you wish to move. Be sure to check for any powers or advantages that affect Moving. |
| 3C | Check for any powers that may be used after moving and before Attacking. |
| 3D | Attack another player. Be sure to check for any powers or advantages that may affect your Attack. |

Durgeth Swamps Battlefield

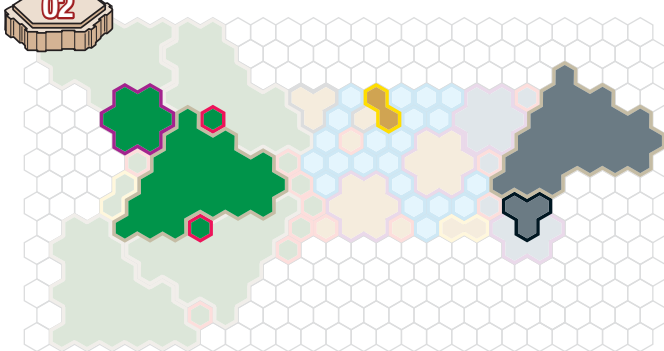


In the depths of the Region of Lindsfame lived a savage tribe known as the Durgeth. They held to the swamps, using the shifting waters to their advantage. At the start of the war, the Durgeth were destroyed, as their swamps are close to a wellspring. . . but it is said that some still lurk, preying on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

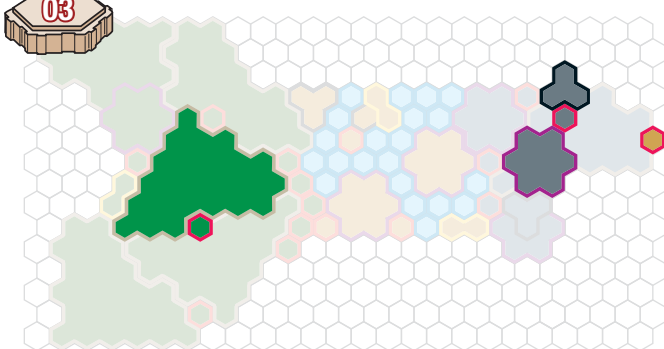
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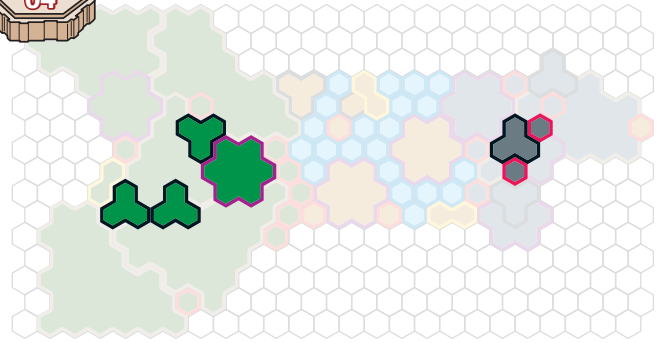
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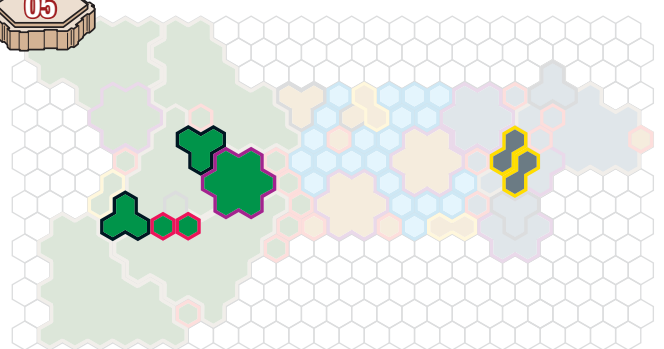
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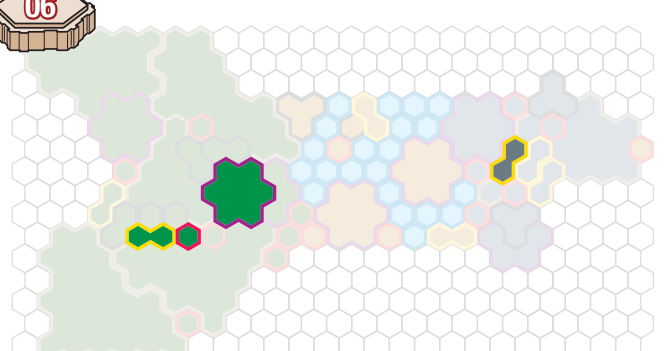
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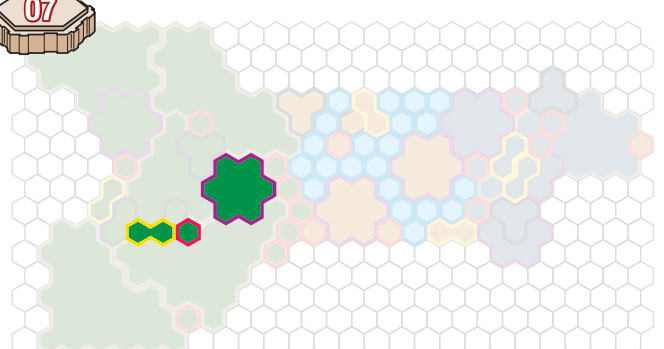
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LEVEL
06

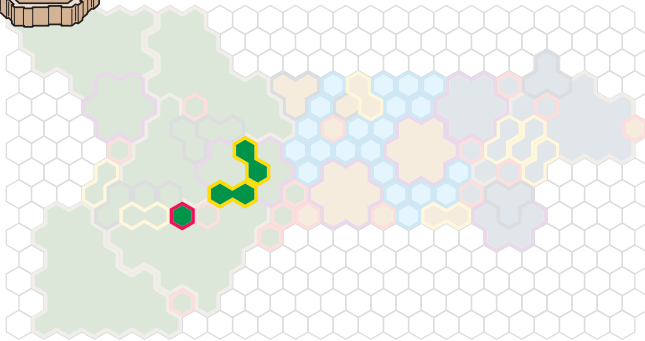


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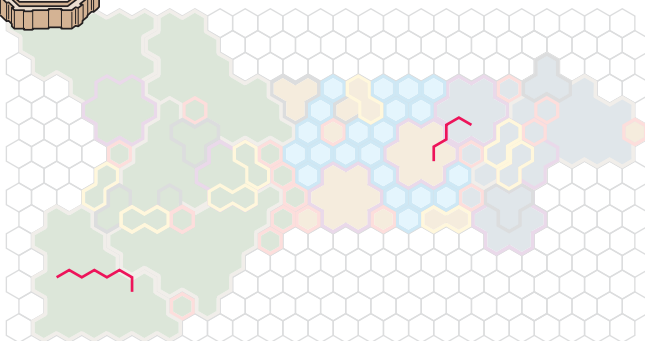




LEVEL
08



RUINS



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

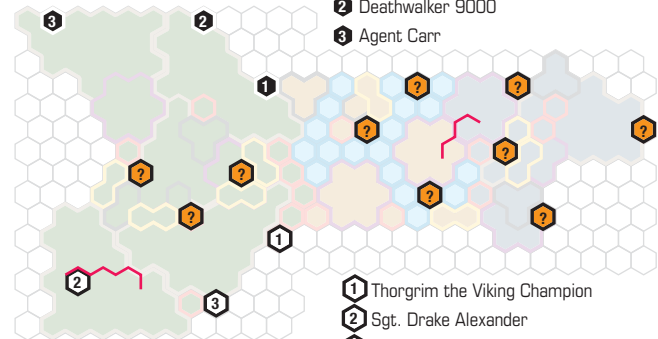
When the Durgeth were overrun, their secret to long life was uncovered– the unique minerals in the swamp cause the comfrey plants' leaves to secrete a potent medicine. The last battle between Jandar and Utgar left their squads gravely wounded. Both Valkyrie Generals have ordered their Heroes to gather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

ROUND
MARKER
TRACK



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

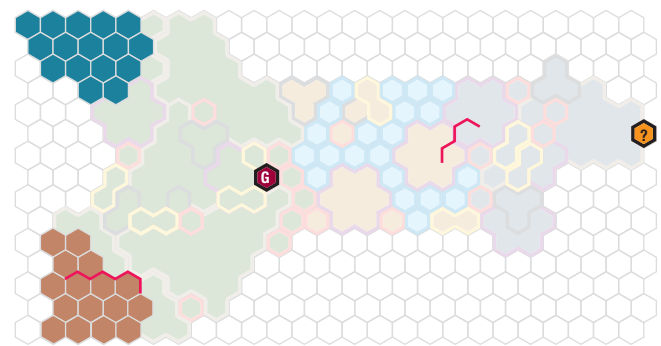
The swamps are treacherous under normal conditions. But the rain and winds are relentless. A Valkyrie General has been hunting this quarry for days, driving his enemy into the depths of this miserable bog. He must stop the enemy scout– before he (or she?) gets the information back to the Valkyrie's transfer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

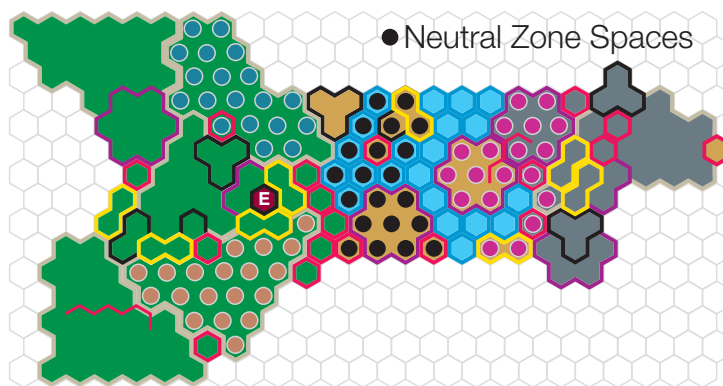


Round 1 only, Player 2 adds 12 to his initiative roll. When a Unique Hero controlled by Player 1 is destroyed (or taken control of by Player 2), turn over the Glyph on that Army Card.

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.



ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME – The Standoff at Durgeth Swamps

Required Sets: Rise of the Valkyrie Master Set (2 or 3 Players)

Powerful armies have agreed to meet under an uneasy truce to decide how to divide the Durgeth Swamp territories. A long drought has dried up the swamp, and the once-deep river is just a shallow trickling brook. Water is now more valuable than treasures from past victories. The mood of the armies on all sides is distrustful and short-tempered. One Hero from each army must meet in the Neutral Zone while supporting armies, watching from a distance, start to creep up and take strategic positions in anticipation of a breakdown in the truce.

Goal: Be the last army standing.

Setup: Glyph of Erland is placed as shown. Each Player must place only 1 Hero in the Neutral Zone before all other troops are placed. Heroes in the Neutral Zone may be placed next to each other, but cannot attack.

Two Players: Each player drafts or brings pre-made 400-point armies. Each player must have at least 1 Unique Hero in his/her army to be placed in the Neutral Zone.

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

Three Players: Each player drafts or brings pre-made 400-point armies. Each player must have at least 1 Unique Hero in his/her army to be placed in the Neutral Zone.

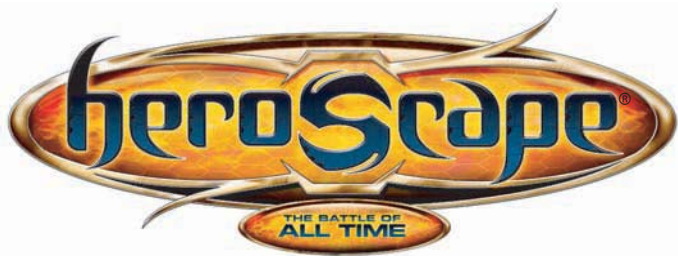
Players can start in one of the 3 starting zones: brown, blue or purple.

Special Rules: At the start of the game, a truce exists between all players. This means their armies are all considered friendly and may move through and adjacent to other opponent's figures. Until the truce is broken, 1) no attacks are allowed between any players; 2) No figures may enter or exit the Neutral Zone.

Movement through water spaces is treated the same as a grass space (due to shallow water). No stopping is required when entering or exiting, and movement can be more than 1 space per turn. Water is still 1 height below the adjacent shore.

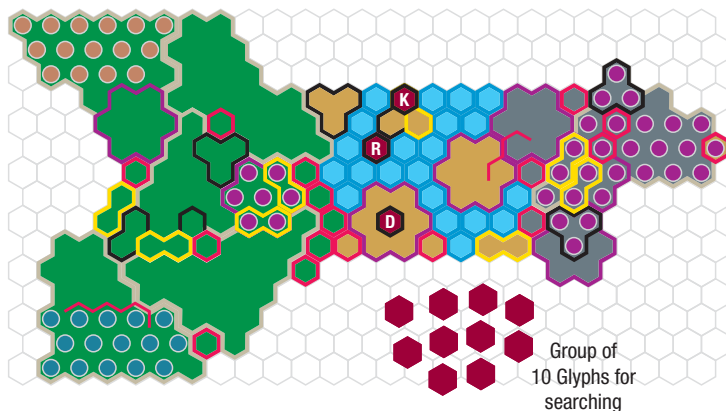
From the 2nd round on, each player, before his/her turn, rolls the 20-sided die once to break the truce. If a player rolls 17-20, the truce is broken and all players may now engage and attack each other. The first player to break the truce also places the Glyph of Astrid (Attack +1) on any space in the Neutral Zone, including under his/her own Hero. All figures adjacent to enemy figures when the truce is broken, are now considered engaged in battle.

Victory: Destroy all of your opponents. At the end of Round 12, a fierce and sudden wind storm passes through. All armies break off engagements to seek shelter. The player with the most points on the battlefield wins (see **Scoring**, on page 10 in the Master Game Guide).



ONLINE EXCLUSIVE GAME SCENARIOS

DS2: Deadly Waters at Durgeth Swamps



Player 1
Main Purple
Starting Zone

Group of
10 Glyphs for
searching

MASTER GAME – Deadly Waters at Durgeth Swamps

Required Sets: Master Set and Malliddon's Prophecy Expansion Set (3 Players)

A powerful Divining Rod that can locate all of the wellsprings in Valhalla was thrown into the waters, to prevent it from falling into the wrong hands. It is protected by an army that keeps a vigilant watch, and by a mysterious swamp monster that can easily devour a dragon. Many armies have come seeking the Divining Rod, but none have ever returned. Now the Roman Army and the Orcs, once bitter enemies, join forces under a temporary truce to find the Divining Rod.

Goal: Player 1 must prevent the other armies from stealing the Divining Rod. Players 2 and 3 must find the Divining Rod and carry it back to their own starting zone.

Setup: Place the Ruins and power-side up Glyphs as shown above. Place the other 9 glyphs symbol-side up in a group along with 1 Glyph of Brandar (Divining Rod) next to the battlefield.

Player 1 starts with the Venoc Warlord, the Venoc Vipers, Kelda the Kyrie Warrior, the Omnicron Snipers, and Raelin the Kyrie Warrior.

Player 2 starts with the Arrow Gruts, the Blade Gruts, Tornak and an additional 190 points.

Player 3 starts with the Roman Archers, the Roman Legionnaires, Marcus Decimus Gallus, and an additional 170 points.

Player 1 places his/her army first anywhere in the two Purple Starting Zones. Next Players 2 and 3 place their figures on their starting zones (Navy or Brown), then draft and place as normal.

Special Rules:

- Any figure ending his/her move in a water space (including figures that stay on the same water space after an order was

given to them) must first roll a 20-sided die for wounds from the swamp monster before attacking or searching.

If you roll a 1, take 2 wounds of damage.

If you roll a 2-10, take 1 wound of damage.

- The Divining Rod may only be found in unsearched water spaces.
- The searching figure must occupy the space being searched.

To search, choose 1 glyph from the group of glyphs on the side of the battlefield and turn it over. If it is not the Glyph of Brandar, place the glyph symbol-side up on the water space under your figure as a marker. This water space may not be searched again and this marker offers no power as a glyph. If it is the Glyph of Brandar, you have found the Divining Rod and may carry it by placing it under your figure. The Glyph of Brandar travels with the figure wherever it goes.

- If a figure is destroyed while carrying the Glyph, the Glyph remains on that space until another figure picks it up.
- If you end your move on the Glyph, you may pick it up.
- A figure may drop the Glyph anytime during its move.
- A double-space figure may search only one of the water spaces occupied on a turn. A double-space figure may stay and search the other open water space that it occupies on its next turn, but must roll for the swamp monster again.
- Figures may either search or attack in water spaces, not both.
- If Marro Warriors clone in the water, they must roll for the swamp monster for each clone.
- Players 2 and 3 must honor the temporary truce at least until one search is completed (1 Glyph is overturned). Afterwards, the truce may be broken without warning.
- At the beginning of round 3, Player 1 receives reinforcements of 180 points. At the end of round 6, Player 1 receives reinforcements of 110 points. All reinforcements must enter on the Main Purple Starting Zone except for those that Drop to enter (i.e. Airborne Elite).

Victory: If Player 2 or 3 brings the Divining Rod back to their own start zone, they win! At the end of Round 12, if Player 2 or 3 has not secured the Divining Rod in their start zone, Player 1 wins the game.

ROUND MARKER TRACK

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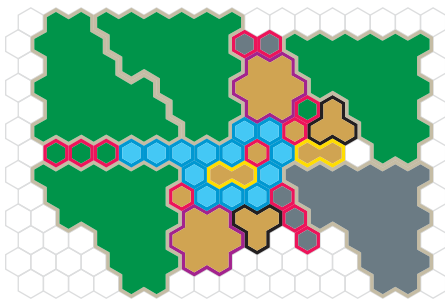
12

Trollsford Swamps Battlefield

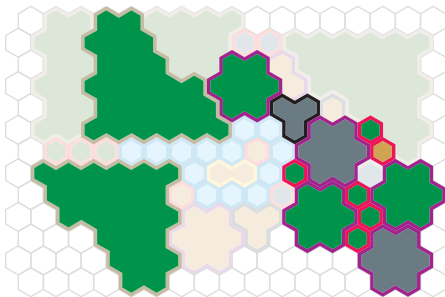


In the days of old, trolls were said to raid across the river. Archkyrie Navess erected a stronghold to protect his lands from troll raiding parties. Navess' Region was later conquered by the Archkyrie of Upper Bleakwoode, but the name Trollsford still remains.

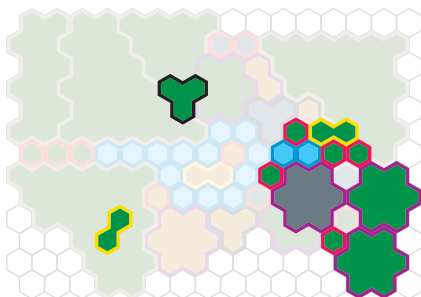
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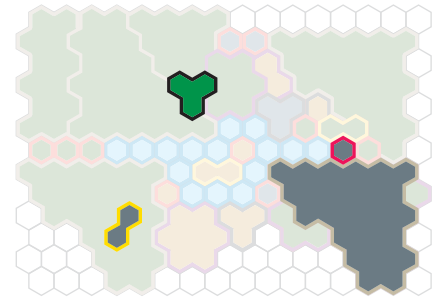
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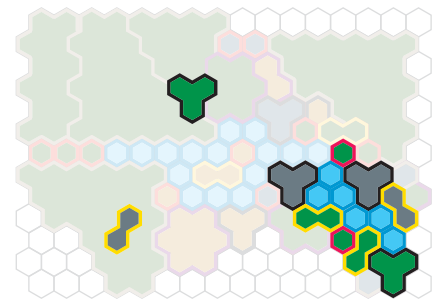
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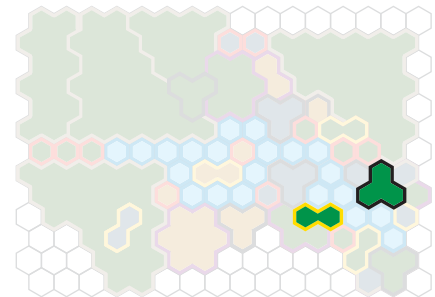
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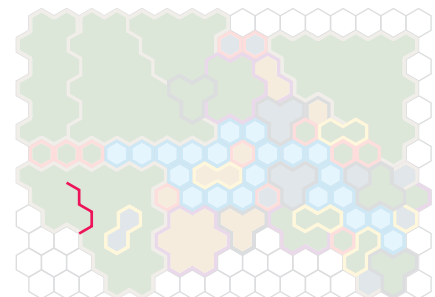
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LEVEL
06



RUIN



Game 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.

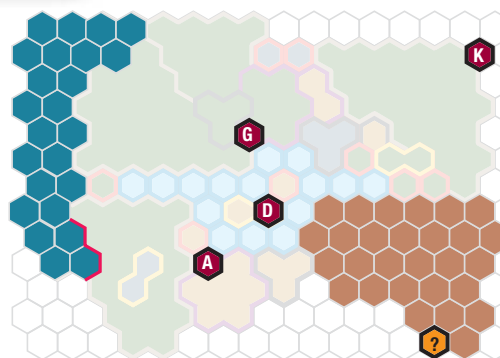
Player 3's Goal: Prevent Players 1 and 2 from rescuing Sgt. Drake Alexander.

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.

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.

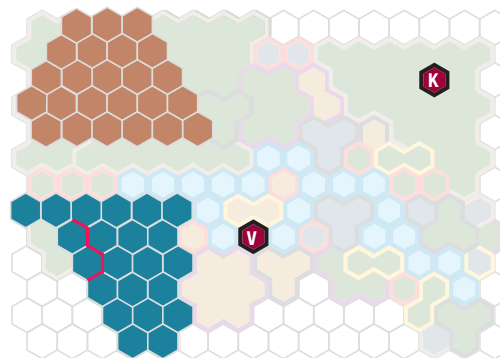
Setup: Place the Glyphs power-side up where shown.

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*).

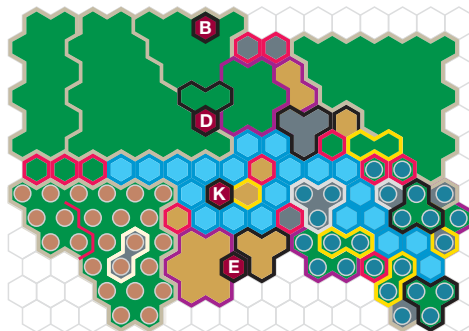
ROUND
MARKER
TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

TS1: Quicksand Firefight at Trollsford Swamps



MASTER GAME – Quicksand Firefight

Required Sets: Rise of the Valkyrie Master Set (2 Players)

Two patrols quickly find themselves face-to-face separated only by quicksand. Destroy the Hero that leads the opposing army into combat! With the death of their Hero, many of the combatants retreat from the battlefield, giving way to the victorious Hero.

Goal: Take control of the battlefield by destroying your opponent's Hero.

Setup: Place the Glyphs power side up where shown.

2 Players: Each player drafts 1 Unique Hero plus a 170-point squad (non-hero). Points for the Hero are not counted but players are limited to only 1 Unique Hero on their army. When drafting non-hero figures, players must count points which can total no more than 170 points.

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

Special Rules: The Toxic Mist has risen off the ground but lingers just overhead. No figures 9 or higher in height can be used in this scenario. Figures with the special powers that fly or drop cannot be drafted.

Water is still toxic. If a figure is left in the water at the end of the round, it takes 1 wound automatically. All Sand spaces are Quicksand. Figures must roll 11-20 on one die roll to move out of any quicksand space otherwise it becomes stuck in that space until another turn. If a figure is left in a Quicksand space at the end of a round, it takes 1 wound automatically. Figures with double-hex bases are too heavy to travel through quicksand and will sink and die crossing any quicksand space.

The Glyph of Brandar invokes the evil spirits residing in the land. Any player landing on this Glyph must first roll the 20-sided die. Rolling 1-4 immediately destroys the figure on it. Rolling 5-20 allows the player's figures to travel on quicksand as normal grass terrain.

Victory: Destroy your opponent's Unique Hero to win the game. At the end of Round 12, any figure left in the water immediately dies and the player/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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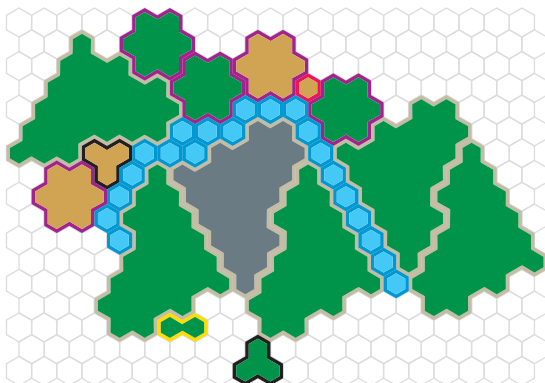
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Migol's Tomb Battlefield

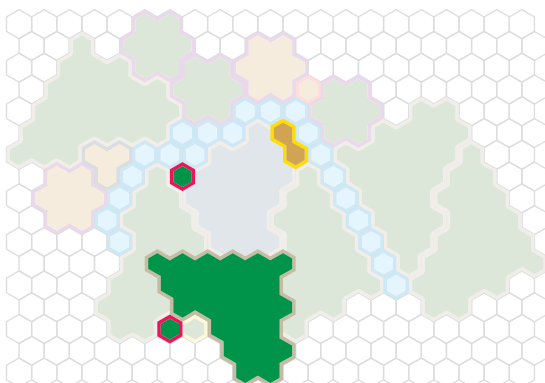


Two hundred years before the Rise of the Valkyrie™, Archkyrie Migol II ruled over most of Upper Bleakwoode and the ancient lands of Lür. Upon his death, his son Migol III erected a tomb on Barrenspur. Thieves have since turned the tomb into an empty ruin, but the catacombs beneath are still said to hold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

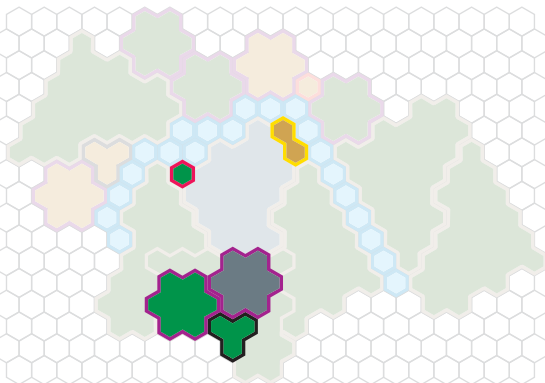
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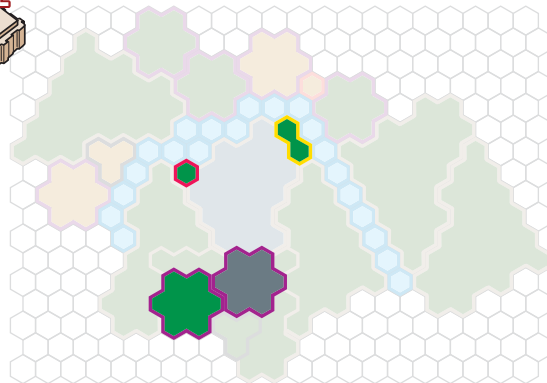
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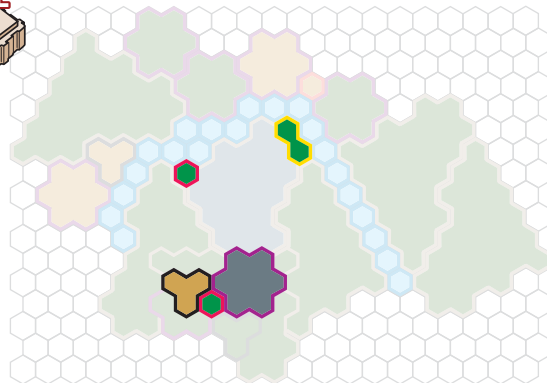
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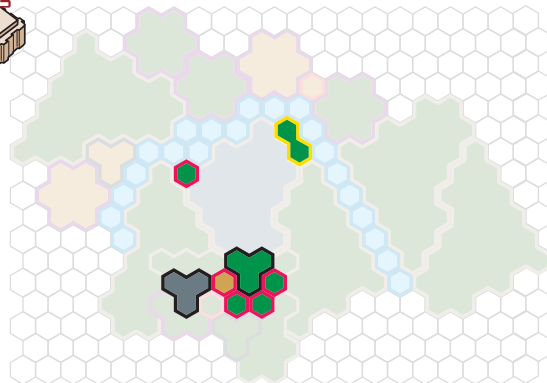
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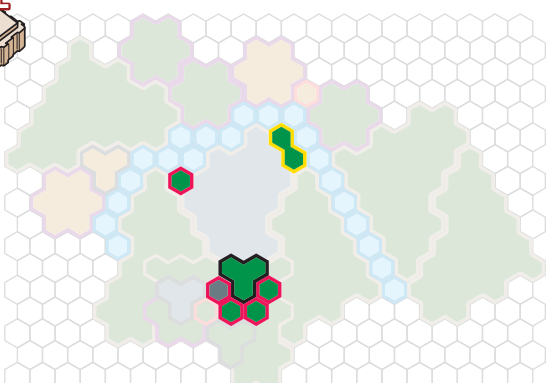
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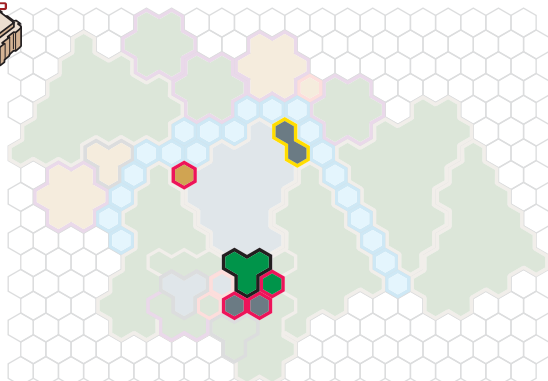
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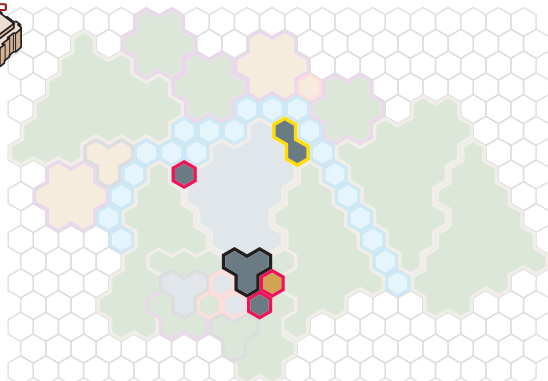
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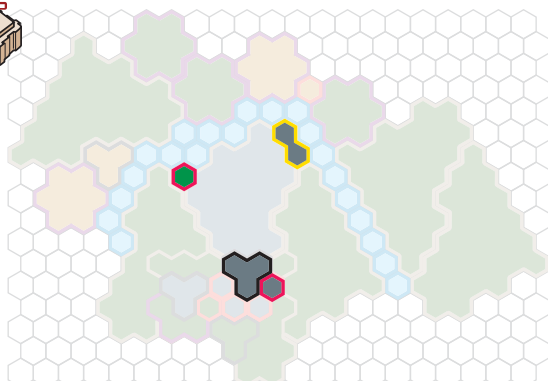
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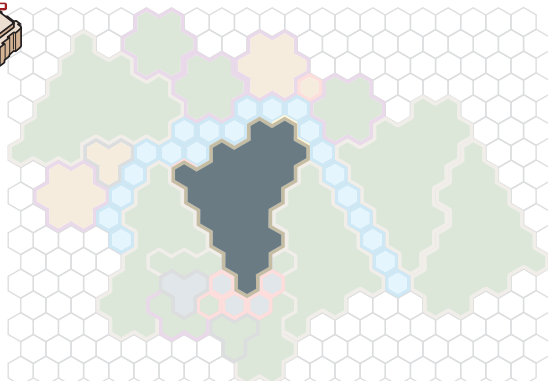
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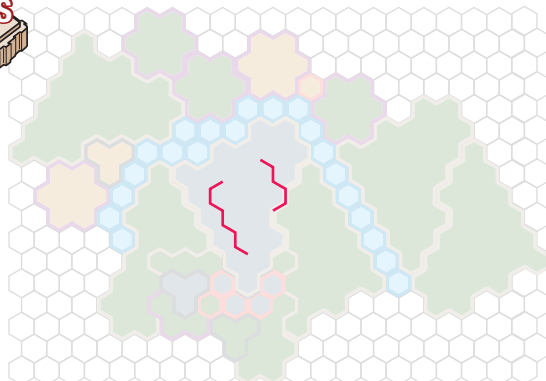
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RUINS



ROUND
MARKER
TRACK



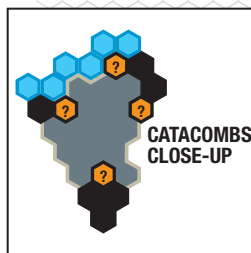
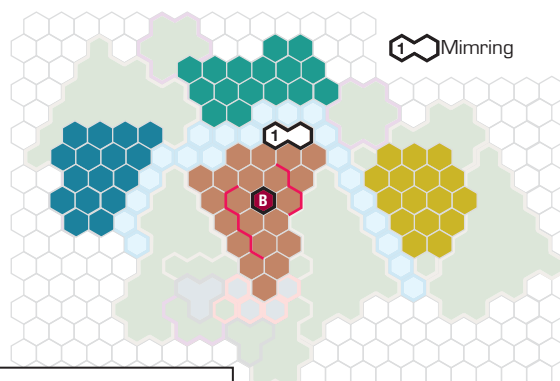
MASTER GAME – Mimring's Fortress

(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.

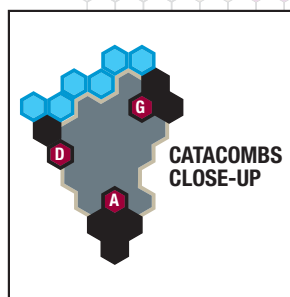
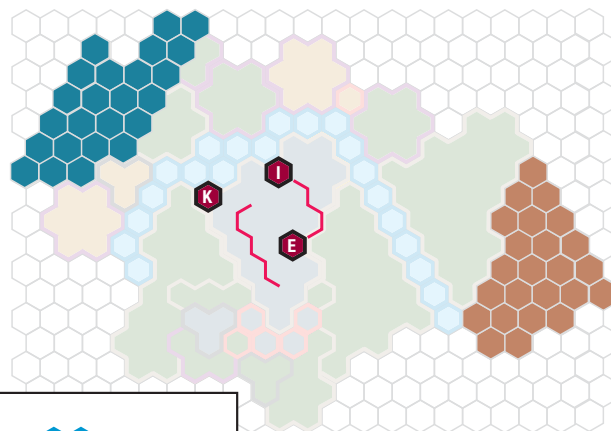
Two players: Each player drafts or brings pre-made 400-point armies.

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
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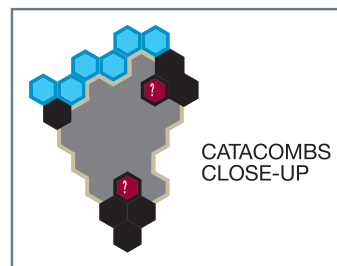
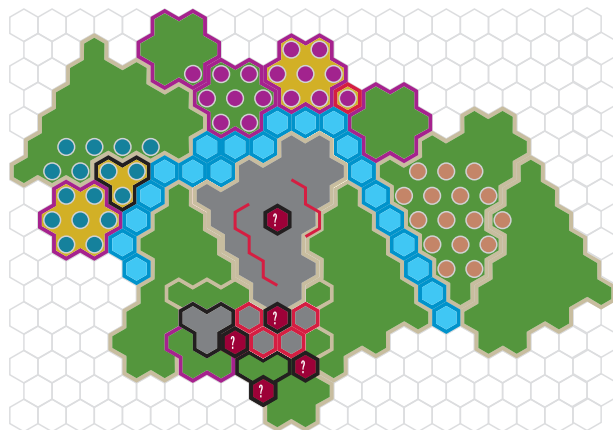
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ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME Battle for Mimring (3 Players)

In the battle of Mimring's Fortress, Mimring was defeated and entombed in a secret Glyph of Brandar. It is understood that whoever finds this glyph and frees him from his entombment, Mimring will be grateful and forever loyal. Find the Glyph of Brandar to free Mimring to join your army on the battlefield of Migol's Tomb.

Goal: Uncover the Glyph of Brandar to free Mimring. Destroy all of your opponent's figures to control Migol's Tomb.

Setup: Mix the Glyphs of Ivor, Erland, Mitonsoul, Gerda, Valda, Dagmar and Brandar face down then randomly place them as shown.

3 Players: Each player drafts or brings pre-made 350 point armies.

One player starts in the navy starting zone; another player starts in the purple starting zone; and another player starts in the brown starting zone.

2 Players: Each player drafts or brings pre-made 420 point armies.

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

Special Rules: Mimring can not be part of any player's army at the beginning of the game.

To free Mimring from the Glyph of Brandar, you must end the round with one of your figures on the glyph. Mimring enters the battlefield by flying onto any non-glyph space at the end of the round. The Glyph of Brandar is removed from the game when Mimring enters the battlefield.

Victory: Destroy all of your opponents. If the battle reaches the end of the 12th round, the player with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).

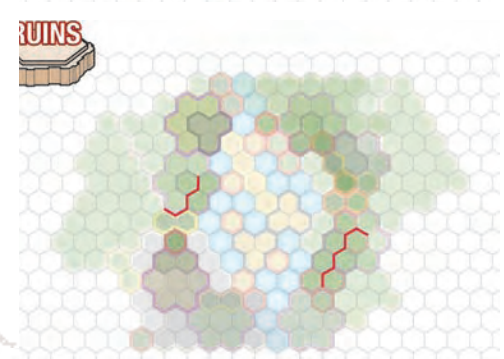
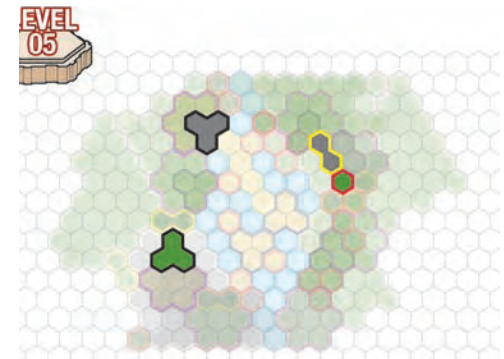
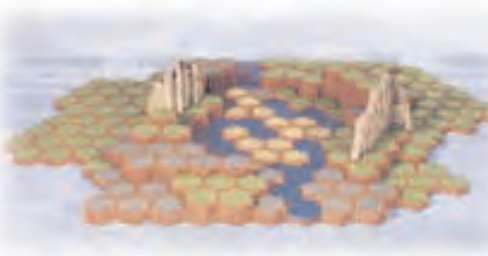
MT1: Battle for Mimring at Migol's Tomb





The Meat Grinder

In helping KODT celebrate its 100th issue, the Heroscape team got together and created the Meat Grinder battlefield using a Heroscape game. Now you can live through the agony and the desperation of entering this ancient battlefield and having your own spleen served to you. The first page tells you



MASTER GAME – Carvin' Marvin

(2 to 4 players)

Required sets: Master Set

For generations, there has been a legend of great treasure buried on an ancient battlefield. Hero after hero has gone in but none have returned. Today, new groups descend into the Meat Grinder. What they don't know is someone is already there. And already mad.

GOAL: Get treasure (Glyphs) off the board and survive.

SETUP: Only Unique heroes can be played. However, players cannot play Thorgrim, as he has already been possessed by Carvin' Marvin. Players draft or bring a pre-made army. They can use any of the yellow starting zones.

Two Players – 340 points

Three Players – 310 points

Four Players – 240 points

Put Thorgrim on the X space on the board. Put his army card to one side with the Mitonsoul glyph on it. Thorgrim has already been possessed by Carvin' Marvin. In this scenario, the Mitonsoul glyph is used to represent who is possessed by Carvin' Marvin. It does not have its usual glyph abilities.

Take the two glyphs of Brandar, and the glyphs of Astrid, Ivor, Valda, and Gerda, shuffle them, and put them symbol-side up where shown. These are treasures in the Meat Grinder. Glyphs do NOT count as glyphs but as treasure. Glyphs remain face down until the end of the game.

SPECIAL RULES: When a figure lands on a glyph (or pile of glyphs) he/she must stop and pick up the treasure(s). Put the glyphs, face down (without looking at it), on that figure's card. If that figure returns to any hex in your starting zone, remove the treasure from the card put it in front of you, face down. If the figure carrying the treasure dies,

place the treasure(s) on any space where that figure died.

In between rounds, before placing order markers, if no figure is possessed by Marvin, all figures roll the d20.

The low roller is possessed by Marvin. Place the Glyph of Mitonsoul on that figure's Army card to show he has Marvin. That figure is no longer controlled by anyone.

All players roll for initiative, even if they are no longer controlling figures.

CARVIN'S CHARACTER: Only one character is controlled by Carvin' Marvin at a time.

At the end of the round, after players execute their last orders, each player, in turn order, takes a turn with the possessed figure. You still get to take a turn with the possessed figure, even if you no longer have any figures in the Meat Grinder.

The figure with Carvin Marvin gets the following to his stats:

Move +4

Attack +4 (adjacent attacks only.

Long-range combat is the same)

Defense –1

This figure loses all special powers (including flying) but gains Disengage and cannot be Mind-shackled.

The possessed figure must engage and attack some other figure, if possible. If there is more than one figure that can be engaged, the player who moves him can choose who he will attack. If no figure can be engaged, the possessed figure will move his full distance towards a figure and attack with any range attack. If, after moving the full distance, there is still no figure that can be attacked, the possessed figure will then attack himself with NO defense dice.

VICTORY: The game is over when, at the end of the round, all but one figure is dead or all treasures are recovered or six rounds have passed. Players get points equal to the treasures they recovered. Glyphs count as much as their bonus. So the two glyphs of Brandar are worth 0, Astrid and Gerda are worth 1, Valda is 2, and Ivor is 4. It is highly likely that the game will end in a tie with no one (but Marvin) winning.



MASTER GAME

The Zombies Of The Meat Grinder

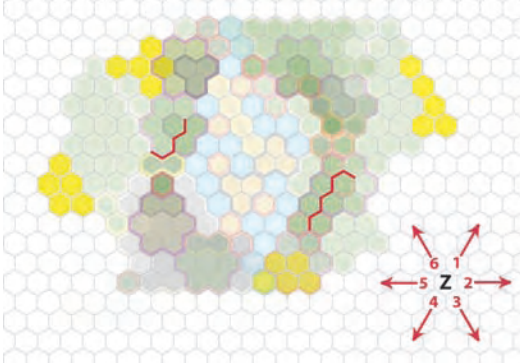
(2 to 4 players)

Required sets: Master Set and a 6-sided die

Sometimes Carvin' Marvin has a sense of humor. Instead of possessing people, he merely animates the dead heroes who have fallen before. Usually that is enough to take care of meddlers.

GOAL: Eliminate the other players before they (and the zombies) eliminate you.

SET UP: Only unique heroes can be played. Players draft



or bring a pre-made army. They can use any of the yellow starting zones.

Two Players – 340 points

Three Players – 310 points

Four Players – 240 points

Place the glyphs where shown on the map.

SPECIAL RULES: After placing orders, but before taking the turn, each player, in turn order, rolls the d20. On a roll of 14+, zombies appear in the Meat Grinder. That player may take any unique squad not in play and put the figures on the board on any empty sand spaces. If there are not enough empty sand spaces to put the entire squad, then none of the figures are placed. Once there are no more unused unique squads left, then players do not roll

for zombies.

All squad figures are zombies. Keep track of the order in which the squads appear by putting their cards on the table in order.

All zombies have the same stats and are controlled by no one:

ZOMBIES

Move: 8

Range: 1

Attack: 4

Defense: 1

Life: 1

Zombies roll a die if players leave engagement.

At the end of the round, after players execute their last orders, each zombie will move up to two random directions. The zombies move in the order that the squads appeared. Within a squad, they move in order as shown by their 'targeting' pictures on the card (either left to right or clockwise from the top left image). Find the figure and roll the six-sided die. Move that zombie in a straight line in the direction shown on the die. Look at the map to see which way each number will move the zombie. As long as the zombie does not become engaged, it will move a second time. Roll the six-sided die again to determine the direction of the second move.

If a zombie is already engaged it will not move.

If a zombie becomes engaged it will stop.

Zombies follow all movement rules (water, height, etc). Use the height of the figure.

Zombies will not move off the board.

Zombies may pass through unengaged zombies.

If engaged, the zombie will attack all heroes that it can.

Once a zombie dies, it is out of the game. If there are no more unused unique squads left, no more zombies appear.

VICTORY: The game is over when only one player has figures surviving at the end of the round, after all zombies have had their turns. It is possible that the game can end in a tie, if the zombies kill all the remaining heroes.

MASTER GAME The Gawds Must Be Crazy

(2 players)

Required sets: Master Set

The Gawds have had enough. They are destroying the Meat Grinder in a storm of cataclysmic destruction. Unfortunately, the two task forces who are treasure hunting didn't realize this.

GOAL: The Gawds are destroying the Meat Grinder. Be the last man standing.

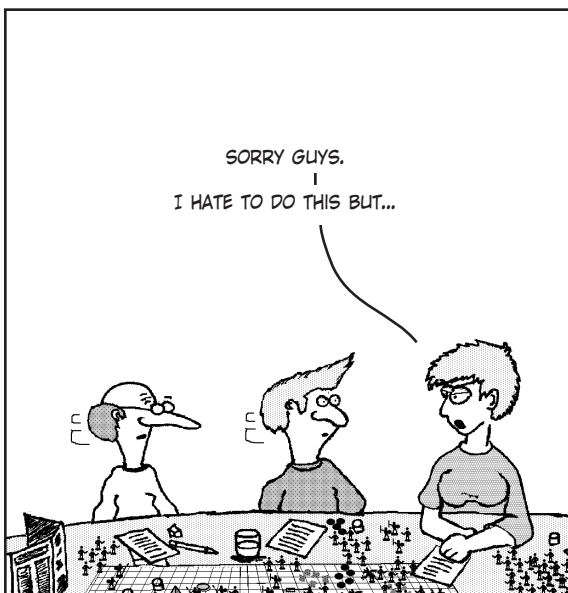
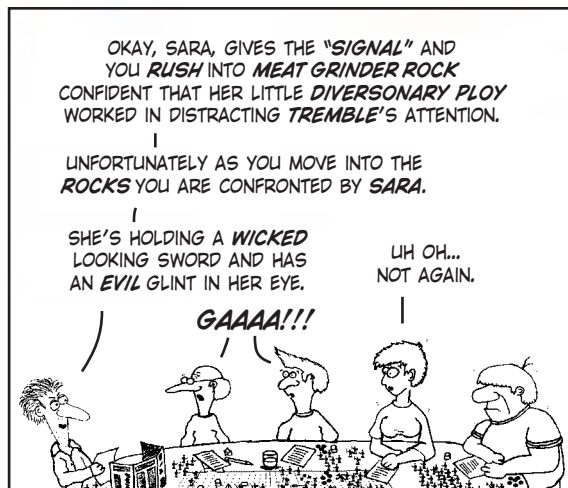


SET UP: Place the glyphs where shown. Players draft or bring a pre-made army worth 450 points.

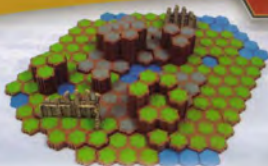
SPECIAL RULES: At the end of the round, after the last order marker is revealed and the turn taken, remove the entire high level of the battlefield. Any figures, ruins, and glyphs on this level are destroyed.

The only tiles that will not be removed are water and sand tiles on level 1. When these are the only tiles remaining, players fight to the death on the remaining tiles. No more tiles are removed.

VICTORY: The game is over when only one player has figures surviving. That player wins. It is possible for the game to end in a tie if both players' figures are destroyed by the gawds.



Soulrazor Canyon



In the heart of Bleakwoode, unreachable by all but the most determined traveller, stands an abandoned temple. The relentless winds blowing through this mysterious place carry strange voices that mutter and gibber, keen and howl. These voices are said to drive all but the most resolute insane.

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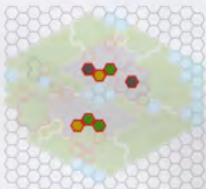
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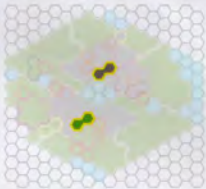
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RUINS



BASIC GAME – King of the Hills

(2 players)

Required sets: Master Set

"In my youth, while high atop the cliffs of Soulrazor Canyon, I discovered two holes barely large enough for a Kyrle to fit through. Traveling down the tunnels, I found a vast cave populated with tiny springs. Although I am not convinced that these waters hold wellspring powers, I can not risk letting something so possibly powerful fall into the hands of Ulgar."

- Jandar



Goal: Control the hills.

Setup: Place the figures and Glyphs of Brandar where shown.

Player 2

- ① Ni-Gok-Se
- ② ③ ④ ⑤ Merro Warriors
- ⑥ ⑦ ⑧ Samura



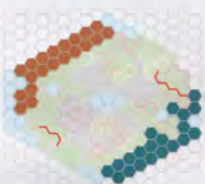
- ① Finn the Viking Champion
- ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺ ㊻ ㊼ ㊽ ㊾ ㊿

Player 1

Victory: If you have a figure on both Glyphs of Brandar, you win. If your opponent has only 1 figure left, you win.

Standard Starting Zones

Use these starting zones for the following Master Game scenarios.



MASTER GAME – Lingering Spirits

(2 players)

Required sets: Master Set

"A strange magic" echoes in these stones. They say in the midst of winter the townsfolk see visions of friends and family lost to them in the past. Perhaps we will see our fallen comrades sooner than we thought."

- Jandir

Goal: Destroy the other player's army.

Setup: Both players draft or bring a pre-made 400-point army and set up in one of the two placement areas. Use the standard starting zones.

Special Rules: Any unique Hero that is destroyed is immediately placed on another unique Hero card that player controls. A Hero receives +1 attack and +1 defense for each destroyed Hero figure on its card. If a Hero is destroyed and there are destroyed figures on its card, those figures are removed from the game. The Hero that was just destroyed may still be placed on another card. Heroes with spirit special powers add their spirit bonus in addition to the normal +1 attack and +1 defense bonus.

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

MASTER GAME – Marked for Death

(2 players)

Required sets: Master Set

"An assassination was always a routine matter where we came from. Here in Valhalla it is a bit more complicated. With so many new enemies appearing every day, our leaders could never settle on who was the most serious threat. They don't seem to understand that the first thing you need to carry out an assassination is a target."

- Krav Maga Agent

Goal: Destroy all of your opponent's figures that belong to a card with the "X" order marker on it, or destroy the other player's army.

Setup: Both players draft or bring a pre-made 400-point army and set up in one of the two placement areas. Use the standard starting zones.

Victory: If you destroy all of the figures that belong to a card with an "X" order marker on it that round, you win. If the battle reaches the end of Round 12, 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*).

MASTER GAME – The Grass is Greener

(2 players)

Required sets: Master Set

A certain piece of land was always rumored to hold special powers. However, no one has ever been able to agree on its exact location. Two Valkyrie generals each think that the other has discovered it. Orders came swiftly to "reclaim" it from the enemy.

Goal: Each player must secure the other player's starting zone.

Setup: Both players draft or bring a pre-made 400-point army and set up in one of the two placement areas. Use the standard starting zones.

Special Rules: Any figure that makes it to their opponent's starting zone receives +1 attack and +1 defense while it remains in the zone.

Victory: You win if all of your figures are in the opponent's starting zone and there are no enemies in it. If the battle reaches the end of Round 12, 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*).

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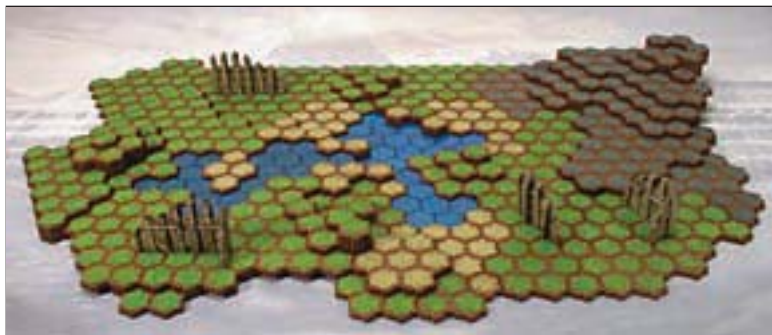
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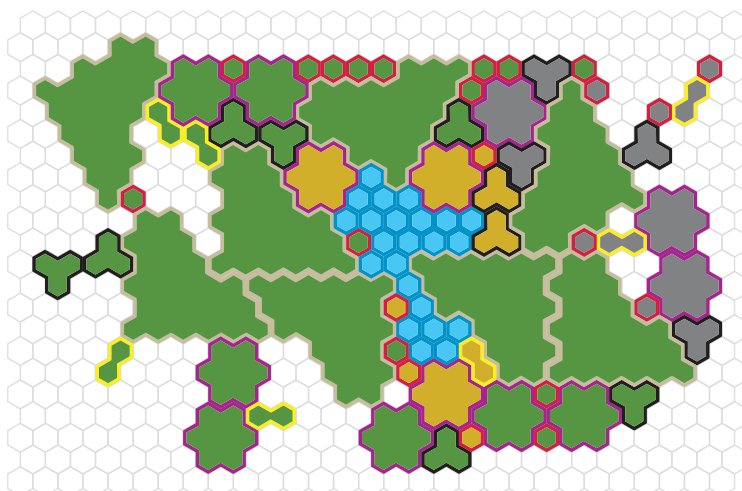
ONLINE EXCLUSIVE BATTLEFIELDS



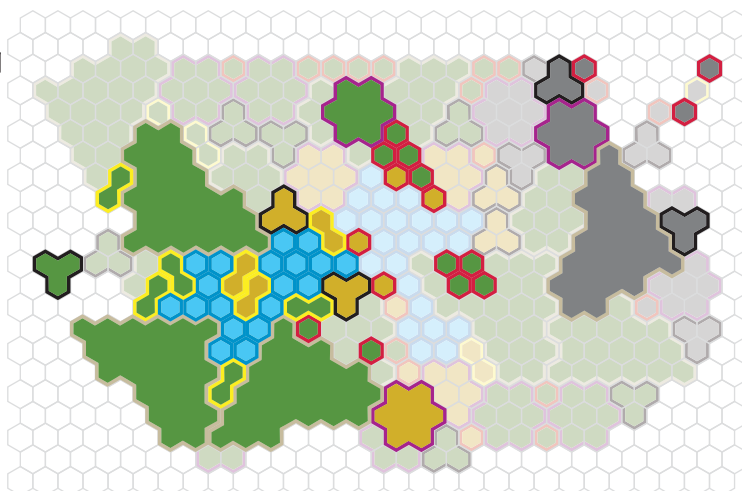
WELLSPRING OF OBSESSION BATTLEFIELD **Required Sets: (2) Rise of the Valkyrie Master Sets**

There are two types of warriors that think about going into battle at the Wellspring of Obsession: those who dream of what victory and glory would be like, and those who actually have the confidence and fortitude to follow through with their battle plan. The Wellspring of Obsession is one of the most dreaded battlefields in Valhalla, and many warriors turn down the opportunity to join an assault for good reason – defeated warriors have never returned.

**LEVEL
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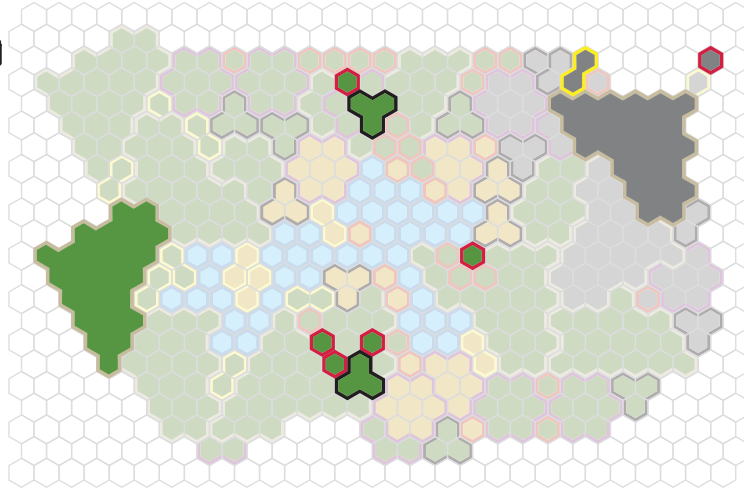
**LEVEL
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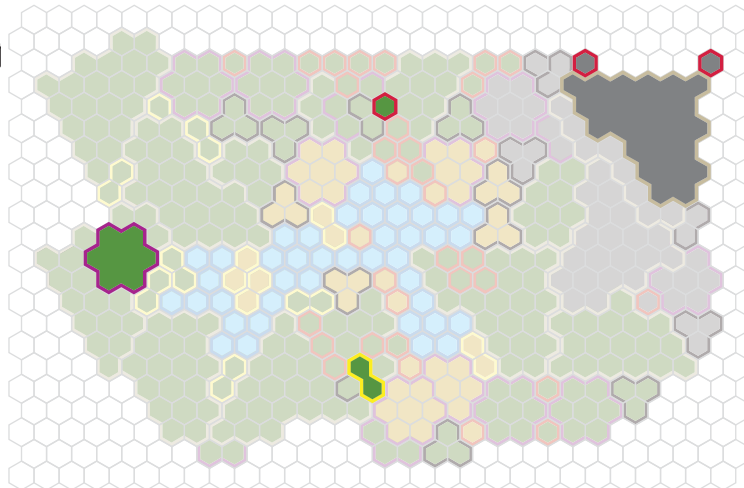


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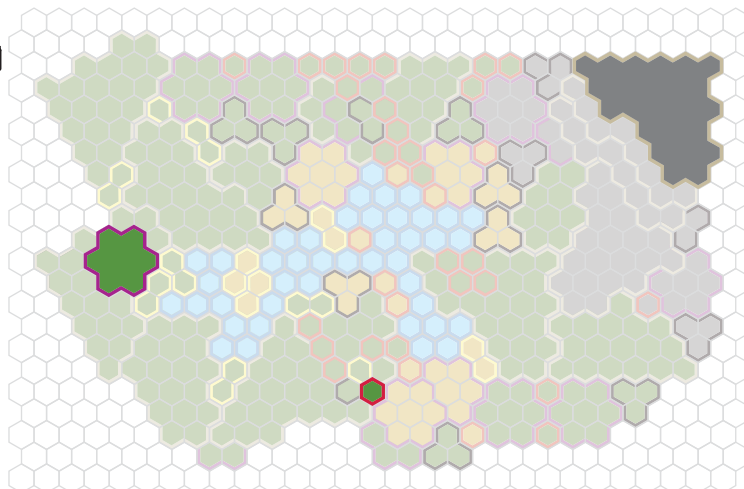
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LEVEL
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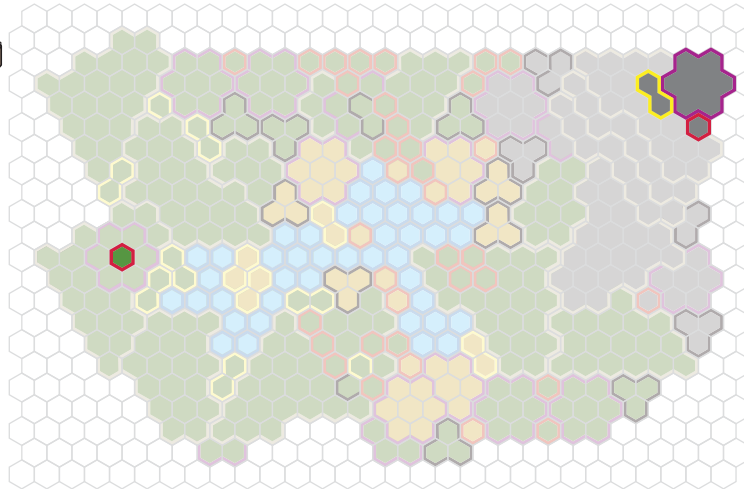
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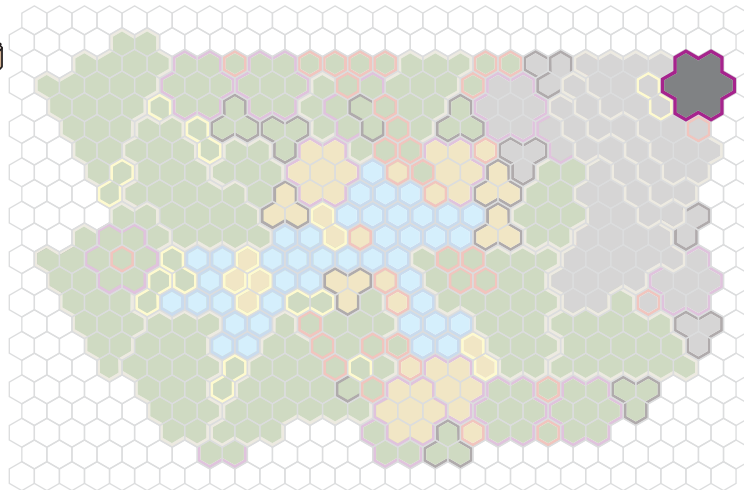


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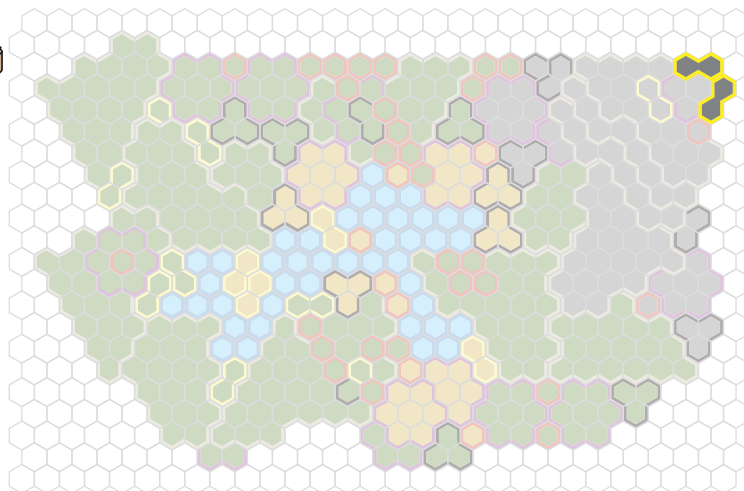
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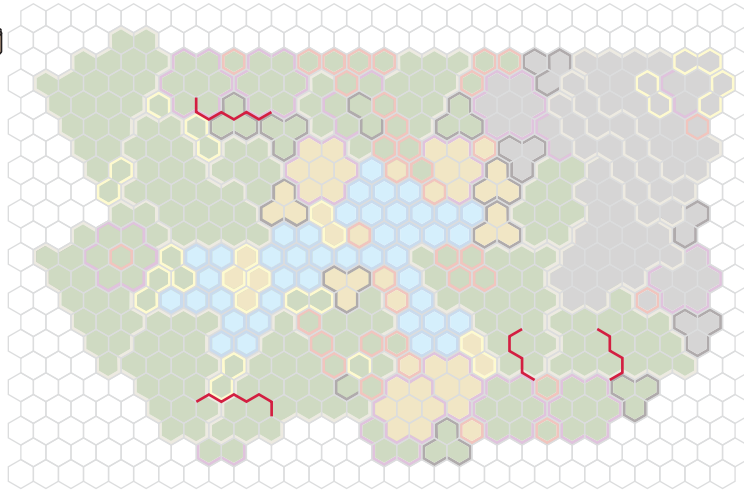


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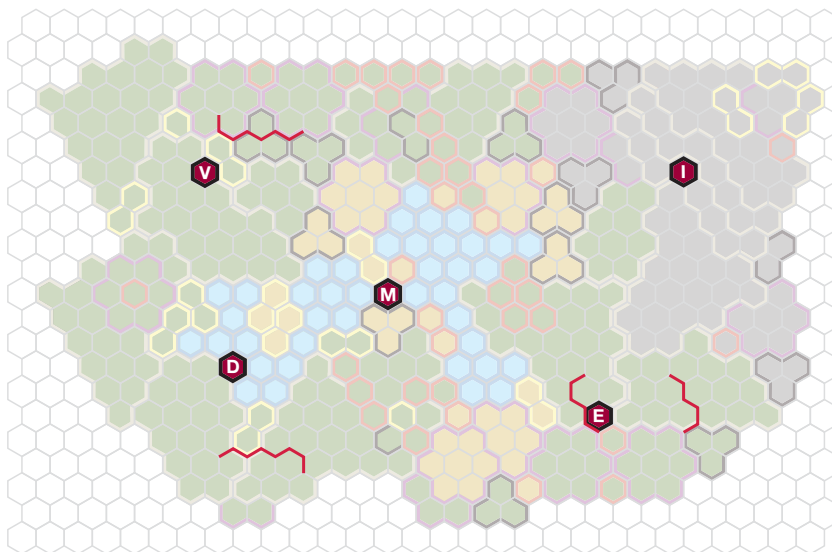


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ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK



WO1: Melee at the Wellspring of Obsession

MASTER GAME – Melee at the Wellspring of Obsession

Required sets: 2 Master Sets (2 to 5 Players)

The Wellspring of Obsession is one of the most powerful wellsprings in Vallhalla. Warriors need not drink from this wellspring. They simply immerse themselves and grow stronger ... and more obsessed with its power. The Wellspring of Obsession is under constant battle because of this. Occupying warriors never want to leave and new warriors arrive hopeful that they can own the power of the wellspring through victory.

Goal: Be the dominant army in the wellspring at the end of Round 5 or destroy all of your opponents' figures.

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

Two to Five Players: Each player drafts or brings pre-made 500-point armies.

All players may start on any Grass or Rock space. Figures cannot start on Sand spaces, Water spaces or Glyphs. Figures may not be placed adjacent to an opponent's figure.

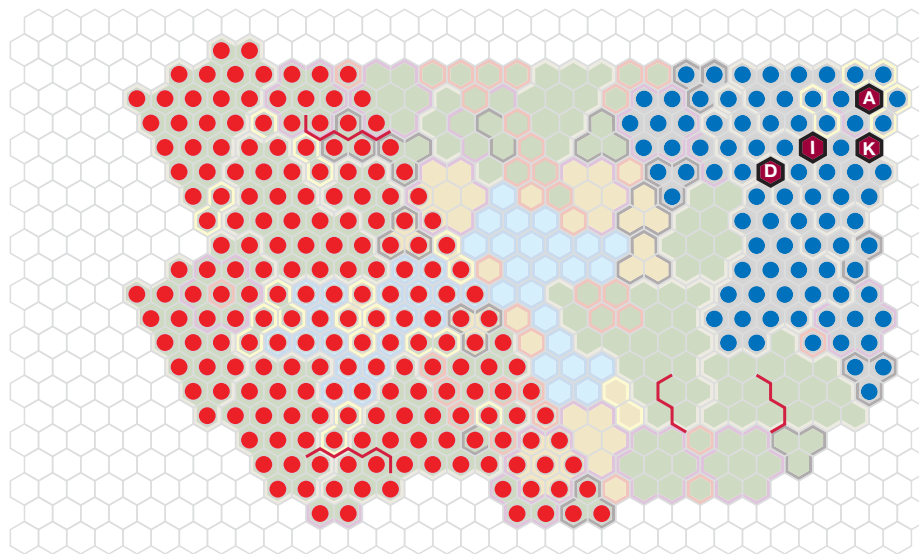
Special Rules: All figures in a water space receive +1 for normal attack and +1 for normal defense.

During each round, after the last #3 order marker is played, if a unique hero is on a water space and the "X" order marker is on his/her army card, you may either 1) Remove 1 wound marker from his/her army card, or 2) Take another turn with this hero. When playing the "X" order markers, continue turns in order from the last #3 order marker played. Skip any player who cannot play.

Victory: When all of your opponents' figures are destroyed, you win. If the battle reaches the end of Round 5, the player with the most figures in the wellspring wins the battle. If there is a tie, the wellspring begins to consume the warriors. Each player rolls the 20-sided die. The lowest roller must eliminate a figure from the game. Re-roll any tied rolls. Continue until only 1 player is left alive. The last player wins the game.



ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK



MASTER GAME – The Stand at the Wellspring of Obsession

Required sets: 2 Master Sets (3 or 4 Players)

The Wellspring of Obsession has been controlled by Syvarris and a battle-hardened army destroying all other armies that have challenged them. Now it is not a matter of gaining control of the wellspring, but of being the first to destroy Syvarris and create an everlasting reputation.

Player 1's Goal: Hold the hillside or destroy all of your opponents' figures.

Players 2, 3, & 4's Goal: Destroy all of Player 1's figures by the end of Round 7.

Setup: Place the glyphs power-side up as shown.

Three Players: Each player drafts or brings pre-made armies. If using pre-made armies, Player 1 must include Raelin and Syvarris as part of the army. If drafting, Player 1 starts with Syvarris and Raelin then drafts a 300-point army. Players 2 and 3 each draft 650-point armies and are considered friendly to each other.

Player 1 starts on any of the blue start spaces (any grey rock space). All other players start on any of the red start spaces.

Four Players: Each player drafts or brings pre-made armies. If using pre-made armies, Player 1 must include Raelin and Syvarris as part of the army. If drafting, Player 1 starts by placing Syvarris and Raelin on any of the blue start spaces,

then all players begin drafting an army. Player 1 drafts a 600-point army. Players 2, 3, and 4 each draft 400-point armies and are considered friendly to each other.

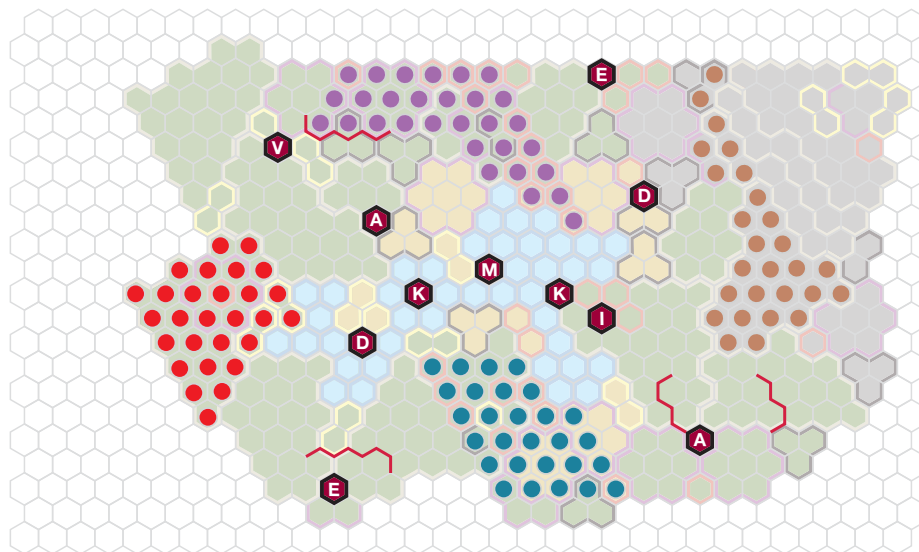
Player 1 starts on any of the blue start spaces. All other players start on any of the red start spaces.

Special Rules: All figures on water spaces, receive +1 for normal attack and +1 for normal defense.

Victory: At the end of Round 7, nighttime has fallen and it is too dark to safely identify the enemy. If Player 1 is still alive, surviving with at least 1 figure that occupies at least one blue start space, he/she wins the game. If Player 1 no longer occupies any blue start spaces at the end of Round 7, all the other players alive win the game. It is very unlikely, but Player 1 can also win by destroying all of his/her opponents' figures.



ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK



MASTER GAME – The Unguarded Wellspring of Obsession

Required sets: 2 Master Sets (2 to 4 Players)
A plague has invaded the wellspring and all that remains are ruins, rusting armor and broken weapons. The Wellspring of Obsession has remained unguarded for many months. Small groups of warriors are routinely sent to scout the battlefield to see if it is safe to occupy, some never making it back to base. On this day, however, the air is clear and many other rival warriors have been thinking the same thing as they all arrive at the first light of dawn, looking to drink from the wellspring. It is a battle waiting to happen.

Goal: Destroy all of your opponents' figures for complete control of the wellspring before the plague comes back.

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

Two to Four Players: Each player drafts or brings pre-made 225-point armies.

Player 1 starts on the red starting spaces. Player 2 starts on the purple starting spaces. Player 3 starts on the teal starting spaces. Player 4 starts on the brown starting spaces.

Special Rules: All figures in a water space, receive +1 for normal attack and +1 for normal defense.

At the end of Rounds 1 & 2, all players receive reinforcements even if they have no figures alive on the battlefield. Starting with the first player from the last round played, each player

drafts and places reinforcements. Use the standard drafting procedure as outlined in the Master Game Guide. Each player rolls the 20-sided die and uses the table below to determine the amount of reinforcements.

Die Roll:	1-6	Reinforcements:	100 points
	7-13		125 points
	14-19		150 points
	20		200 points

Players may choose from any available army card, including those that were just destroyed in battle. Reinforcements may only enter the battlefield from the player's own unoccupied starting spaces. Figures may be placed adjacent to an enemy figure.

Victory: When you destroy all of your opponents' figures, you win. If the battle reaches the end of Round 8, the plague reappears at the battlefield. Starting with the first player from Round 8 and continuing clockwise, each player in turn order, rolls the 20-sided die. If a 1-13 is rolled, one figure is destroyed by the plague and must be removed from the battlefield. If you roll a 14-20, nothing happens. Players continue rolling in turn order for plague destruction until only 1 player is alive on the battlefield. The last player alive now controls the Wellspring of Obsession and wins the game.

The Forgotten Forest Battlefield



Required Sets: Rise of the Valkyrie™ Master Set and Road to the Forgotten Forest.

The Dumutef Bridge spans a deep fast-running river that few dare cross even at the shallowest areas. Deep holes in the riverbed can swallow the largest warriors and deadly creatures in the river leave only the bones of the fool-hearty. The Dumutef Guards pride themselves for never having allowed anyone to cross the bridge into the neighboring woods. Because most travelers never bother to come this way, it is called the Forgotten Forest.

LEVEL
01



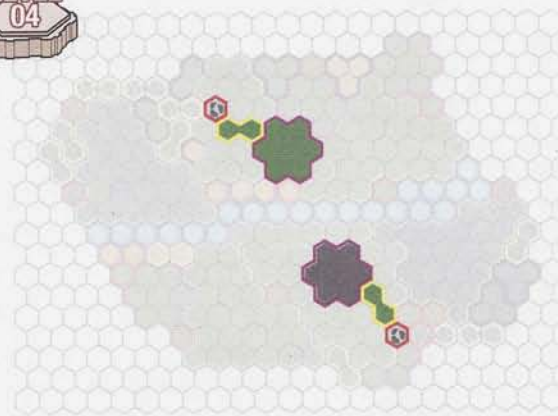
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LEVEL
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LEVEL
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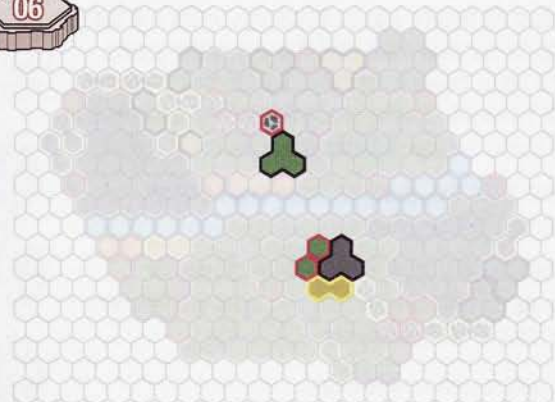


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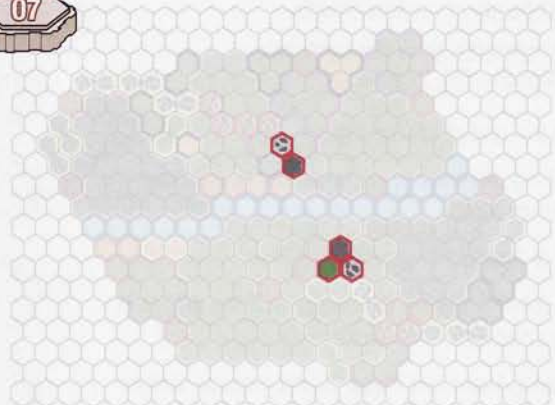


The Forgotten Forest Game Scenarios

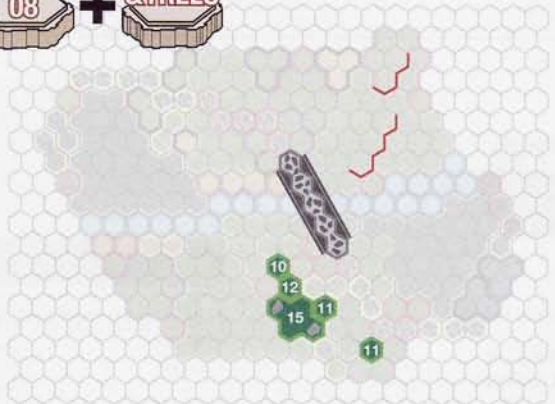
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LEVEL
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LEVEL
08 + RUINS
& TREES



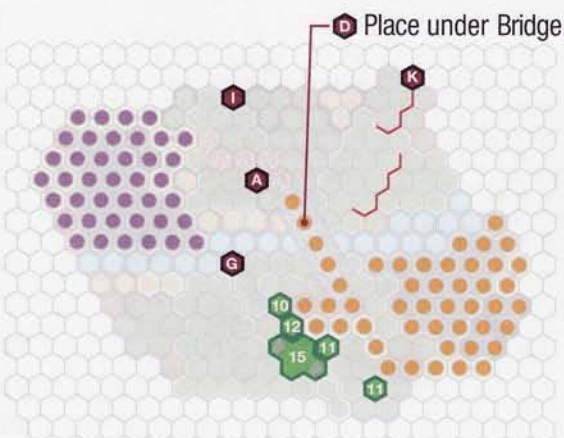
Master Game – The Bridge to the Forgotten Forest

(2 Players)

The Bridge to the Forgotten Forest has long been the stronghold of the Dumutef Guards and their army. Despite their formidable reputation, an occasional army is foolish enough to battle them for the rewards that lead on down the road... more wellsprings!

Goal: Player 1 must take control of the bridge (five-space road tile). Player 2 must retain control of the bridge.

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



Player 1 drafts or brings a pre-made 425 point army. Player 1 starts in the purple zone. Player 2 drafts or brings a pre-made 525 point army. Player 2 must spend 25 of the 525 points on at least one Dumutef Guard. If the players are drafting, Player 2 will draft first and must pick and place a Dumutef Guard. Player 2 starts in the orange starting zone.

Special Rules: All figures except Soulborgs, must roll the 20-sided die for survival upon entering any water space. If you roll a 1, your figure is destroyed. If you roll 2-4, your figure takes 1 wound. Double-space figures roll only once to cross when using the same water space on the same turn.

Victory: At the end of any round, if Player 1 solely occupies the bridge, he/she wins. If by the end of the 10th round, Player 1 has not achieved victory, an army of reinforcements for the Dumutef Guards arrive and repel all attackers. Player 2 wins the battle, and once again the Dumutef Guards prove to be invincible.

Note: As Player 1, you are battling against overwhelming odds; but if you do win, your army will be forever written into Valhallan lore with other legendary warriors.

ROUND
MARKER
TRACK



The Forgotten Forest Game Scenarios

Master Game – Fall of the Dumutef Bridge (3 Players)

The bridge is lightly defended as neither travelers nor armies have ventured this way in a year, and a hard winter is setting in. Many of the defenders have sought shelter in the nearby forest. It is the perfect time to plot an attack with an ally to overwhelm the Dumutef Guards. Or is it?

Goal: Players 1 or 2 must take control of the bridge (five-space road tile). Player 3 must retain control of the bridge while awaiting reinforcements that arrive throughout the battle.

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



Players 1 and 2 each draft or bring a pre-made 350 point army. Player 3 drafts or brings a pre-made 350 point army. Player 3 must spend 25 of the 350 points on at least one Dumutef Guard. If the players are drafting, Player 3 will draft first and must pick and place a Dumutef Guard.

Player 1 starts in the purple starting zone. Player 2 starts in the red starting zone. Player 3 starts in the blue and orange starting zone.

Special Rules: All figures except Soulborgs, must roll the 20-sided die for survival upon entering any water space. If you roll a 1, your figure is destroyed. If you roll 2-4, your figure takes 1 wound. Double-space figures roll only once to cross when using the same water space on the same turn.

Players 1 and 2 are the attacking team and have an alliance that may not be broken.

At the end of rounds 2, 3, 4, and 5, Player 3 rolls for reinforcements on the 20-sided die and uses the following chart to determine reinforcements:

1 = No reinforcements this round

2-5 = 25 points of reinforcements

6-10 = 75 points of reinforcements

11-15 = 125 points of reinforcements

16-19 = 175 points of reinforcements

20 = 200 points of reinforcements

All reinforcements enter the battlefield on the Blue Starting Spaces.

Victory: At the end of any round:

If the attacking team solely occupies the bridge, the attacking team wins.

At the end of Round 10:

If Player 3 solely occupies the bridge or if the bridge is completely unoccupied, he/she wins.

If the attacking team and Player 3 both occupy bridge spaces: The attacking team wins if they occupy more spaces than Player 3. Player 3 wins if he/she occupies the same or more spaces than the attacking team.

ROUND
MARKER
TRACK

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WOLF SWAMP ROAD BATTLEFIELD

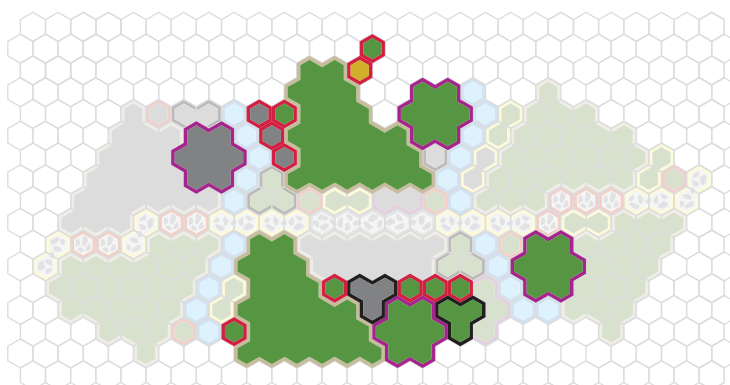
Required Sets: *Rise of the Valkyrie Master Set* and *The Road to the Forgotten Forest Expansion Set*.

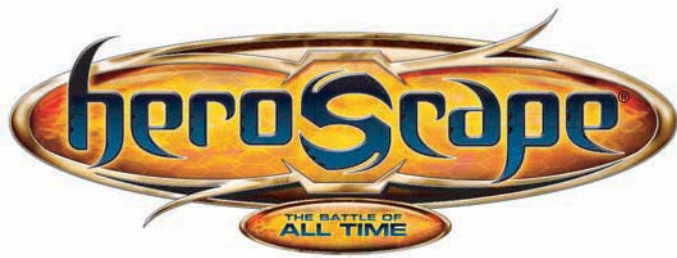
During the long winter months of the north, the Wolf Swamp Road is the only viable passageway along Western Nastraland and Eastern Laur. It runs between the long disputed Dark Lakes, and is the fastest path among the Ruined Forts of the Archkyrie and their many abandoned outposts.

**LEVEL
01**



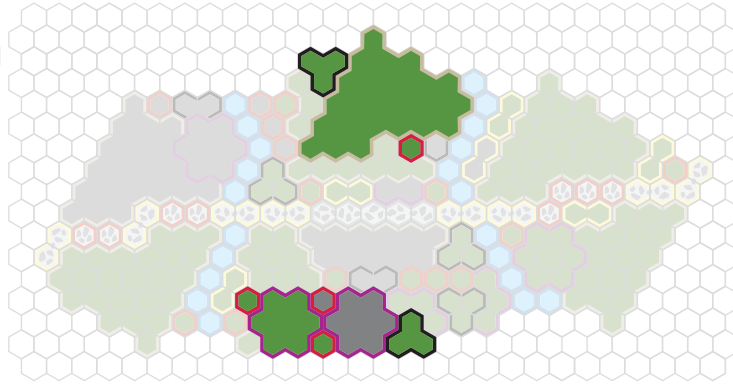
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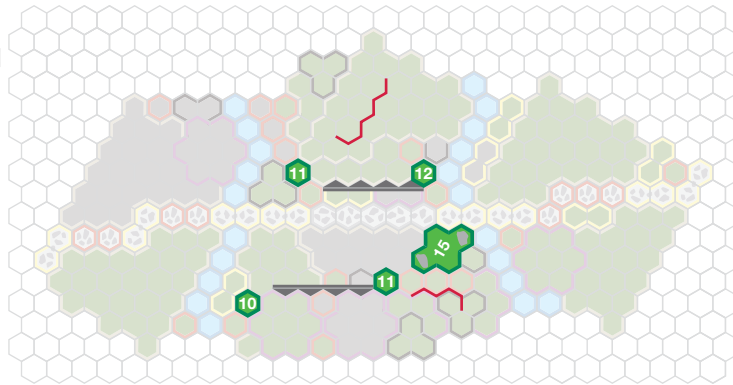


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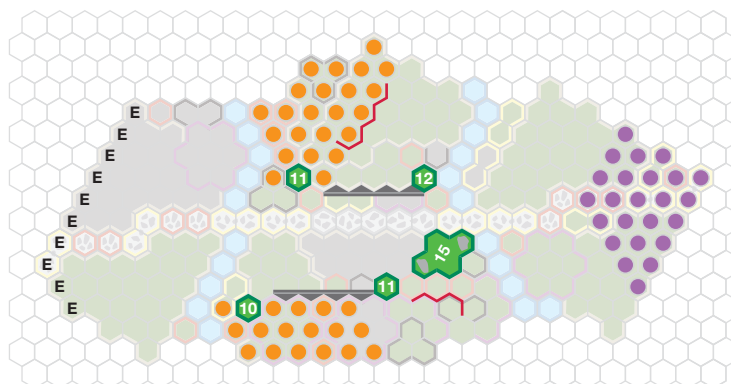


LEVEL
04





ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK



WSR1: Ambush on Wolf Swamp Road

MASTER SET-Ambush on Wolf Swamp Road

Required sets: Master Set and Road to the Forgotten Forest Set (2 player)

You have been ordered to to escort heroes that are vital to the cause of your general to the battlefield. Unknown to you, a small band of warriors lays in ambush among the ruins of an Archkyrie's outpost.

Goal: Player 1 must push past the ambush with at least 2 heroes surviving. Player 2 must prevent this from happening.

Setup: Player 1 drafts or brings a 550-point army. At least 2 heroes must be selected.

Player 2 drafts or brings a 400-point army.

Player 2 does not have to place his/her army on the battlefield during drafting, and may place his/her army after Player 1 has chosen and placed his/her entire army.

Player 1 starts in purple starting zone. Player 2 starts in the orange starting zone.

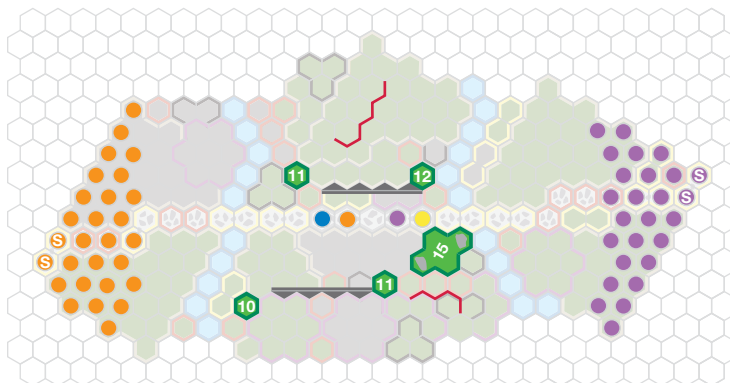
Special Rules: Once a hero has reached the Exit Zone spaces, the figure is taken out of play and is to be removed from the board.

Exit Zone spaces are marked- E

Victory: Player 1 wins when 2 heroes have reached and exited any space within the Exit Zone. Player 2 wins if Player 1's heroes have not reached any Exit Zone spaces by the 10th round, or when Player 1 does not have enough heroes to win.



ONLINE EXCLUSIVE GAME SCENARIOS



WSR2: A Simple Prisoner Exchange

MASTER GAME – A Simple Prisoner Exchange

Required sets: Master Set and Road to the Forgotten Forest Set (2 Players)

Even between deadly enemies, there are times of reason. You and your foe have met to parley and to exchange prisoners, but something went awry. Now you are now amidst a large battle to rescue your enemies' prisoner and bring him home safely.

Goal: Players must rescue their opponents Prisoner and bring them back to their Safety Zone.

Setup: Each player brings a premade 520-point army. At least one single based hero must be selected.

The player that has rolled the highest die for placement selects a single based hero to be his Prisoner from the other players army. The player who rolled the lowest die for placement then picks a single based hero to be his Prisoner from the other players army. The picking of Prisoners place before placing both armies.

Player 1 starts in the purple zone and places his Prisoner in the yellow starting zone. Player 2 starts in the orange zone and places his Prisoner in the blue starting zone.

Special Rules:

Moving a Prisoner:

- Before moving any one figure you control, you may choose an adjacent unengaged Prisoner to carry. After you move the figure that is carrying the prisoner, place the chosen Prisoner adjacent to the carrying figure.
- A Prisoner can be carried by either player.
- Order markers can not be placed on Prisoner cards. You can not attack, or receive disengagement attacks from them.

Player 1's Safety Zone are marked - **S**

Player 2's Safety Zone are marked - **S**

Victory: To win, a players must meet one of three victory conditions below-

- 1) The other player has no figures left on the board (not including Prisoners.)
- 2) A player has carried their opponent's Prisoner back to their Safety Zone.
- 3) A player has the most points left on the board (not including the Prisoner) after round 10.

ROUND
MARKER
TRACK

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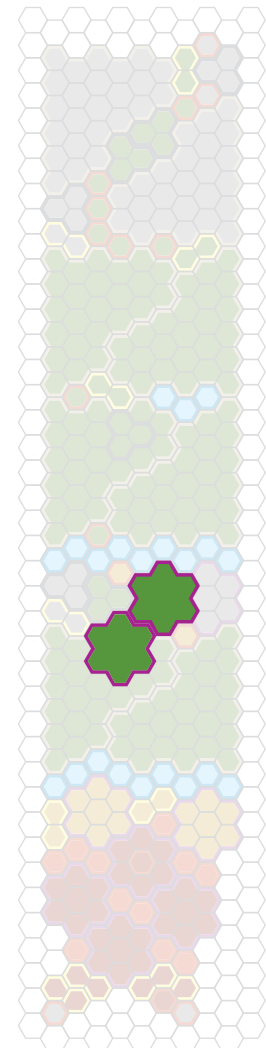
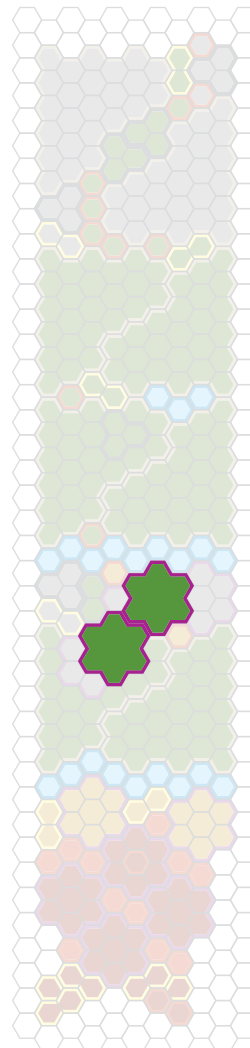
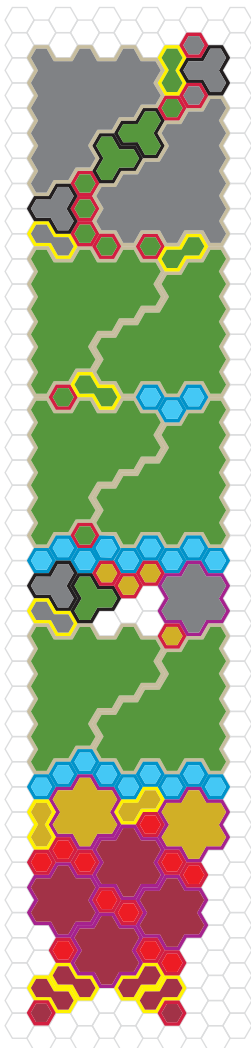
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Volcarren Wasteland Battlefield

Required Sets: *Rise of the Valkyrie Master Set* and *The Volcarren Wasteland Expansion Set*.

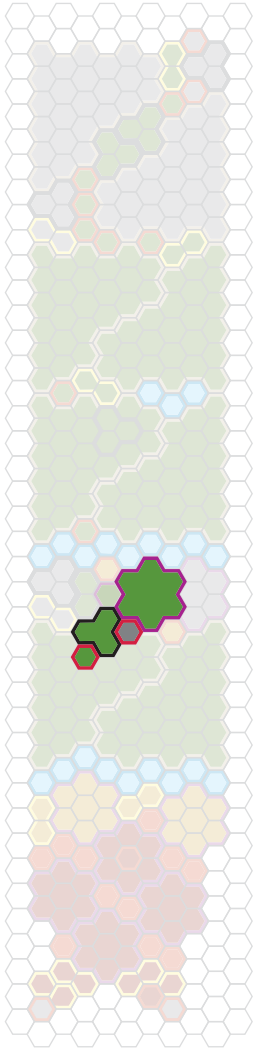
For most life forms, Volcarren is an uninhabitable land of volcanic activity. Rumors of new wellsprings in this part of Valhalla tempt only the most foolish of warriors to attempt a search for them. One particularly active volcano along the coast has created a peninsula of land that extends into the Molten Sea. This rugged strip of land has become known as the Volcarren Wasteland. In spite of its dangerous terrain, this is the only place to land from the Molten Sea.





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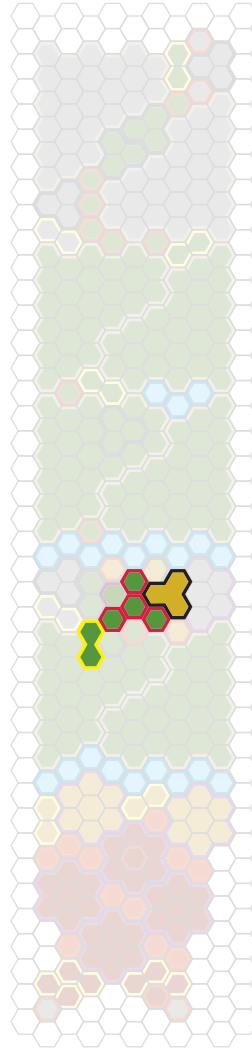
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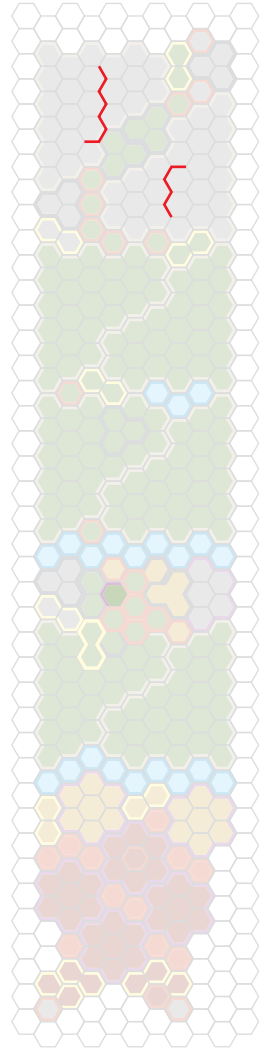
LEVEL
06



LEVEL
07



RUINS





ONLINE EXCLUSIVE GAME SCENARIOS

vw1: Battle for Obsidian Guards

MASTER GAME – Battle for the Volcarren Obsidian Guards (2 Players)

Volcarren is a desolate wasteland of barren rock and volcanic activity. There is nothing here that is worth winning in battle except for the allegiance of the mighty Obsidian Guards. They will ally with any army that controls their sacred Lava Stone of Volcarren. Control the Lava Stone and you will control a powerful force needed to win the battle for Valhalla.

Goal: Player 2 must secure the allegiance of the Obsidian Guards by occupying the Lava Stone of Volcarren (Glyph of Brandar). Player 1 must prevent Player 2 from gaining control of the Lava Stone.

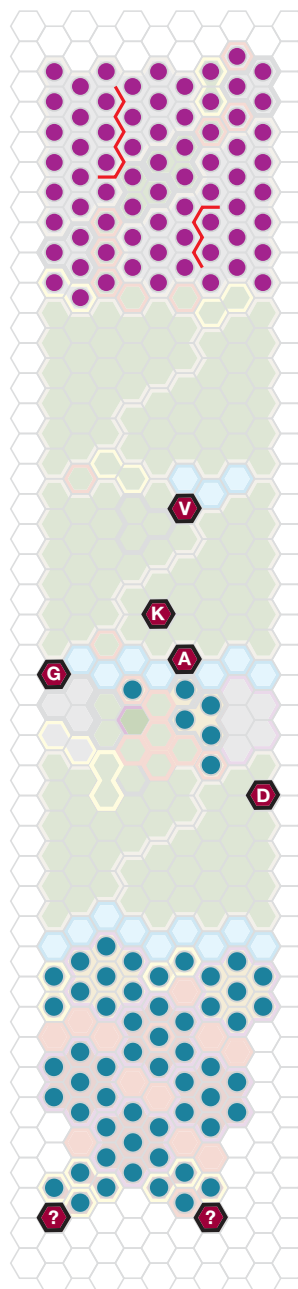
Setup: Place the Power-side up Glyphs on the battlefield as shown. Turn the Glyph of Brandar (Lava Stone of Volcarren) and the Glyph of Mitonsoul symbol-side up, shuffle them, then place them on the spaces marked with a ?.

Player 1 drafts or brings a pre-made 500 point army. 100 points of the 500 points must be spent on the Obsidian guards. If the players are drafting, player 1 will draft first and must pick and place the Obsidian Guards. Player 1 starts in the navy starting zones.

Player 2 drafts or brings a pre-made 600 point army. Player 2 starts in the purple starting zone.

Special Rules: Be sure to follow all the Master Rules for Lava Fields and Molten Lava spaces. Player 1 cannot land on the glyphs marked with a ?.

Victory: Player 2 wins by finding (landing on) the Glyph of Brandar (Lava Stone of Volcarren). If Player 2 does not find the Glyph of Brandar (Lava Stone of Volcarren) by the end of round 9, Player 1 wins. Any player may also win if he or she destroys all opponent's figures.



ROUND MARKER TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

VW1: The Unexpected Battle

MASTER GAME – The Unexpected Battle

(2 Players)

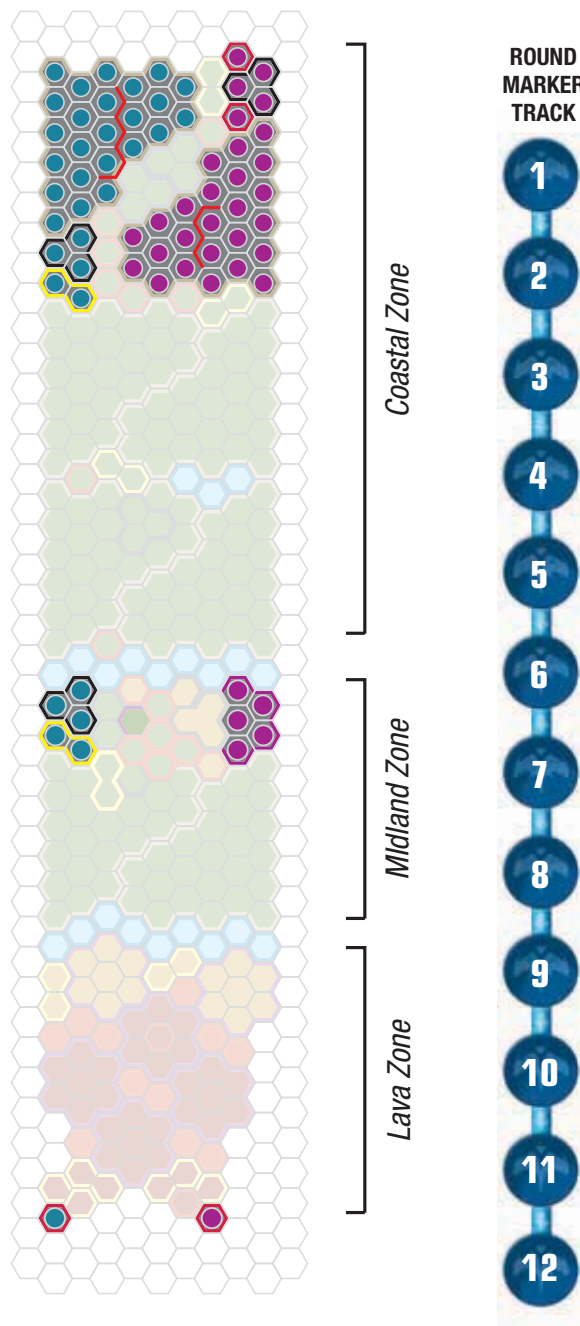
The Firestorms have ended and the Molten Sea is calm again, if only for a short while. Through the smoke and ashes, Volcarren lies ahead of you, your landing point for destinations further inland. However, you are not the only army to land that day with the same orders. This unexpected encounter alters your plans as you prepare for fierce battle.

Goal: One player must gain control of two of the three zones at the end of a round. Each zone is separated by rivers.

Setup: Each player drafts or brings a pre-made 500 point army. There are three zones that are separated by rivers. One player starts in the navy starting zones; the other player starts in the purple starting zones. While placing figures at the start of the battle, keep in mind this rule: When placement is complete, each player must have at least one figure in each of the three zones.

Special Rules: Be sure to follow all the Master Rules for lava fields and molten lava spaces.

Victory: A player wins if, at the end of a round, he/she has control over two of the three zones. To have control of a zone you must have at least one figure, and your opponent cannot have any figures, in that zone. Also, if your opponent 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).





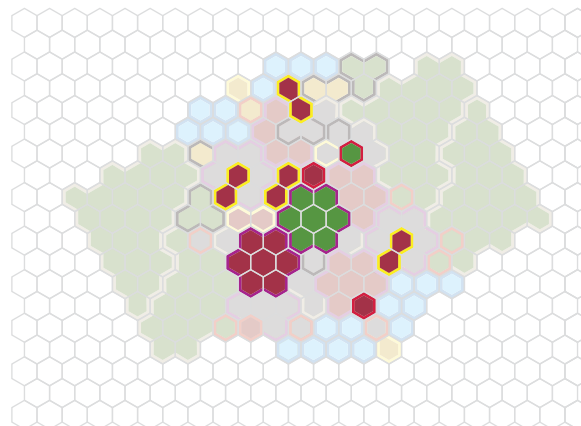
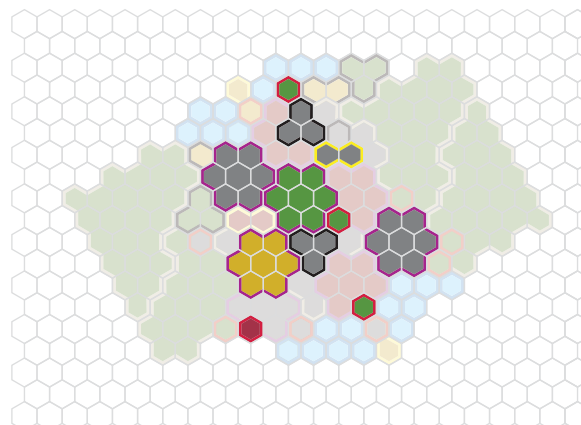
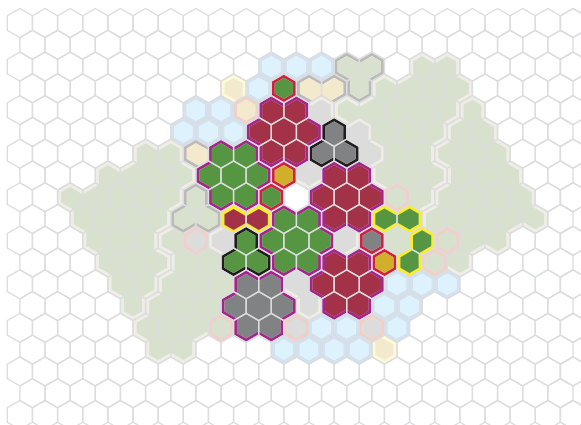
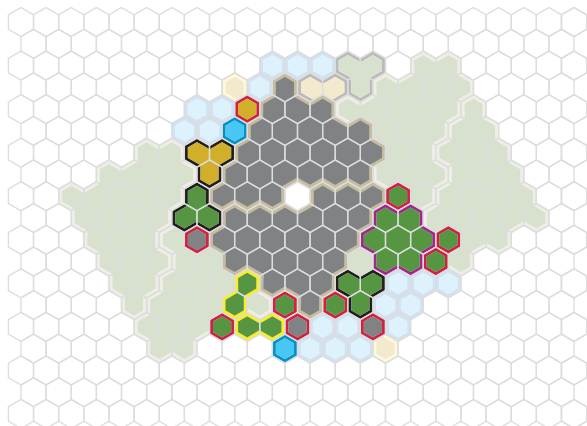
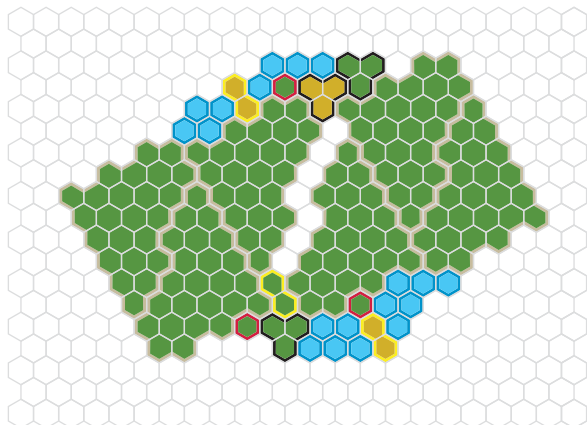
ONLINE EXCLUSIVE BATTLEFIELDS



SEARING PASS BATTLEFIELD

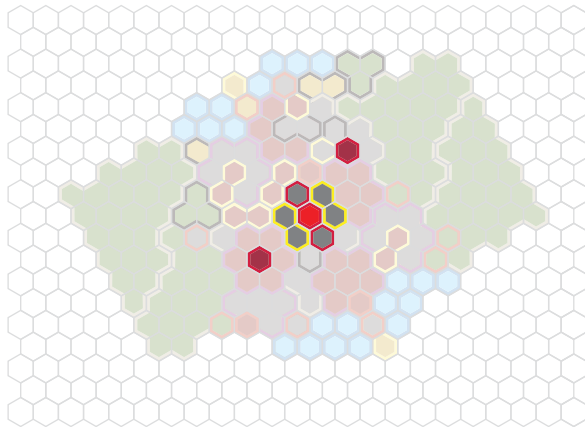
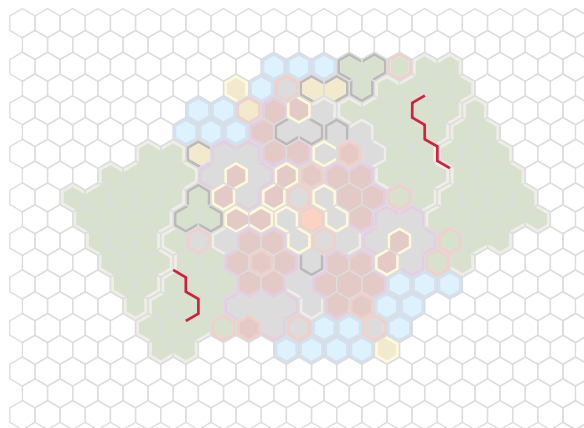
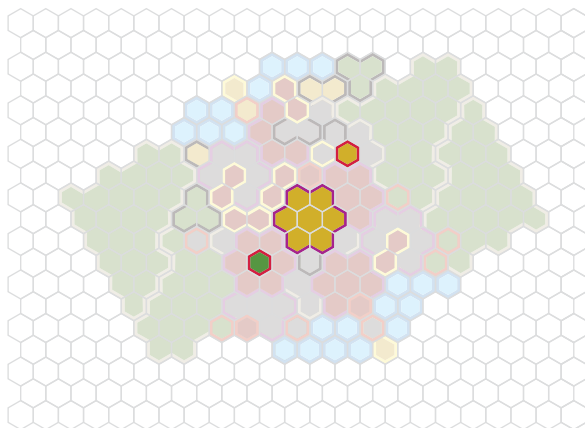
Required Sets: *Rise of the Valkyrie Master Set* and *Volcarren Wasteland Expansion Set*

The land of Volcarren is filled with many dangerous and unpredictable conditions, but no area is more deadly than the 200-mile stretch called the Fields of Fire. Filled with hidden geysers of molten lava and cesspools of toxic gasses, this terrain requires an unusually brave and resourceful warrior to successfully complete any mission here.



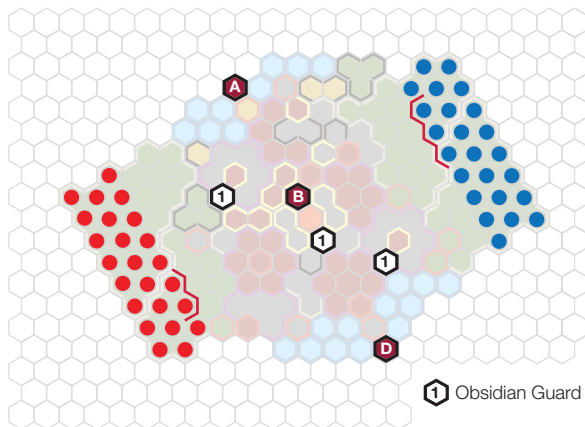


ONLINE EXCLUSIVE BATTLEFIELDS





ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK



SP1: Deadly Encounter

MASTER GAME – Deadly Encounter

Required sets: Rise of the Valkeyrie Master Set and Volcarren Wasteland Expansion Set (2 Players)

After Utgar had gained the allegiance of the Obsidian Guards through the theft and control of the Lava Stone of Volcarren, a troop of Minions was sent across the Fields of Fire to the southern army carrying the stone. They never arrived. The loss of the stone and with it the Obsidian Guards' allegiance, could compromise the eastern flank of Utgar's southern army, making it too weak to hold out for very long against its enemies.

Goal: Gather a band of warriors to recover the Lava Stone of Volcarren, and destroy any opposing force trying to recover the it for their own needs.

Setup: Place a unit of Obsidian Guards and glyphs power-side up where shown. Keep 10 molten lava tiles near the battlefield to be used later. Place the glyphs powerside up where shown.

Obsidian Guards cannot be chosen to be in players' armies.

Army Cards with "The Drop" special power ignore that power and are placed just like other figures.

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

One player starts in the red starting zone; the other player starts in the blue starting zone.

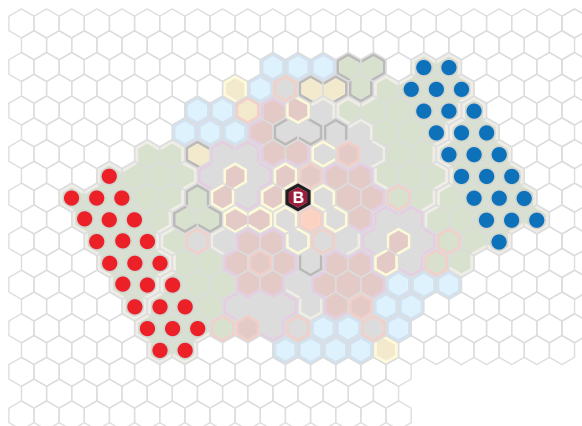
Special Rules: At the beginning of the 2nd round, the player who wins initiative immediately places a molten lava tile on any space within 5 spaces from the center molten lava tile. This space cannot contain a glyph, a water tile, a molten lava tile, or a figure with the "Lava Resistant" special power. Molten lava tiles are placed at the beginning of every round thereafter, until all 10 lava tiles have been used. Any figure occupying the space where a molten lava tile is placed is instantly destroyed and removed from the battlefield.

Instead of taking a turn with an army card that includes a figure standing on the Glyph of Brandar (Lava Stone of Vocarren), you may take a turn with the Obsidian Guards. If no figure occupies the Glyph of Brandar (Lava Stone of Vocarren) the Obsidian Guards are neutral. While they are neutral, you cannot attack Obsidian Guards or receive a disengagement attack from them.

Victory: If the other player has no figures left on the battlefield, or at the beginning of any round after 10 you have a figure on the Glyph of Brandar (Lava Stone of Volcarren,) you win.



ONLINE EXCLUSIVE GAME SCENARIOS



SP2: Supply Shortage

MASTER GAME – Supply Shortage

Required sets: Master Set and Volcarren Wasteland Set (2 Players)

A large store of dry goods has been discovered at the top of an unpredictable lava geyser, protected by mystical enchantments that keep the food safe from harm. Unfortunately, the Ruins of Rennoc were not protected as well and were lost for all time within the constant lava flows. With the difficulty of supplying an army in the Fields of Fire, it is vitally important to control the Searing Pass. The discovery of a such a large food source could win the war for the Volcarren wellsprings for any Army daring enough to take it.

Goal: Gather a band of warriors to secure and protect the dry goods, and destroy any opposing force trying to recover it for their own needs.

Setup: Keep 10 molten lava tiles near the battlefield to be used later. Place the Glyph of Brandar power-side up where shown.

Remove the ruins from the Searing Pass Battlefield. They will not be used in this scenario.

Army Cards with “The Drop” special power ignore that power and are placed just like other figures.

Each player drafts or brings pre-made 450-point armies.

One player starts in the red starting zone; the other player starts in the blue starting zone.

Special Rules: At the beginning of round 2, each player rolls three combat dice in initiative order. For each skull rolled, place a molten lava tile adjacent to any Lava Field Tile or Molten Lava Tile. This space cannot contain a glyph, a water tile, a Molten Lava Tile, a Lava Field Tile or a figure with the “Lava Resistant” special power. Molten Lava Tiles are placed at the beginning of every round thereafter in initiative order, until all 10 lava tiles have been used. Any figure occupying the space where a Molten Lava Tile is placed is instantly destroyed and removed from the battlefield.

Victory: If the other player has no figures left on the battlefield, or you have had control of the Dry Goods (Glyph of Brandar) at the end of a round for 4 straight rounds in a row, you win.

ROUND
MARKER
TRACK



Glacier Mountains and Glacier Bases

Glacier Mountains and Glacier Bases Battlefield Key – Use this key when building battlefields with Glaciers. A Glacier Mountain must always sit on a Glacier Base when placed on the battlefield. Glacier Mountain icons shown on battlefield setups always represent Glacier Mountains with matching Glacier Bases.

Glacier Mountains Each number refers to height level of different peaks	Glacier Bases as ice spaces
  Six-Space Glacier	
  Four-Space Glacier	
  Three-Space Glacier	
  One-Space Glacier	

Building with Glacier Mountains: Glacier Mountains with Bases may be stacked on terrain such as grass, rock, or sand. Do not stack them on terrain such as water, ice or other terrain that is considered to have no height.

Building with Glacier Bases: Glacier Bases may be used alone, without a Glacier Mountain, to represent ice spaces. Glacier Bases cannot be stacked on water, ice or other tiles that are considered to have no height.

Rules for the Basic Game

Figures may not land on or move through Glacier Mountains. If Glacier Bases are used as Ice Tiles, follow the Rules for the Basic Game for Ice Tiles on page 2.

Rules for the Master Game

Glacier Mountains are towers of ice that block normal movement and line of sight. Figures may not land on or move through Glacier Mountains. If Glacier Bases are used as Ice Tiles, follow the Rules for the Master Game for Ice Tiles on page 2.



Required Sets: Rise of the Valkyrie™ Master Set and The Thaelenk Tundra Set.

The Thaelenk Tundra is an unfriendly region of ice and snow that stretches into the Dragon Head Sea. Previous travelers tell tales of monstrous snow hunters that hide in the mountains coming out to swing their weapons and hurl boulders of ice at them. Travel in the tundra is wisest during the summer solstice, even though the mountain snow never melts and sudden storms of ice and wind make every journey here a perilous one. It is common to see frozen souls entombed in monoliths of ice along the way.



LEVEL
02



LEVEL
05



LEVEL
03



LEVEL
06



LEVEL
04



GLACIERS
& Ruins





Master Game – Storm of Frozen Shards

(2 Players)

Approaching the tundra from the valley floor is a formidable sight. Spires of ice tower above the landscape and pierce the sky ominously, while the Dzu-Teh scream their warcries. However, where the valley meets the tundra, it is the Storm of Frozen Shards that is the most deadly foe. Warm valley winds swirling with the tundra frigidness form frozen shards of ice that spiral down from the sky like stalactite spears, some as large as the warriors themselves.

Goal: Player 1 must defend the Glacier. Player 2 must take over control of the Glacier.

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

Player 1 drafts or brings a pre-made 450-point army which must contain at least one Dzu-Teh squad. Player 2 drafts or brings a pre-made 650-point army.

Player 1 starts on any Ice or Snow space, but may not start on the Glyph of Brandar. Player 2 starts in the purple starting zone.

Special Rules: Treat all Snow Tiles as Heavy Snow and treat all Ice Tiles as Normal Ice. See page 2 for rules.

At the end of each round, before order markers are placed, the last player in the round to take a turn rolls the 20-sided die to determine if the Storm of Frozen Shards affects the round. If you roll 15-20, nothing happens and play continues normally. If you roll 1-14, the storm suddenly engulfs the battlefield. In turn order, affected players must roll 6 attack dice and assign any skulls rolled to one or more figures as wounds that are undefendable by normal defense or special powers.

If the damage destroys a figure, remove it from the battlefield. You cannot assign more skulls than are needed to destroy a figure. If a player is eliminated during the storm, the other player immediately wins the game.

The Glyph of Brandar is an artifact that provides a protective aura from the Storm of Frozen Shards for a player's entire army. If a player has a figure on the glyph, he/she is not affected by the storm.

Victory: Completely destroy the other player's army to win. If the game reaches the end of round 12, roll for the Storm of Frozen Shards as normal. Then each player counts only the number of figures that he/she has left on any ice or snow space. The player with the most figures wins the game. If there is a tie or no figures are left on any ice or snow space, Player 1 wins the game.

ROUND MARKER TRACK





Master Game – The Deadly Frozen Wellspring

(3 Players)

Violent storms have kept all but the most determined armies from occupying the wellspring in the Thaelenk Tundra. This wellspring is so powerful, that it is not unusual for warriors who drink from it to triple their powers. Some warriors think it is because the water has been frozen. Others think it is the strange aura that glows from the glaciers. The only thing that is agreed upon is that the tundra is inhospitable and the winter storms can decimate an entire army very quickly.

Goal: Control the frozen wellspring by destroying all of your opponents' figures. Use the Glyph of Brandar to triple your powers.

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

Players 1 and 3 each draft or bring a pre-made 450-point army. Player 2 drafts or brings a pre-made 625-point army. Player 1 starts in the orange starting zone. Player 2 starts in the blue starting zone. Player 3 starts in the red starting zone.

Special Rules: If a player occupies the Glyph of Brandar, the power of any other glyph that he/she occupies, becomes multiplied by 3. For example: If a player has one figure on the Glyph of Brandar and one figure on the Glyph of Astrid, the power of the Glyph of Astrid is Attack +3 for all of his/her figures.

Treat all Snow Tiles as Light Snow and treat all Ice Tiles as Slippery Ice. See page 2 for rules.

Victory: Destroy all of your opponents' figures to win the game.

If the game reaches the end of round 8, a violent, unforgiving storm rages through the battlefield. Each player rolls the 20-sided die. Starting with the lowest roller and continuing clockwise, each player rolls 6 attack dice. Players must assign any skulls rolled to one or more figures as wounds that are undefendable by normal defense or special powers.

If the damage destroys a figure, remove it from the battlefield. You cannot assign more skulls than are needed to destroy a figure.

After all players have rolled their 6 attack dice, roll the 20-sided die again to determine a new low-roller. Play continues until only one player is left. The last player to survive the storm wins the game.

ROUND MARKER TRACK



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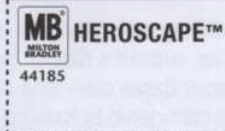
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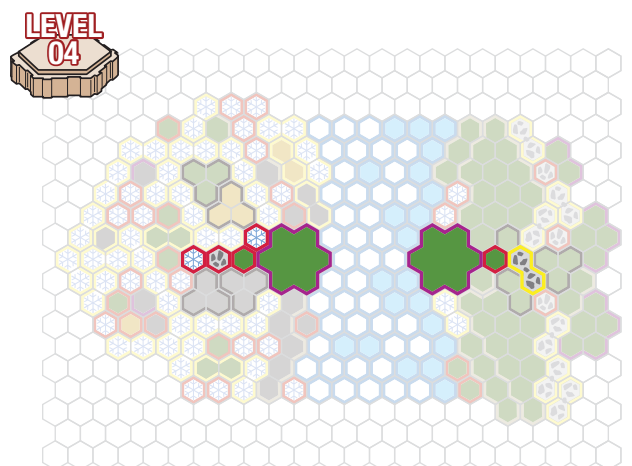
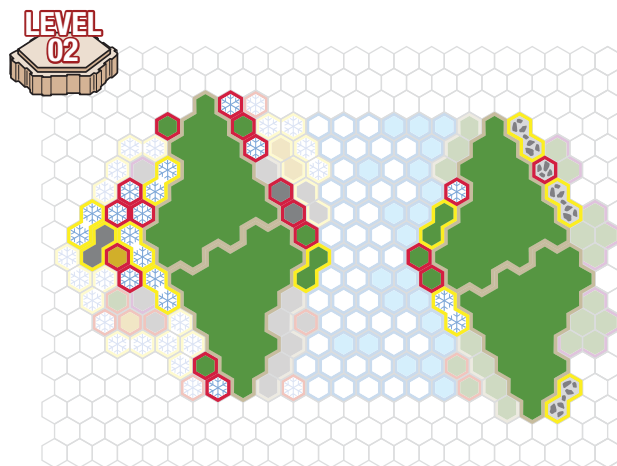
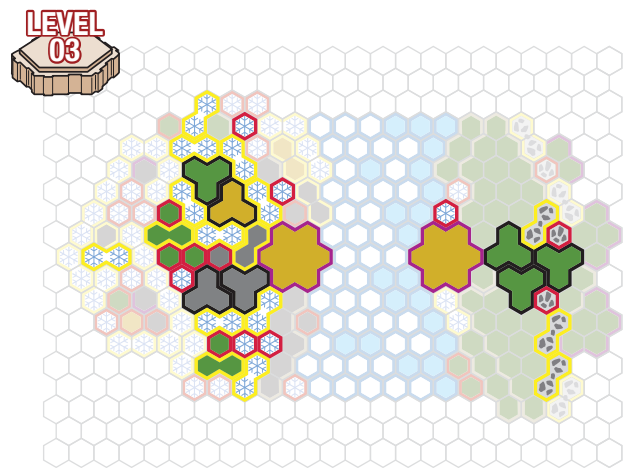
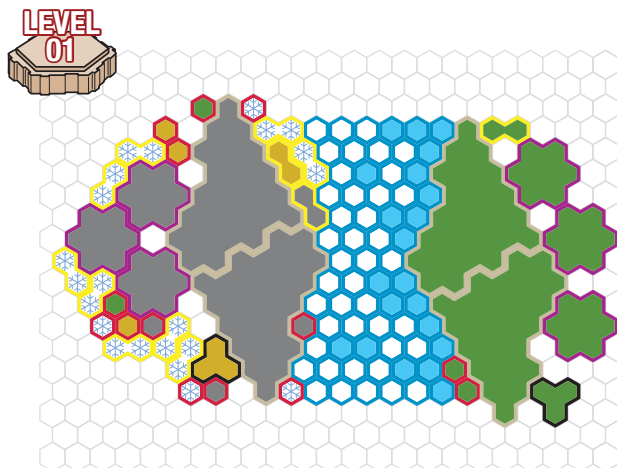


ONLINE EXCLUSIVE BATTLEFIELDS

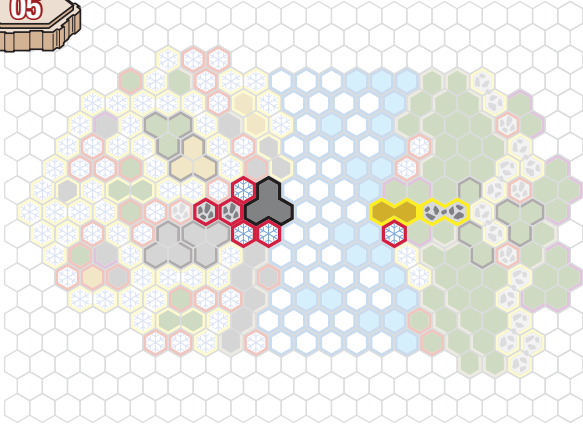
BLOODRED RIVER BATTLEFIELD

Required Sets: *Rise of the Valkyrie Master Set, (2) Thaelenk Tundra Sets, and Road to the Forgotten Forest Set.*

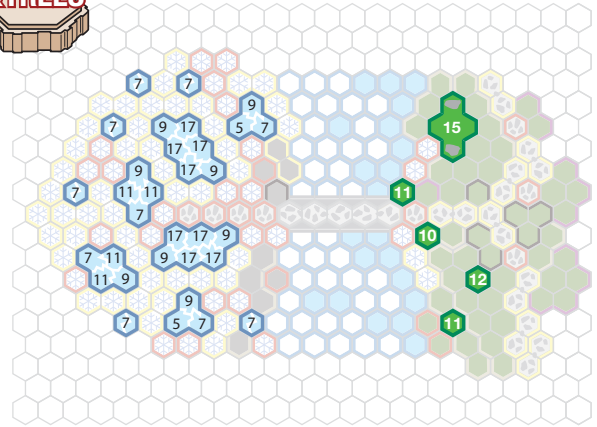
Unusually warm currents from Volcarren flow through the Bloodred River, separating the frozen wasteland from the temperate forest as if a line were drawn between them. On one side: glaciers. On the other side: forests. The warriors who inhabit the territories on both sides of the bridge have been feuding over the land that surrounds the Bloodred River for centuries. Many battles are so fierce that the river becomes a dark red channel that flows back into the sea, warning others to stay away. Every year the Armies get larger and the battles more fierce. It seems that the Bloodred River shall forever live up to its name.



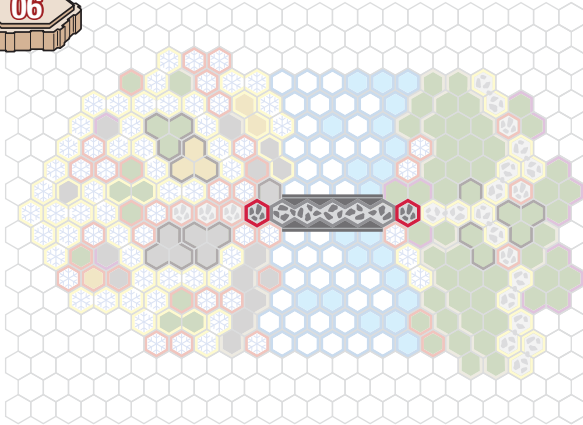
LEVEL
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GLACIERS
& TREES

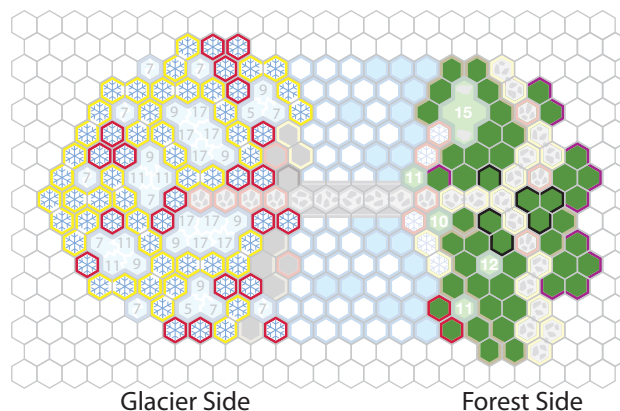


LEVEL
06





ONLINE EXCLUSIVE GAME SCENARIOS



Glacier Side

Forest Side

MASTER GAME – Treacherous Crossing

Required Sets: Master Set, (2) Thaelenk Tundra Sets, & Road to the Forgotten Forest

(2 Players or 3-4 players in teams)

The Bloodred River never freezes completely. Crossing the river over the thin ice is dangerous but necessary, as an attack from the bridge is always met with an equally fierce defense. The territories owned by the feuding warriors surrounding the Bloodred River is constantly changing; but it is the bridge that is the symbolic prize possession of battle, even though it serves no useful purpose other than bragging rights and exaggerated stories at the end of battle.

Goal: Destroy all of your opponent's figures to take control of the bridge and its immediate territory around the Bloodred River.

2 Players: Each player drafts or brings a pre-made 500-point Army.

3 Players: Player 1 plays on Team 1. Players 2 and 3 play on Team 2. Player 1 drafts or brings a pre-made 900-point Army. Players 2 and 3 each draft or bring a pre-made 300-point Army.

4 Players: Players 1 and 2 play on Team 1. Players 3 and 4 play on Team 2. Each player drafts or brings a pre-made 500-point Army.

One player/team starts on any snow space on the Glacier Side of the battlefield. The other player/team starts on any grass space on the Forest Side of the battlefield.

Special Rules: When counting movement, all snow spaces are considered light snow spaces and all ice spaces are considered normal ice.

Thin Ice: When a medium or large figure ends its move on any ice space that is adjacent to a water space, that figure must roll the 20-sided die for wounds. If a medium figure rolls a 1-3, that figure receives 1 wound. If a large figure rolls a 1-6, that figure receives 1 wound. All huge figures or larger automatically receive 1 wound. Double-based figures roll once whether they occupy 1 or 2 ice spaces. Small figures and figures with any Snow and Ice Enhanced Movement Special Powers are not affected by Thin Ice.

Victory: Victory is achieved by destroying all of your opponent's figures. If no player/team has achieved victory by the end of the 12th round, the player/team with the most points wins the game. See **Scoring** in the Master Game Guide.

Extra Points: If a player/team solely occupies the bridge (any one or more of the five bridge spaces), they may add 100 extra points to their point total.

ROUND MARKER TRACK

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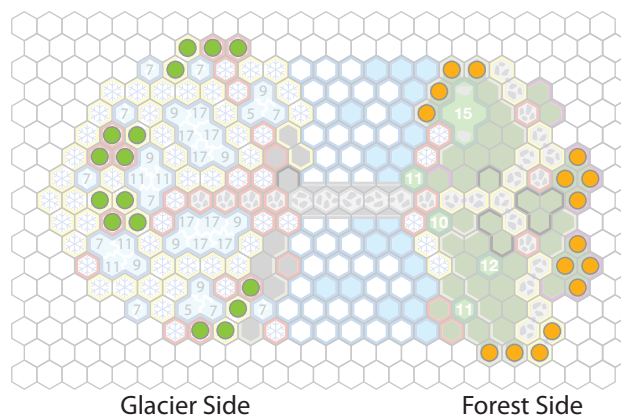
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BR1: The Treacherous Crossing



ONLINE EXCLUSIVE GAME SCENARIOS



Glacier Side

Forest Side

MASTER GAME – The Struggle for Reinforcements

Required Sets: Master Set, (2) Thaelenk Tundra Sets, & Road to the Forgotten Forest

(2 Players or 3-4 players in teams)

As the fighting over the Bloodred River continues, many warriors are lost in battle and the river turns dark red once again. Reinforcements have been arriving for each Army, but only a few at a time. It now becomes a struggle just to maintain an adequate fighting force.

Goal: Destroy all of your opponent's figures to take control of the bridge and its immediate territory around the Bloodred River.

2 Players: Each player drafts or brings a pre-made 500-point Army. See Special Rules for placing Armies on the battlefield.

3 Players: Player 1 plays on Team 1. Players 2 and 3 play on Team 2. Player 1 drafts or brings a pre-made 850-point Army. Players 2 and 3 each draft or bring a pre-made 300-point Army. See Special Rules for placing Armies on the battlefield.

4 Players: Players 1 and 2 play on Team 1. Players 3 and 4 play on Team 2. Each player drafts or brings a pre-made 500-point Army. See Special Rules for placing Armies on the battlefield.

One player/team starts on the green starting zone. The other player/team starts on the orange starting zone.

Special Rules

Placing Armies: When drafting or using pre-made Armies, do not place the chosen Armies on the battlefield as normal. Instead, place all of your Army Cards and its figures in front of you. Once all players have assembled their Armies, follow the rules below for placement:

At the beginning of each round, each player rolls the 20-sided die. High roller places first. Re-roll any ties. Turns

pass to the left of each player as they place their Armies. Players are allowed to place all figures of up to 2 Army Cards from their Armies onto their starting zone.

All figures entering the battlefield must be placed on the player's/team's unoccupied starting zone. All of the figures on an Army Card may enter the battlefield at the same time. If there are not enough starting zone spaces, you cannot enter those figures on that round. Once all figures are placed, continue with the normal round of play by placing order markers, then rolling for initiative.

Snow and Ice Spaces: When counting movement, all snow spaces are considered light snow spaces and all ice spaces are considered normal ice.

Thin Ice: When a medium or large figure ends its move on any ice space that is adjacent to a water space, that figure must roll the 20-sided die for wounds. If a medium figure rolls a 1-3, that figure receives 1 wound. If a large figure rolls a 1-6, that figure receives 1 wound. All huge figures or larger automatically receive 1 wound. Double-based figures only roll once even if occupying 2 ice spaces. Small figures and figures with Snow and Ice Enhanced Movement Special Powers are not affected by Thin Ice.

Victory: Victory is achieved by destroying all of your opponent's figures, including any reinforcements waiting to be placed. Victory may also be attained by preventing your opponent from placing more reinforcements. This can be done by occupying all of your opponent's starting zone spaces and destroying all of your opponent's figures on the battlefield.

If no player/team has achieved victory by the end of the 12th round, the player/team with the most points wins the game. See **Scoring** in the Master Game Guide.

Extra Points: If a player/team solely occupies the bridge (any one or more of the five spaces), they may add 100 points to their point total.

ROUND MARKER TRACK

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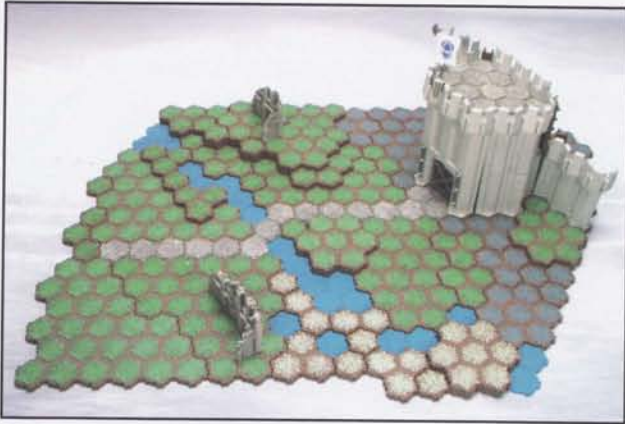
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BR2: The Struggle for Reinforcements

The West Barbican of Iona Castle Scenarios



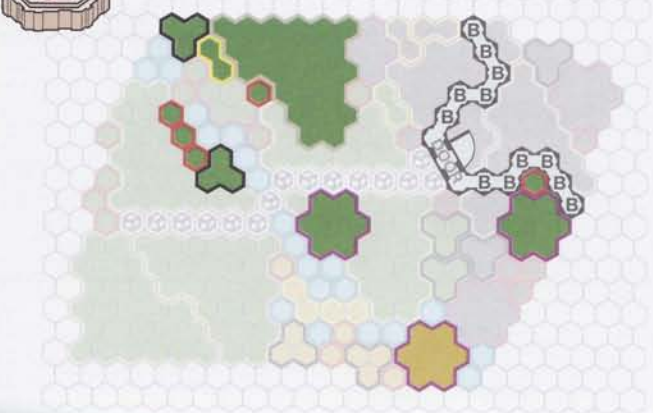
Required Sets: Rise of the Valkyrie™ Master Set and Fortress of the Archkyrie.

Built primarily as an escape route from the castle if the main defense falls, the West Barbican of Iona Castle has never been attacked. Few enemies know of the existence of this part of the castle. The access to the West Barbican is known to be a long, dangerously narrow ledge that falls off steeply from both sides. Attacking armies have tried to cross this passageway only to turn back after losing half of their army. There is a safer pass through underground caves, but it is a well-guarded secret.

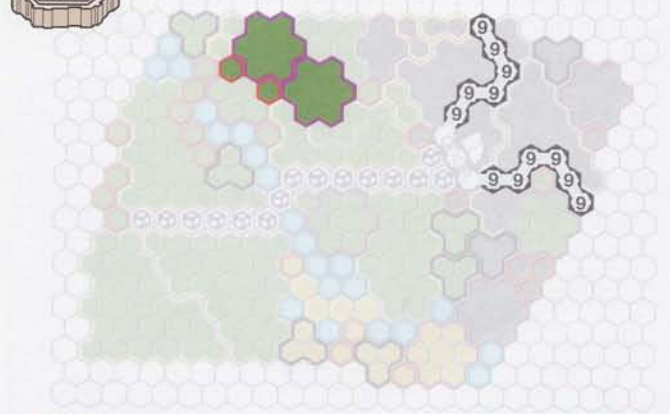
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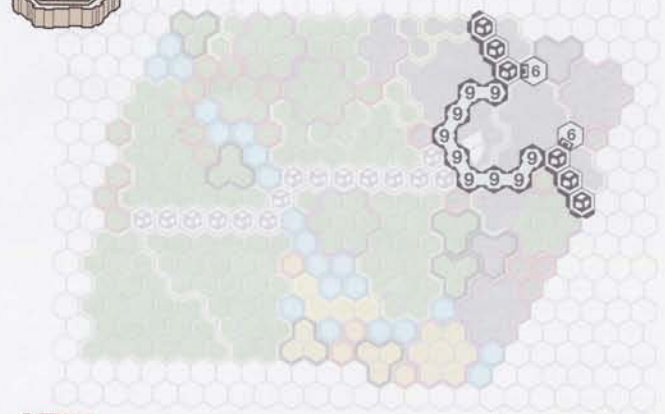
LEVEL 02



LEVEL 03



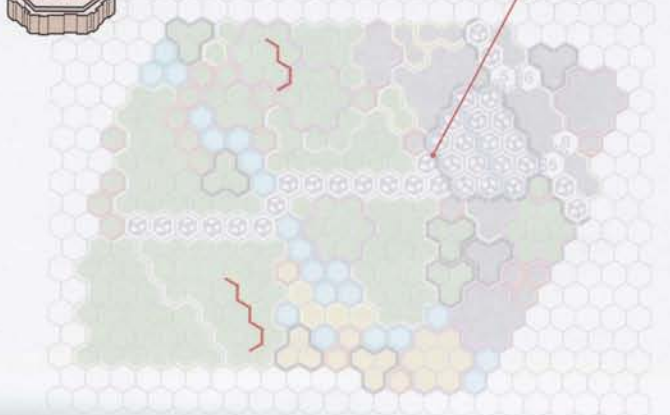
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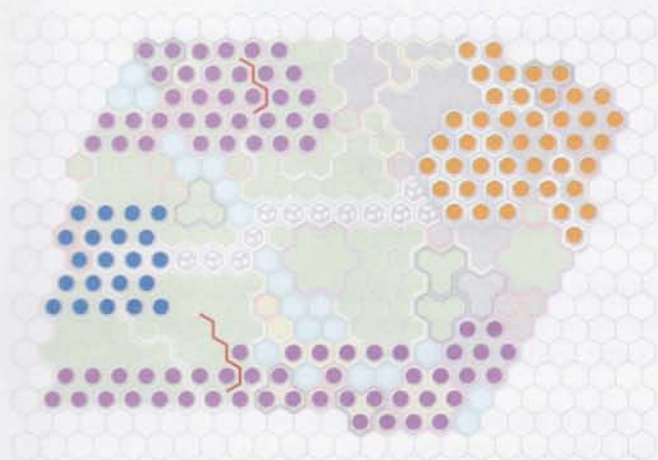
LEVEL 21



FLAG & RUINS



The West Barbican of Idona Castle Scenarios



Master Game – Ambush at the West Barbican (3 or 4 Players)

With the main castle under a long siege, the call for reinforcements has arrived, but the enemy has followed them back to the West Barbican. As the reinforcements rush to the safety of the fortress, the enemy outflanks and ambushes them only a short distance away from the outer door. For the enemy, destroying the reinforcements means crushing any hope that the castle guards have of surviving the siege. For the castle guards, rescuing the reinforcements and getting them behind the walls means everything.

Goal: Player 1 and Player 2 are on a team and must work together to rescue 3 Unique Heroes from the army of reinforcements. Player 3 must prevent 3 Unique Heroes from reaching the safety of the West Barbican walls. (In a 4 Player game, Players 3 and 4 team up for this goal.)

Setup: Player 1 controls the Door at the start of the game and places the Door Card with the other Army Cards that he/she controls.

Player 1 must sit directly to the right of Player 2.

Three Players: Player 1 drafts or brings a pre-made 225-point army. Player 2 drafts or brings a pre-made 550-point army. Player 3 drafts or brings a pre-made 715-point army.

Player 1 starts in the orange starting zone, including any spaces under the 7-Hex and 9-Hex Wall Walks within the Barbican. Player

1 must also start with 1 figure on Door Space #4. Player 2 starts in the blue starting zone as the ambushed reinforcements. At least 3 Unique Heroes, 2 of which must be non-flying, must be placed on the blue starting zone. Player 3 starts in the purple starting zones.

Four Players: Player 1 drafts or brings a pre-made 225-point army. Player 2 drafts or brings a pre-made 635-point army. Player 3 and Player 4 each draft or bring pre-made 315-point armies.

Player 1 starts in the orange starting zone, including the spaces under the 7-Hex and 9-Hex Wall Walks within the Barbican. Player 1 must also start with 1 figure on Door Space #4.

Player 2 starts in the blue starting zone as the ambushed reinforcements. At least 3 Unique Heroes, 2 of which must be non-flying, must be placed in the blue starting zone.

Player 3 and Player 4 start on any space in the purple starting zones.

Special Rules: When using pre-made armies, Player 2 places his/her entire army on the blue starting zone first; placement then passes to the left.

At the beginning of the first round only, do not roll for Initiative. Player 2 automatically goes first, followed by the player on his/her left. At the beginning of Round 2, play continues as normal; all players roll for Initiative.

Strong unknown forces have always interfered with the use of any summoning powers. Figures that are successfully summoned must roll the 20-sided die. If a 19 or 20 is rolled, the figure is safe. If a 1-18 is rolled, the figure is destroyed.

Victory: Player 1 and Player 2 win if: A) Player 1 has control of the Door Card and has at least 1 figure that is within the Barbican Walls, and B) Player 2 has 3 Unique Heroes, that started in the blue starting zone, occupying any spaces in Player 1's starting zone.

If Player 1 and Player 2 fail to save 3 Unique Heroes by reaching the inside of the Barbican Wall by Round 12, it is assumed that darkness has set in and the reinforcements are overwhelmed. Player 3, or Players 3 and 4 win the game.

ROUND MARKER TRACK

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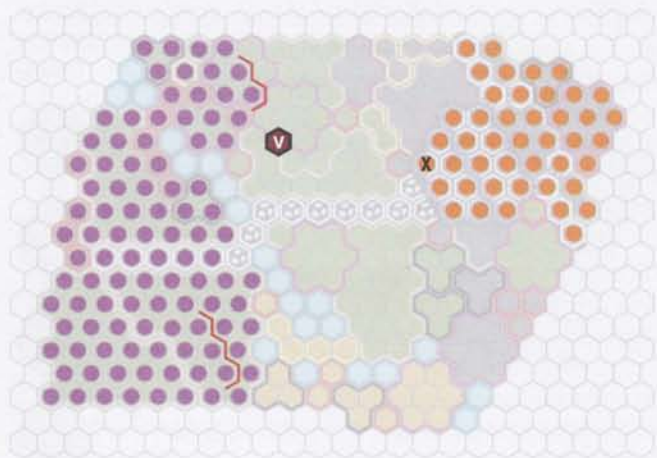
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The West Barbican of Idona Castle Scenarios



Master Game – The Siege of the West Barbican (2 or 3 Players)

A determined army carefully makes their way through the treacherously narrow ledge that leads to the West Barbican, losing only a few warriors. The guards of the Barbican are completely surprised and undermanned, but must prepare for a battle that will determine the fate of Idona Castle and its control over Western Nastraland and the Dark Lakes.

Goal: Player 1 must defend the West Barbican and prevent Player(s) 2 (and 3) from taking control of the Barbican. Player(s) 2 (and 3) must destroy all of Player 1's figures or take control of the Barbican by taking down the Flag.

Setup: Place the Glyph power-side up as shown. Player 1 controls the Door at the start of the game and places the Door Card with the other Army Cards that he/she controls.

Two Players: Player 1 drafts or brings a pre-made 500-point army and also starts with control of the Door Card. Player 2 drafts or brings a pre-made 750-point army.

Player 1 starts in the orange starting zone, including any spaces under the 7-Hex and 9-Hex Wall Walks within the Barbican. Player 1 must start with at least 1 figure on Door Space #4. Player 2 starts in the purple starting zone.

Three Players: Player 1 drafts or brings a pre-made 650-point army and also starts with control of the Door Card. Players 2 and Player 3 draft or bring a pre-made 325-point armies.

Player 1 starts in the orange starting zone, including any spaces under the 7-Hex and 9-Hex Wall Walks within the Barbican. Player 1 must also start with 1 figure on Door Space #4. Player 2 and Player 3 are on a team and each start on any space in the purple starting zone.

Special Rules: Player(s) 2 (and 3) are allowed to take down the Flag to win the game. To take down the Flag, Player(s) 2 (and 3) must move a figure onto the orange start space with the X that is next to the Flag. This figure must be unengaged when taking down the Flag. After moving, instead of attacking with this figure, he/she may take down the Flag and remove it from the game.

Victory: Player(s) 2 (and 3) must either destroy all Player 1's figures or take down the Flag to win the game. Player 1 must prevent the Flag from being taken down or destroy all of his/her opponent's figures to win the game. If the game reaches the end of Round 12, Player 1 receives reinforcements from the castle and the opportunity for Player(s) 2 (and 3) to take control of the Barbican has been lost. Player 1 immediately wins the game.

ROUND
MARKER
TRACK

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12



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miltonbradley.com



PROOF OF PURCHASE

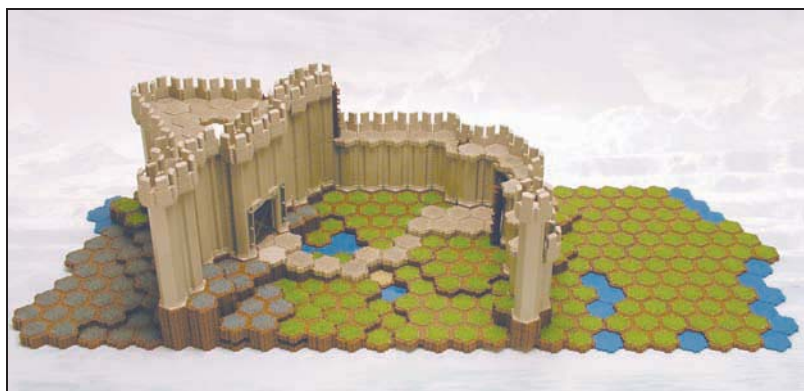


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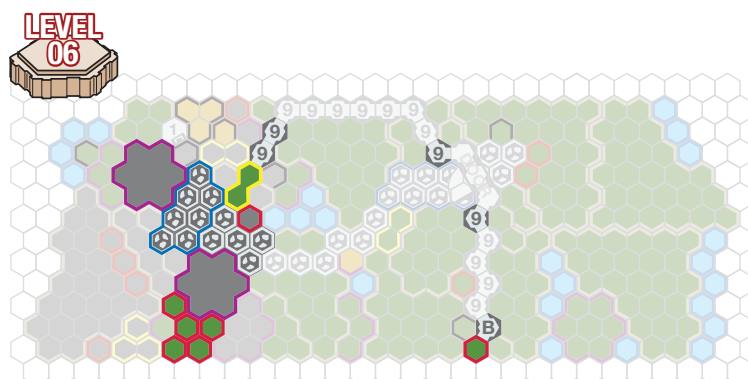
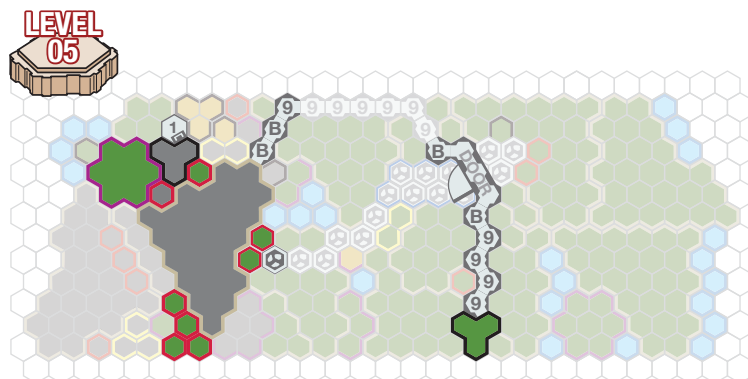
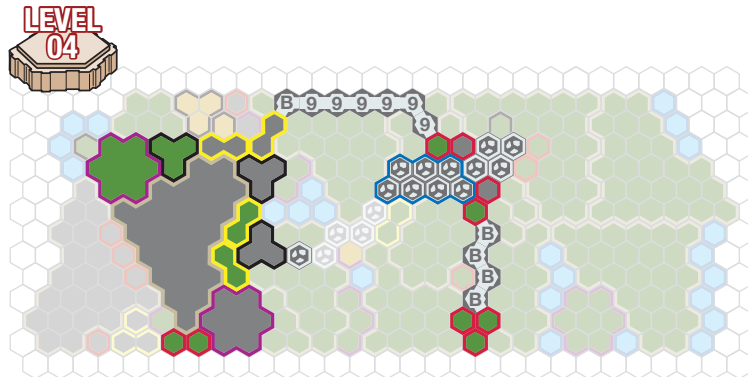
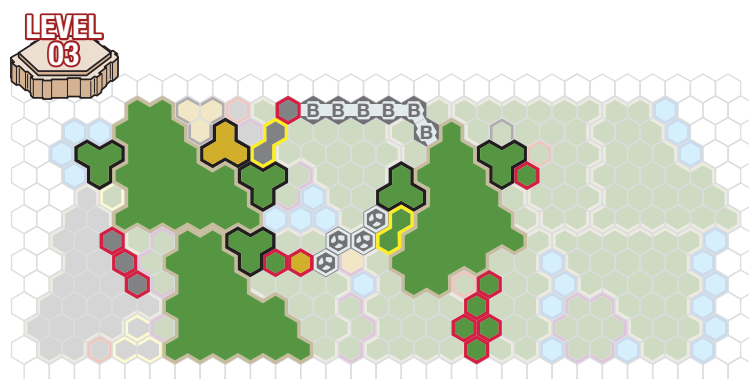
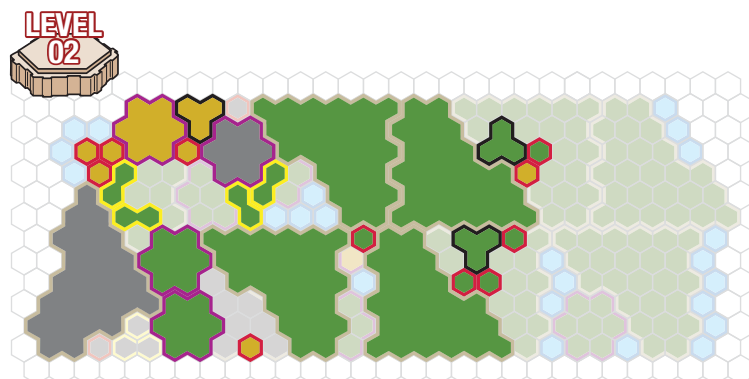
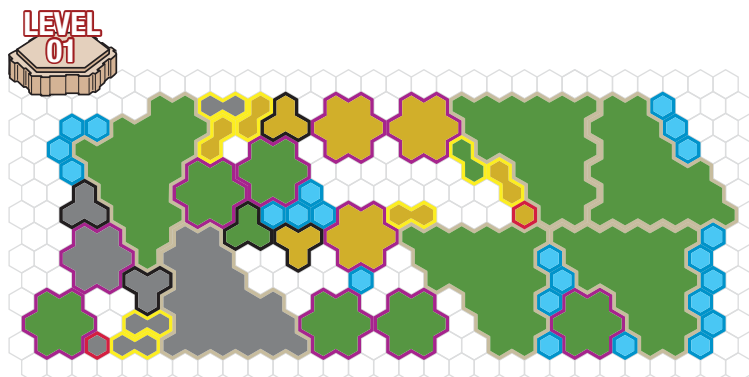
ONLINE EXCLUSIVE BATTLEFIELDS



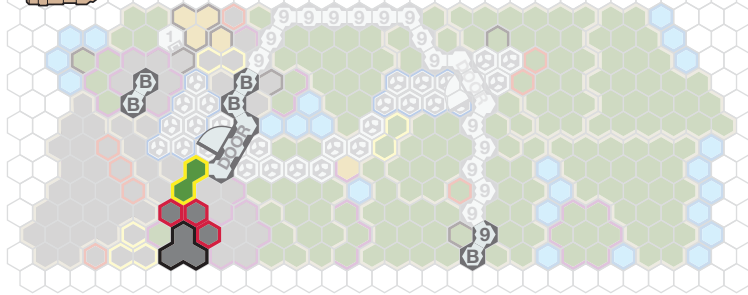
AARYGLYNN BATTLEFIELD

Required Sets: (2) Rise of the Valkyrie Master Sets and (2) Fortress of the Archkyrie Sets.

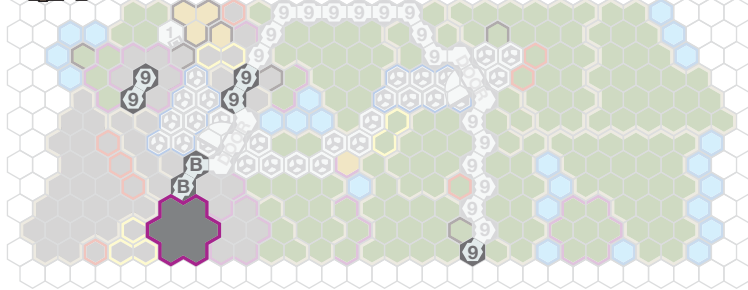
Aaryglynn is a stronghold located at a crossroad that leads to a small wellspring which seems to become more powerful with every new season. What was once a welcoming place for weary travelers is now a hostile, heavily-guarded fortress. So protective of its territory is Aaryglynn that it routinely dispatches an Army of elite, battle-hardened warriors to expand its borders and annihilate all enemy Armies that cross its path. While other castles look to form alliances with their neighbors, Aaryglynn defiantly remains isolated, creating an increasing distrust among all within reach of the powerful Aaryglynn Army. Those who would enjoy the destruction of Aaryglynn know that it is wise to fear their Army, and to whisper its name only in secret conversation.



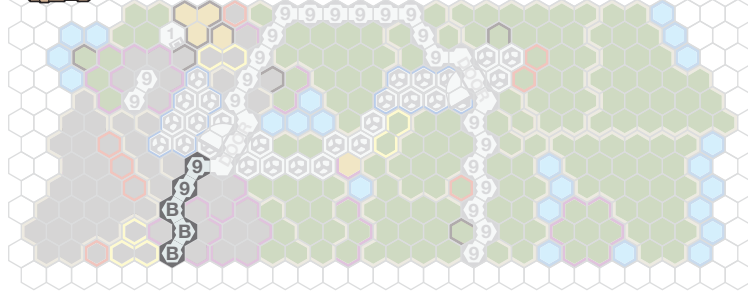
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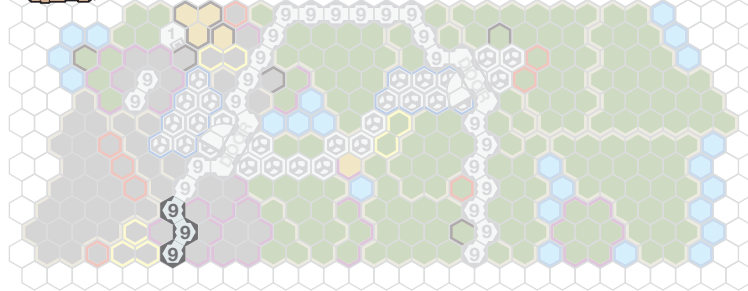
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LEVEL
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LEVEL
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LEVEL
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LEVEL
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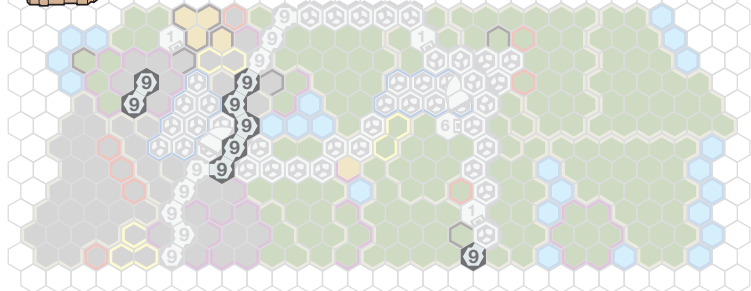
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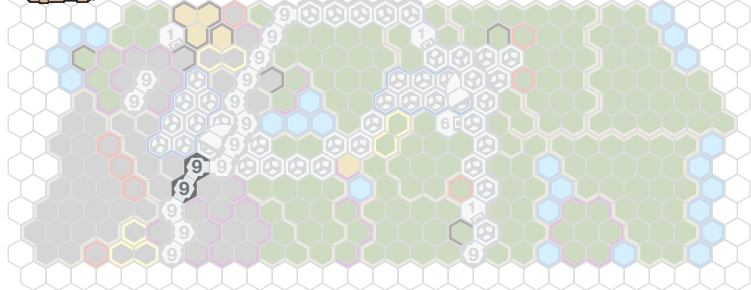
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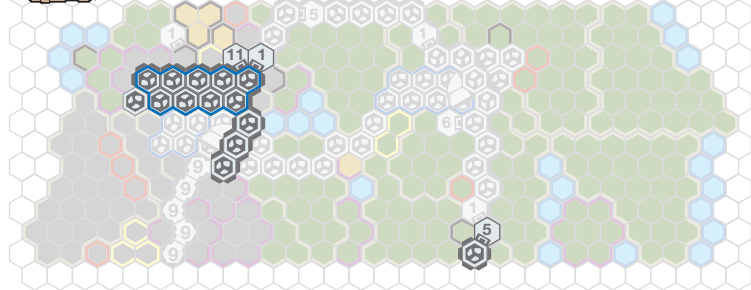
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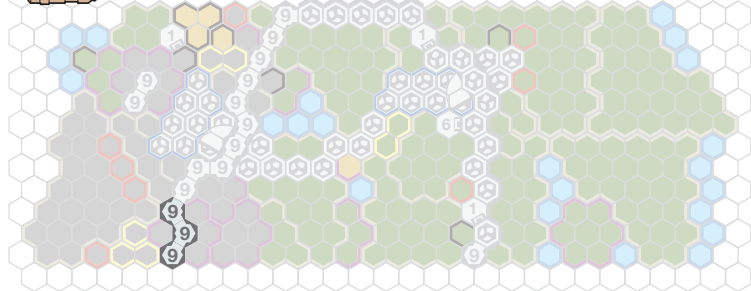
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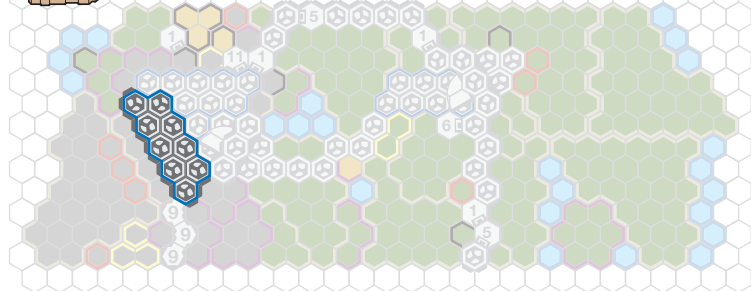
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LEVEL 19



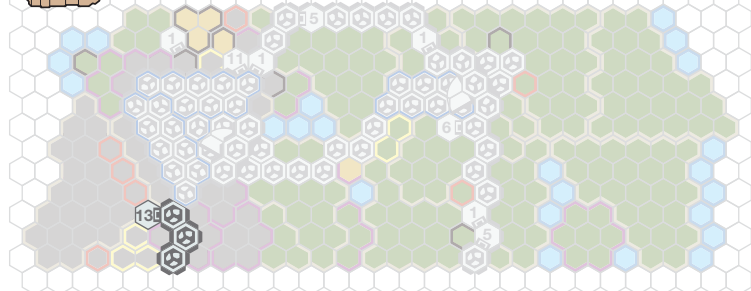
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LEVEL 23



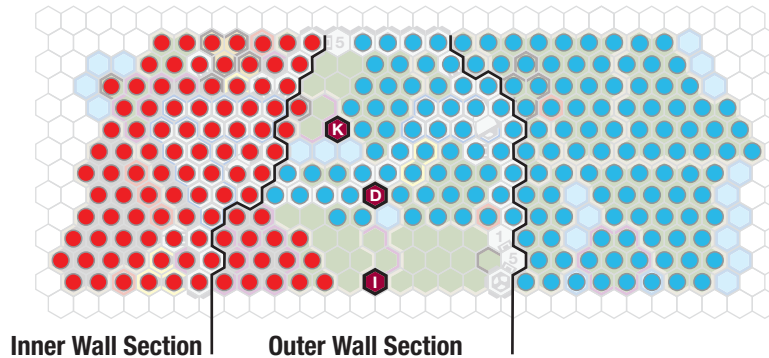
LEVEL 28





ONLINE EXCLUSIVE GAME SCENARIOS

AF1: The Battle for Aaryglynn



MASTER GAME – The Battle for Aaryglynn

Required Sets: (2) Rise of the Valkyrie Master Sets, (2) Fortress of the Archkyrie Sets. (3 or 4 Players)

A decoy force has lured Aaryglynn to send out an elite battle-hardened Army. Now the surrounding territories can converge on a less-powerful fortress defense. Despite this large converging alliance, the allied Armies are wary of what awaits them behind the fortress walls. The size and strength of the Aaryglynn force is unknown. Although the allied Armies have easily breached the outer walls, the battle for Aaryglynn has only just begun.

Player 1's Goal: Take back the Outer Wall Section of Aaryglynn or destroy all of your opponents' figures.

Players 2, 3, & 4's Goal: Take control of the Inner Wall Section or destroy all of your opponent's figures before the end of the 12th round.

Setup: Place the glyphs power-side up as shown. Place 5 wounds on the Inner Wall Door Card.

Three Players: Player 1 drafts or brings a pre-made 800-point Army. Players 2 and 3 each draft or bring a pre-made 1000-point Army. Player 1 starts in the Red Starting Zone, including any open spaces under Wall Walk Spaces or overhangs in the Inner Wall Section. Players 2 and 3 start in the Blue Starting Zone, including any open spaces under Wall Walk Spaces of the Outer Wall Section. Players 2 and 3 are considered friendly to each other.

Four Players: Player 1 drafts or brings a pre-made 900-point Army. Players 2, 3, and 4 each draft or bring a pre-made 700-point Army. Player 1 starts in the Red Starting Zone, including any open spaces under Wall Walk Spaces or overhangs in the Inner Wall Section. Players 2, 3, and 4 start in the Blue Starting Zone, including any open spaces under Wall Walk Spaces in the Outer Wall Section. Players 2, 3, and 4 are considered friendly to each other.

Special Rules: The Door in the Blue Starting Zone (Outer Wall Section) starts in the open position and is controlled by the player who occupies Door Space #4. The Door in the Red Starting Zone (Inner Wall Section) is controlled by Player 1 and starts in the closed position.

Victory: Player 1 wins immediately if there are no opponents' figures within the Outer Wall Section and the Inner Wall Section. Player 1 may also win if all opponents' figures are destroyed.

At the end of any round, Players 2, 3, and 4 win, if they have more figures within the Inner Wall Section than Player 1. They may also win if all of Player 1's figures are destroyed.

If no player has achieved victory by the end of the 12th round, the elite battle-hardened Aaryglynn Army returns to defend their castle and destroys all the attacking armies. Player 1 wins.

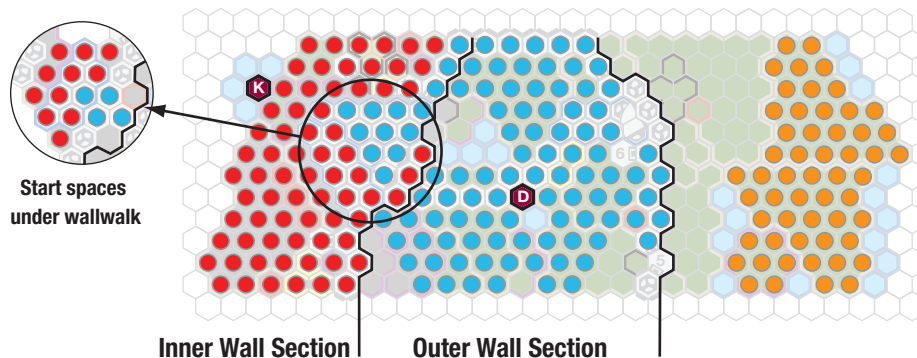
ROUND
MARKER
TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

AF2: Total Destruction at Aaryglynn



MASTER GAME – Total Destruction at Aaryglynn

Required Sets: (2) Rise of the Valkyrie Master Sets, (2) Fortress of the Archkyrie Sets. (2, 3 or 4 Players)

The Door to the Inner Wall has been destroyed and the wallwalks have been breached. Aaryglynn now stands at the threshold of defeat. The attacking Armies, sensing a victory, charge headlong into the Inner Wall – oblivious to the return of Aaryglynn's Army of elite, battle-hardened warriors just beyond the Outer Wall. In this battle, nothing but total destruction awaits for one Army.

Goal: Destroy all of your opponents' figures within the Inner Wall Section and Outer Wall Section of Aaryglynn.

Setup: Place the Glyphs power-side up as shown. Remove the Door in the Inner Wall Section.

Two Players: Players 1 and 2 each draft or bring a pre-made 1500-point Army. Player 1 starts in the Red and Orange Starting Zones and must place at least 700 points of figures in the Orange Starting Zone. Player 2 starts in the Blue Starting Zone.

Three Players: Players 1 and 3 each draft or bring pre-made 600-point armies and play as Team 1. Player 2 drafts or brings a pre-made 1800-point Army and plays as Team 2. Player 1 starts in the Red Starting Zone. Player 2 starts in the Blue Starting Zone. Player 3 starts in the Orange Starting Zone. Players 1 and 3 are considered friendly to each other.

Four Players: Each player drafts or brings a pre-made 750-point Army. Player 1 starts in the Red Starting Zone. Players 2 and 3 start in the Blue Starting Zone. Player 4 starts in the Orange Starting Zone. Players 1 and 4 play as Team 1 are considered friendly to each other. Players 2 and 3 play as Team 2 are considered friendly to each other.

Special Rules: The Door in the Blue Starting Zone (Outer Wall) starts in the open position. No player controls the Door at the start of the game. Place the Door's Army Card off to the side of the battlefield until a player lands on Door Space #4. Control of the Door then plays as normal.

Victory: At the end of any round, a player/team wins if no opponent's figures are within the Outer Wall Section and the Inner Wall Section of the battlefield.

If no player/team has achieved victory by the end of the 12th round, each player/team counts the number of figures still alive within the Inner and Outer Walls of the Castle. The player/team with the most figures wins the game. If there is a tie, the player(s)/team defending Aaryglynn wins the game.

ROUND
MARKER
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ONLINE EXCLUSIVE BATTLEFIELDS

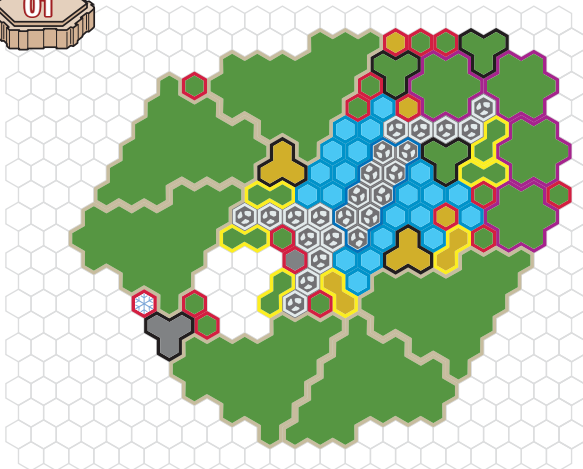


VALLEDONN BATTLEFIELD

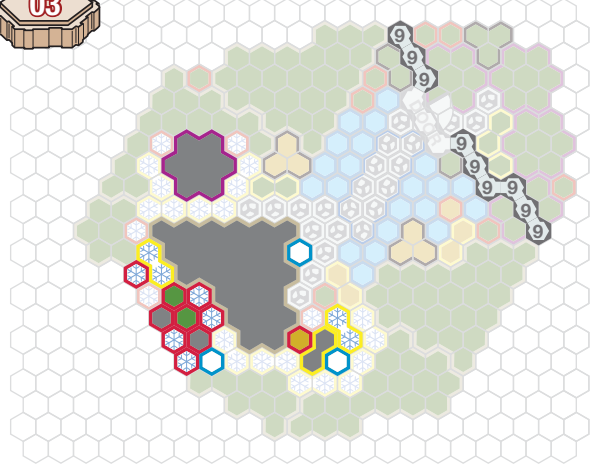
Required Sets: *Rise of the Valkyrie Master Set*, *Thaelenk Tundra Set*, and *Fortress of the Archkyrie Set*.

Valledonn sits at the foot of a Glacier in the southernmost part of the Thaelenk Tundra with the Dragon's Head Sea visible to the East. Fresh spring water on both sides of the road creates an amicable greeting to what is now a deserted fortress. Valledonn was once a mighty stronghold, impenetrable to all who laid siege to it until it was overrun by a merciless otherworldly force. The last defender alive was the Great Valledonn Wizard, whose spirit is occasionally seen roaming the walkways, casting spells – to defend his home from unwary intruders.

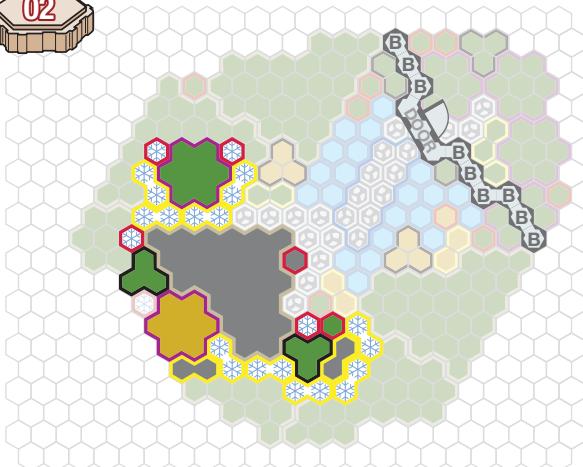
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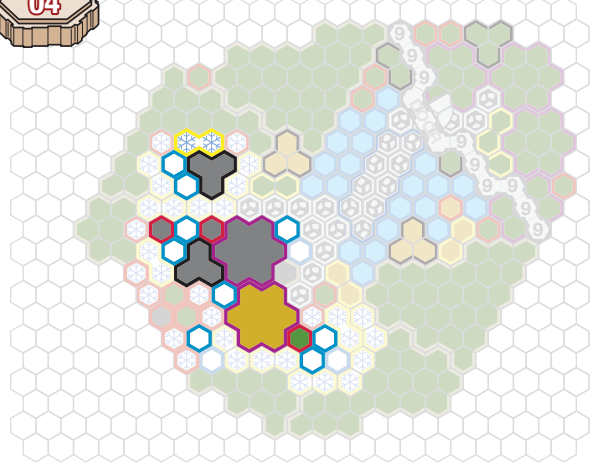
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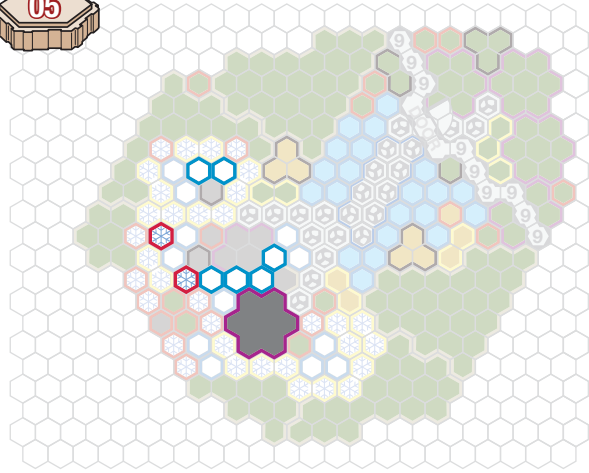
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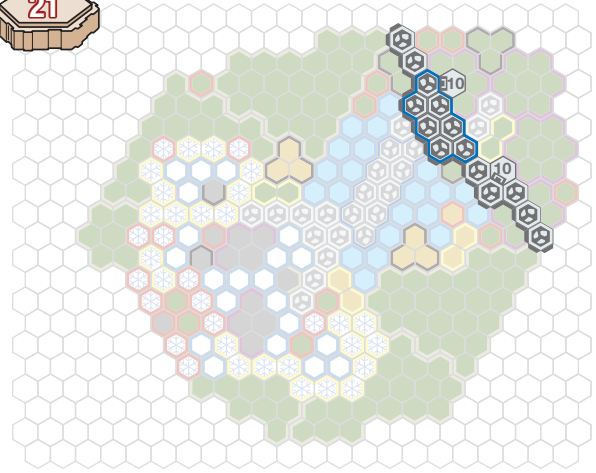
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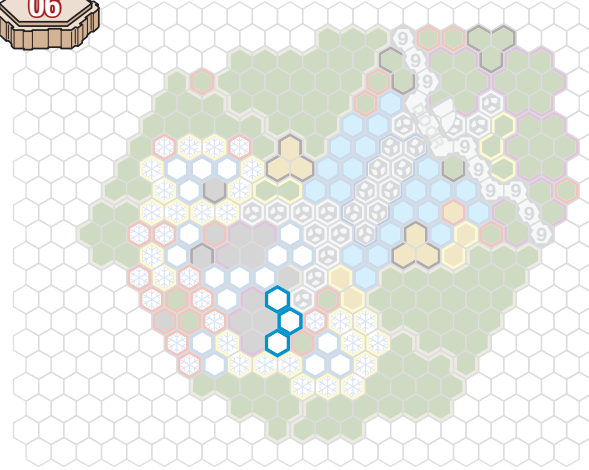
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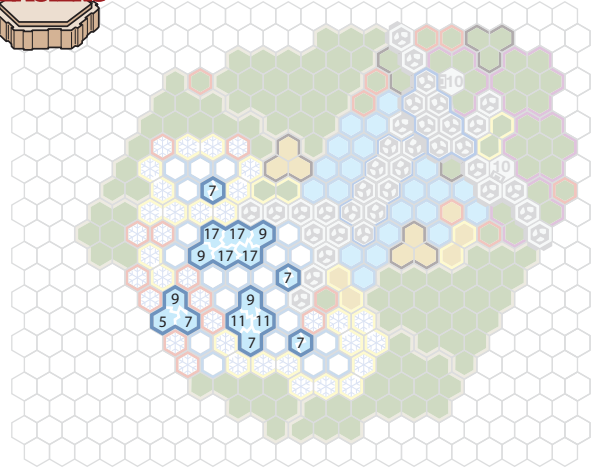
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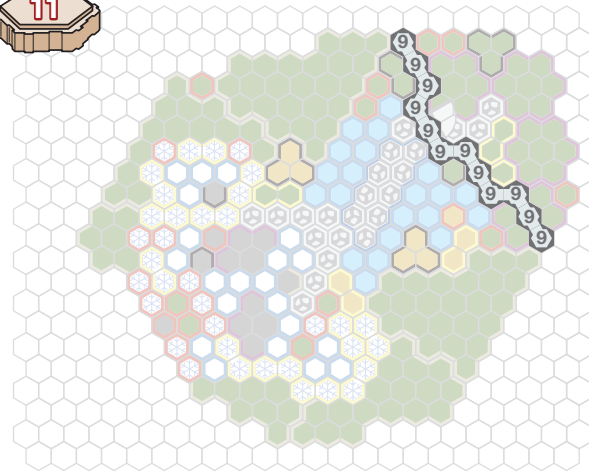
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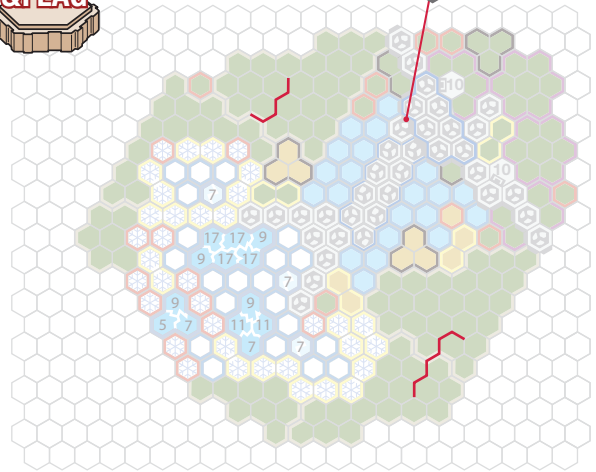
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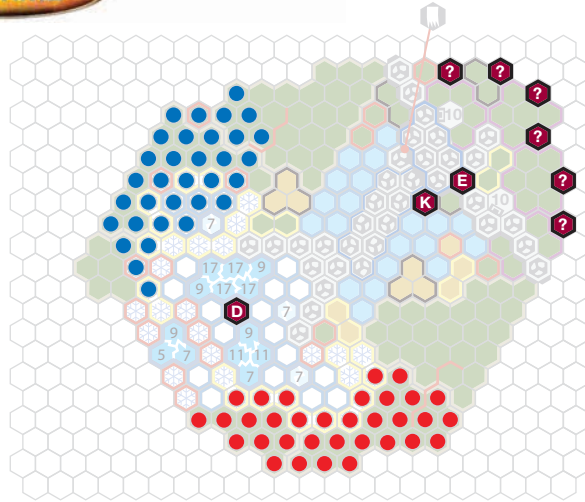


RUINS & FLAG





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME – The Curse of the Valledonn Fortress

Required Sets: Master Set, Thaelenk Tundra, & Fortress of the Archkyrie (2 Players)

The door of the Valledonn Fortress has been destroyed and the fortress remains empty because of the Valledonn Curse that inhabits the grounds of what was once a mighty stronghold. The Great Valledonn Wizard had placed the curse on his own fortress when it was overrun by an otherworldly force that he had never seen before. All who enter will be destroyed, unless they break the curse by finding the Imperial Staff of Valledonn. For some, the allure of finding the staff and seizing Valledonn as their own is too great to resist. There will always be warriors willing to risk their lives to take control of the once-mighty Valledonn Fortress.

Goal: Search for the Imperial Staff of Valledonn to break the curse and gain control of the fortress.

Setup: Place the Glyph of Dagmar, Kelda, and Erland power-side up where shown. Then turn the Glyphs of Valda, Ivor, Gerda, Astrid, Mitonsoul, and Brandar symbol-side up and shuffle them. Then randomly place them inside the fortress on the spaces marked with the (?). Remove the fortress Door from play for the entire game.

2 Players: Each player drafts or brings a pre-made 500-point Army.

Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone.

Special Rules: When a figure lands on a symbol-side up Glyph, turn the Glyph over. If it is the Glyph of Valda, Ivor, Gerda, or Astrid, nothing happens – remove it from the game. If it is the Glyph of Mitonsoul, play it as normal. If it is the Glyph of Brandar, the Imperial Staff of Valledonn has been discovered.

When a player's figure occupies the Glyph of Brandar, that player may use the "X" Order Marker to take a fourth turn in the round after all players have completed their third turn. The Glyph of Brandar also protects that player's entire Army from the Curse of Valledonn.

The Curse of Valledonn affects all figures inside the fortress that are not protected by the Staff of Valledonn. A figure is inside the fortress if it occupies any space that is behind the fortress walls, including any Door Spaces and any Wall Walk Spaces.

At the end of each round, starting with the player who took the last turn, affected players take alternating turns rolling the 20-sided die. Players must roll the 20-sided die once for each of their affected figures. If a 1-4 is rolled, that figure receives 1 wound.

Victory: Victory is achieved immediately by occupying the Glyph of Brandar and being the only player with figures inside the fortress. You may also win by destroying all of your opponent's figures.

If no player has won at the end of the 10th round, the spirit of the Great Valledonn Wizard appears and casts a deadly spell over the entire battlefield. Starting with the player who took the last turn, each player must take a turn rolling the 20-sided die. If a 1-10 is rolled, that player must destroy 1 figure from his/her Army on the battlefield. Players continue rolling the 20-sided die until only one player is left. The last player alive wins the game.

ROUND MARKER TRACK

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VF1: The Curse of the Valledonn Fortress



ONLINE EXCLUSIVE GAME SCENARIOS



B Place the Glyph of Brandar under any figure in the Orange Start Zone.

MASTER GAME – Siege of the Valledonn Fortress

Required Sets: Master Set, Thaelenk Tundra, & Fortress of the Archkyrie (3 Players)

With the Imperial Staff of Valledonn safely in hand, a new Army commands Valledonn Fortress. With barely enough time to build a makeshift door, two Armies simultaneously arrive outside the walls prepared for an all-out siege. Both Armies have been bitter enemies in past battles, but have warily agreed to storm the castle together and divide the spoils of war. What they have not agreed upon is which Army will command Valledonn Fortress when it falls – only one Army may control the Imperial Staff of Valledonn.

Goal: Players 1 & 2 must take control the Imperial Staff of Valledonn and take command of Valledonn Fortress. Player 3 must defend the fortress and maintain control of the Imperial Staff of Valledonn.

Setup: Player 3 may place the Glyph of Brandar (Imperial Staff of Valledonn) on any orange start space and place a figure on it. Once placed, the Glyph of Brandar does not move. The Fortress Door is a crude makeshift door that starts in the closed position with 6 wounds on its Army Card.

3 Players: Players 1 & 2 each draft or bring a pre-made 550-point Army. Player 3 drafts or brings a pre-made 400-point Army.

Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone. Player 3 starts in the orange starting zone, which also includes any spaces under the wallwalk spaces.

Special Rules: Players 1 & 2 are considered friendly to each other at the start of the game for movement purposes, but may end this tentative agreement at any time by attacking each other to win the game.

When a player's figure occupies the Glyph of Brandar, that player may use the "X" Order Marker to take a fourth turn in the round after all players have completed their third turn. The Glyph of Brandar also protects that player's entire Army from the Curse of Valledonn.

The Curse of Valledonn affects all figures inside the fortress that are not protected by the Staff of Valledonn. A figure is inside the fortress if it occupies any space that is behind the fortress walls, including any Door Spaces and any Wall Walk Spaces. At the end of each round, starting with the player who took the last turn, affected players take alternating turns rolling the 20-sided die. Players must roll the 20-sided die once for each of their affected figures. If a 1-4 is rolled, that figure receives 1 wound.

Victory: Only one player can win. Player 1 or 2 immediately wins if he gains control of the Glyph of Brandar and is the only player occupying any space in the orange starting zone.

At the end of round 6 and at the end of any subsequent round, if Player 3 has control of the Glyph of Brandar and is the only player occupying any space in the orange starting zone, he immediately wins.

At the end of the 9th round, the player who occupies the Glyph of Brandar wins the game regardless of who occupies any space in the orange starting zone.

If no player has won at the end of the 9th round, the spirit of the Great Valledonn Wizard appears and casts a deadly spell over the entire battlefield. Starting with the player who took the last turn, each player must take a turn rolling the 20-sided die. If a 1-10 is rolled, that player must destroy 1 figure from his Army on the battlefield. Players continue taking turns rolling the 20-sided die until only one player is left. The last player alive wins the game.

ROUND MARKER TRACK



The Narrows Battlefield

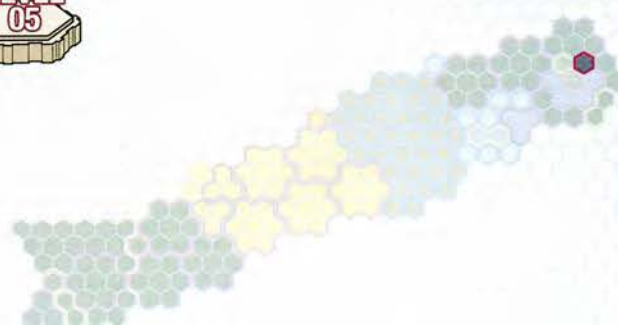


Leaving the desolate Valley of Skulls and crossing the obvious borders of the Volcarren Wastelands and this new land, you emerge and see to your relief an immense swamp area that is fed by the many snow-capped mountain springs that surround the narrow pass. The contrast of the two areas is remarkable to you, as you feel the moisture seep into your skin after weeks of travel across the parched earth of the volcanic rocks of the wastelands.

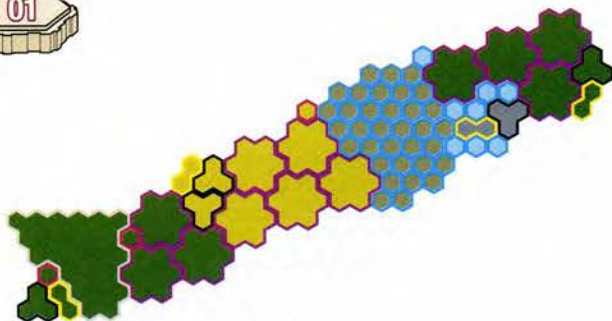
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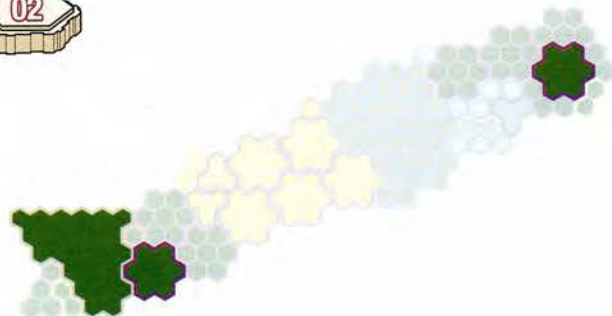
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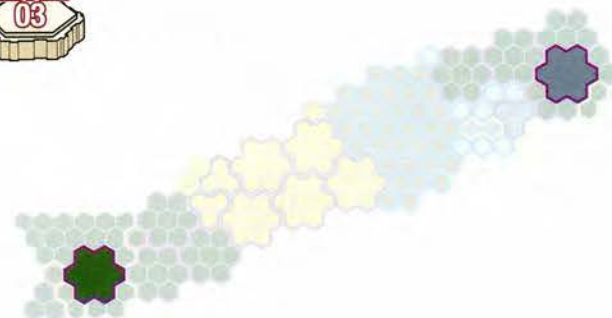
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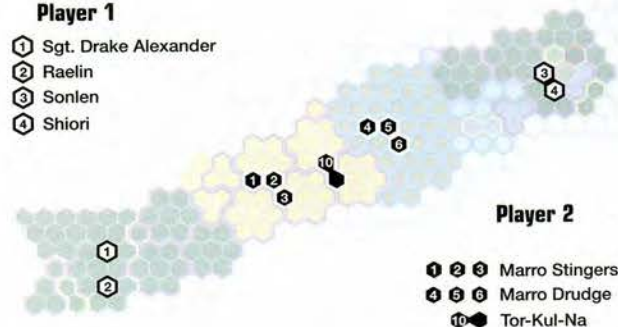


LEVEL
03



Player 1

- ① Sgt. Drake Alexander
- ② Raelin
- ③ Sonlen
- ④ Shiori



Player 2

- ① ② ③ Marro Stingers
- ④ ⑤ ⑥ Marro Drudge
- ⑩ Tor-Kul-Na

BASIC GAME – A Long Wait

(2 players)

Holding The Narrows is essential to maintaining control of the central valleys of the Quilato Mountain Range. As the only pass to the west, this is the most strategic location to move Jandar's troops into the vast mountain range. Rumors of a wellspring are connected to these mysterious valleys that the insular kyrie of the Moon Tribe will only hint at.

Goal: Destroy all of your opponent's figures.

Setup: Place figures where shown.

Victory: Destroy all of your opponent's figures to win.

The Narrows Game Scenarios

BASIC GAME – Spring Surprise

(2 players)

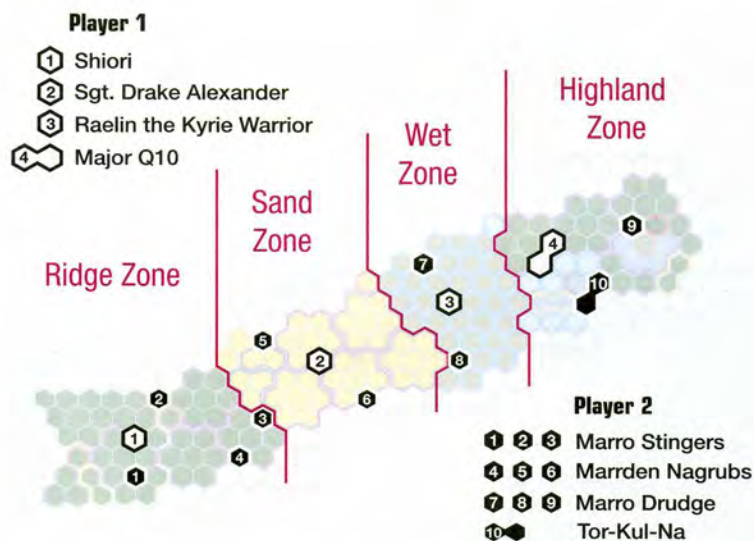
The spring storms have come to an end. The rains have soaked the lands, causing large patches of erosion, uncovering ancient architecture and artifacts that were once buried. An old enchantment of the Green Leaf Tribe, that makes a protective field, has been revealed from beneath the ground. With the Marro swarming the area, it is a perfect time to activate it and take a well-deserved breather. You just need a safe place to do it.

Player 1's Goal: Player 1 must clear a zone to release the protective field.

Player 2's Goal: Player 2 must destroy all of Player 1's figures.

Setup: Place figures where shown.

Victory: Player 2 wins immediately when all of Player 1's figures are destroyed. Player 1 wins immediately when he has control over 1 of the 4 zones, or has destroyed all of Player 2's figures. Player 1 has control of a zone when he has the only figure(s) occupying the zone.



CAMPAIGN MASTER GAME

Exploration Part 1: Ominous Beginnings

(2 players)

"A vision of wellsprings has brought us here, far from the cold north of Nastraland, to the bug-infested bogs and jungles of the sweltering south. Raelin, Sonlen and I must make our way through this canyon and link up with Major Q10 and Shiori at the end of the pass. Q10 and Shiori have been scouting ahead. It has been a while since we have heard from them. Raelin looks concerned. I look up in the sky as we walk and I shiver at the sight of the large alien birds circling above us, an ominous warning of what we are approaching between the tall dark mountains."

- Sergeant Drake Alexander

Player 1's Goal: Player 1 must reach the other end of the pass.

Player 2's Goal: Player 2 must prevent all three figures from exiting the pass.

Setup: Place figures where shown.

Special Rules: Once a Hero has reached the Exit Zone spaces, it is taken out of play and is removed from the battlefield.

Exit Zone spaces are marked E.

Victory: Player 1 wins when the three Heroes have exited the battlefield, or all of Player 2's figures have been destroyed. Player 2 wins immediately when any one of Player 1's Heroes is destroyed or if Player 1 fails to reach the exit spaces with all three Heroes by the end of Round 10.

Campaign Continues: If all three Heroes survived the battle, you may continue the story campaign by playing *Unexpected Capture on the Montiqua Ledge* battlefield, page 19.



ROUND
MARKER
TRACK



Montiqua Ledge Battlefield



Just beyond the Narrows is the first valley, which is surrounded by massive cliffs of the Quilato Mountain Range. During the annual heavy rains, this deep valley floods with the waters of a thousand springs. The only safe area during the floods is a small ledge on the Northern half of the valley called Montiqua Ledge - named in honor of the only surviving kyrie warrior of the Green Leaf Tribe, who took shelter on the ledge during the destruction of his village more than a thousand years ago.

LEVEL
01



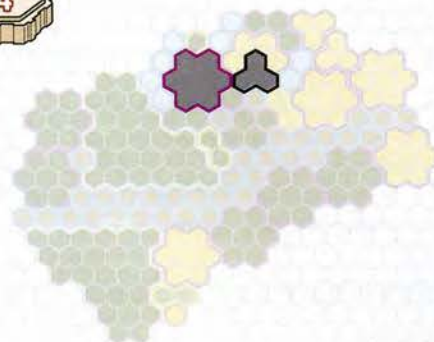
LEVEL
02



LEVEL
03



LEVEL
04



LEVEL
05



Player 1

- ① Sgt. Drake Alexander
- ② Raelin
- ③ Sonlen



Player 2

- ① ② ③ Marro Stingers
- ④ ⑤ ⑥ Marro Drudge
- ⑦ ⑧ ⑨ Marroden Nagrubs

BASIC GAME – Protect the Waters

(2 players)

The Marro have come to contaminate the last of the clean waters surrounding the Montiqua Ledge. The Kyrie of the Moon Tribe have pleaded with you to protect these waters and give their warriors time to assemble and drive back the monsters.

Player 1's Goal: Player 1 must prevent Player 2 from contaminating the blue waters.

Player 2's Goal: Player 2 must contaminate the blue waters or destroy all of Player 1's figures.

Setup: Place figures where shown.

Victory: Player 2 wins immediately if he occupies any four water spaces or destroys all of Player 1's figures. Player 1 wins immediately if he destroys six figures in Player 2's Army.

Montiqua Ledge Game Scenarios

MASTER GAME – Deadly Wall of Water

(2 players, or 3 players as individuals)

The Moon Tribe has brought back an urgent report: Enemy forces have destroyed the ancient levy that prevents the valley from destructive flooding; and a deadly wall of water is headed towards Montiqua Ledge, the only terrain high enough to save your Army. Getting to Montiqua Ledge will be the easy part. Battling the other Armies headed for Montiqua Ledge will be the hard part.

Goal: Destroy all of your opponents' figures.

Setup: Turn all Glyphs symbol-side up, then shuffle them. Randomly place four of the shuffled Glyphs symbol-side up where shown. Place the other Glyphs out of play, keeping them secret.

Two players: Each player drafts or brings a pre-made 500-point Army. One player starts in the red starting zone; the other player starts in the blue starting zone.

Three players: Each player drafts or brings a pre-made 300-point Army. Each player can start in the red, green or blue starting zone.

Special Rules: At the end of Round 3, and at the end of every round afterwards until the Deadly Wall of Water floods the Montiqua Ledge, the last player to take a turn rolls the 20-sided die. The Deadly Wall of Water floods the Montiqua Ledge if:

- At the end of Round 3, a 1-4 is rolled.
- At the end of Round 4, a 1-8 is rolled.
- At the end of Round 5 and every round afterwards, a 1-10 is rolled.



If the Deadly Wall of Water floods the Montiqua Ledge, all figures that occupy a Level 1 space, including all water spaces and swamp water spaces, are destroyed. At the end of any following rounds, all figures that occupy these spaces will also be destroyed.

If a figure you control occupies a space with the Glyph of Brandar, all figures you control are not affected by the Deadly Wall of Water.

Victory: To win, be the last player on the battlefield with at least one figure. If the battle reaches the end of Round 10, roll for the Deadly Waters as normal. Then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 13). If both players lose their last figure at the same time, then neither player wins.

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CAMPAIGN MASTER GAME

Exploration Part 2: The Unexpected Capture

(2 players)

"We approach an ancient and beautiful valley after having met up with Major Q10 at the mouth of the Narrows. Unfortunately, the soulborg brings sad tidings of Shiori's capture at the hands of the inhuman monsters, the Marro. As I survey the terrain of the vale I see in the distance, along the riverbed, a large shelf of stone jutting up from the flat floor of the valley. This seems a perfect location to ambush the Marro troops escorting Shiori west.

"As we make our way to the ambush location, I once again see in the sky large birds circling above us and casting their carrion shadows upon our fateful path."

- Sergeant Drake Alexander

Player 1's Goal: Player 1 must keep at least four of his Heroes alive and destroy all Player 2's figures.

Player 2's Goal: Player 2 must destroy at least two of Player 1's figures.

Setup: Place figures where shown.

Special Rules: For the first round only, Players do not roll for initiative. Player 1 goes first.

Victory: Player 1 wins if he destroys all of Player 2's figures and has at least four Heroes on the battlefield. Player 2 wins if he destroys two of Player 1's figures. If the battle reaches the end of Round 10, and Player 1 has not destroyed all Player 2's figures, Player 2 wins.

Campaign Continues: If at least four Heroes that Player 1 controlled survived the battle, you may continue the story campaign by playing *Source of Corruption* on the *Xualtiaca Swamp* battlefield, page 21.

Player 1

- 1 Sgt. Drake Alexander
- 2 Raelin
- 3 Sonlen
- 4 Shiori
- 5 Major Q10



Player 2

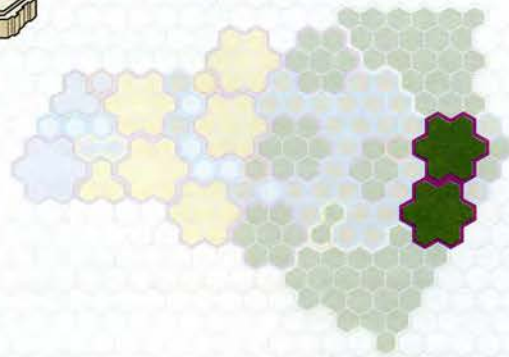
- 1 2 3 Marro Stingers
- 4 5 6 7 8 9 Marro Drudge
- 10 11 12 13 14 15 Marroden Nagrubs

Xualtiaca Battlefield



As you enter the valley beyond Montiqua Ledge, you can hear a song of pain coming from an overgrown area of thick vine. As you emerge from the thick vine, you enter a small swampy area and see a raw, skin-and-bone maw emerging from a brackish pool of algae-covered water. Between the two maws are large glowing sacs that are being forced out of the mouth by more larva-like sacs below the surface of the water. Gazing at this hideous alien abomination, you immediately sense that the painful song is emanating from the contaminated waters. This is the source of the Marro infestation.

LEVEL
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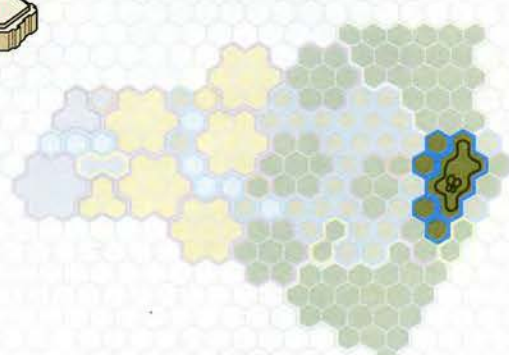
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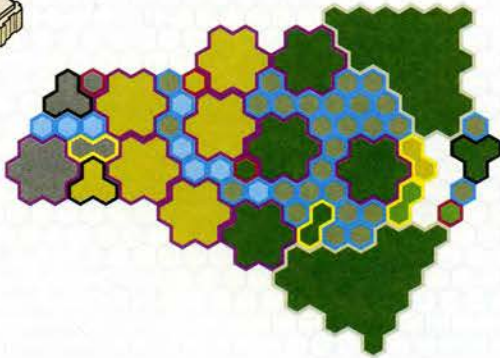
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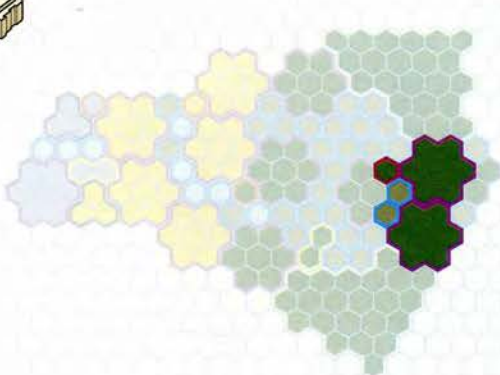
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LEVEL
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LEVEL
02



Xualtiaca Game Scenarios

MASTER GAME – Siren's Call

(2 players, or 4 players on 2 teams)

An infestation of giant fire ants has caused the Marro Hive in the Xualtiaca Swamp to go crazy and bombard the area around it with a shrill 'Siren's Call' that drives all living beings to be destroyed. As you flee the area in terror, you notice that the Marro are running away even faster.

Goal: Destroy all of your opponent's figures.

Setup: The Marro Hive starts on the battlefield. No player may draft or bring a pre-made Army that includes the Marro Hive.

Place the Glyphs power-side up where shown.

Two players: Each player drafts or brings a pre-made 500-point Army.

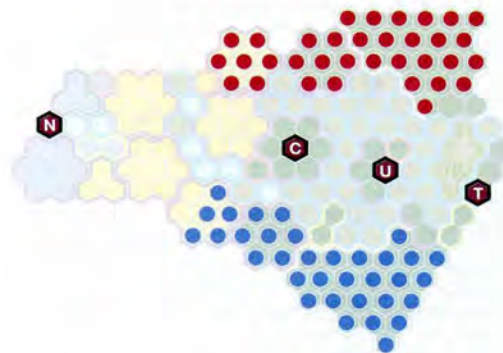
Four players: Each player drafts or brings a pre-made 285-point Army.

One player/team starts in the red starting zone; the other player/team starts in the blue starting zone.

Special Rules: At the end of any round any player that has figures within seven spaces of the infected Marro Hive is affected by the Marro Hive's Siren's Call. Players affected must allocate one automatic wound to any one figure in their Army within the seven spaces in turn order.

If a figure ends its turn adjacent to the Marro Hive, that figure receives one automatic wound.

The infected Marro Hive is not affected by Siren's Call. For this scenario the infected Marro Hive is not considered a figure, and is not affected by anything that would affect a figure. For example, the infected Marro Hive cannot be attacked, and cannot roll any disengagement attacks.



The wet marshy ground makes travel slow and ponderous. Moving on any sand tile space counts as two spaces. Figures may fly, leap and grapple over sand tile spaces counting each hex as one space. Double-space figures may move on sand tile spaces using the lead side of the base to count spaces.

Victory: Be the last player/team with figure(s) on the battlefield to win. If the battle reaches the end of Round 10, then the battle is over and the player/team with the most points on the battlefield wins (see **Scoring**, on page 13).

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CAMPAIGN MASTER GAME

Exploration Part 3: Source of Corruption

(2 players)

"After the ferocious battle at Montiqua Ledge, we decide to stay together and avoid any major conflicts by staying off the cleared paths. A sense of dread almost overtakes me as we emerge into a clearing and see what could only be described as a Marro parasite: a humongous creature that is glowing and pulsating out of the choking natural spring.

"Out of the top this 'leech' drops a large larva sac that starts to tear itself open almost immediately. What emerges from within is a Marro Stinger, and the horror hits me. This is where the Marro have hidden, and we must destroy this grotesque monster before more can be made for the numberless hordes of Utgar."

- Sergeant Drake Alexander

Goal: Destroy all of your opponent's figures.

Setup: Place figures and Glyphs power-side up where shown.

Campaign Setup: If you just played *The Exploration Part 2: Unexpected Capture*, and you are continuing the Campaign, place only Player 1's Hero figures that were not destroyed in the *Unexpected Capture*. Surviving figures are placed where shown. Any wound markers on the surviving Heroes' Army Cards are removed. Glyphs are placed where shown.

Victory: Be the last player with at least one figure on the battlefield to win. If the battle reaches the end of Round 10, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 13).

Player 1

- 1 Sgt. Drake Alexander
- 2 Raelin
- 3 Sonlen
- 4 Shiori
- 5 Major Q10



Player 2

- 1 2 3 4 5 6 Marro Stingers
- 7 8 9 10 11 12 Marro Drudge
- 13 14 15 16 17 18 Marrden Nagrubs
- 19 Tor-Kul-Na
- 20 Marro Hive

Summary of Campaign

"I have no time for the feelings of satisfaction after the destruction of the Marro Hive and its Hivelord for, far above us, the large carrion birds that have followed us for so long through the mountains are finally descending. As I prepare myself for battle, Raelin points out (with her far-reaching eyes) that these are not birds. They are kyrie, Kyrie of the Moon Tribes."

- Sergeant Drake Alexander

Waters of Life Battlefield



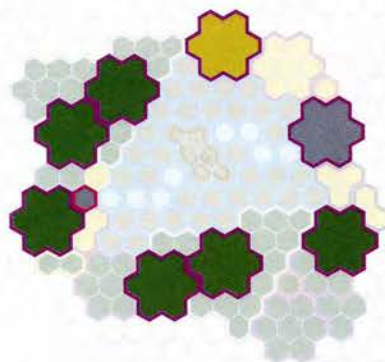
With several of your warriors wounded from the many fierce battles against Utgar's Marro forces, you have asked the Moon Tribe for help with the wounded. They tell the tale of a spring where the waters heal even the most severe of wounds.

You decide to trust in the Kyrle of the Moon Tribe, and send a scouting force to find this Waters of Life; but the infestation of Marro runs deep into the Uncharted Swamp. As you penetrate further into the swamp, a stench of decay overwhelms you and makes you wonder whether the fabled Waters of Life have been disturbed by these alien monsters.

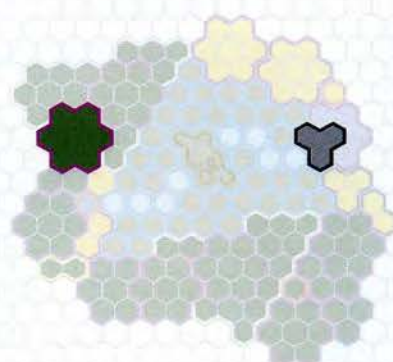
LEVEL
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LEVEL
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LEVEL
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LEVEL
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Waters of Life Game Scenarios

MASTER GAME – Waters of Life

(2 players)

According to the emissaries of the Moon Tribe, you have discovered the ancient Waters of Life! Many tribal warriors came to drink these magical waters to cure their most severe injuries, spawning the myth that the Waters of Life can bring back warriors from the dead. Now a new power has taken root in the Waters of Life – a deadly Marro Hive that is slowly transforming the Waters of Life into a drink of doom.

Player 1's Goal: Destroy the Marro Hive.

Player 2's Goal: Protect the Marro Hive from being destroyed, or destroy all of your opponent's figures.

Setup: Player 2 starts with the Marro Hive and must place the Marro Hive as shown on the battlefield. Player 1 cannot draft or bring a pre-made Army that includes the Marro Hive.

Player 1 starts in the red starting zone; Player 2 starts in the blue starting zone.

Player 1 drafts or brings a pre-made 500-point Army. Player 1's Army must include all Heroes and no Squads.

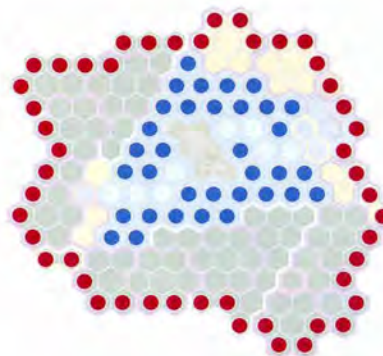
Player 2 drafts or brings a pre-made 300-point Army. Player 2's Army must include all Squads and no Heroes.

Special Rules: Any Unique Hero (which includes the Marro Hive) who ends a turn that occupies a water tile space or a swamp water tile space that is adjacent to a water tile, may roll the 20-sided die to drink from the Waters of Life.

If a 1 is rolled, the Unique Hero receives one wound.

If a 2-17 is rolled, the Unique Hero removes one wound.

If an 18-20 is rolled, the Unique Hero removes two wounds.



Victory: Player 1 wins if the Marro Hive is destroyed before the end of Round 8. Player 2 wins if the Marro Hive survives to the end of Round 8, or if Player 2 destroys all of Player 1's figures.

ROUND
MARKER
TRACK



MASTER GAME – Rogue Hive

(2 players, 3 players, or 4 players as individuals)

The Marro Hive has been changing and contaminating the Waters of Life, but so has the magical spring been fighting back and changing the grotesque Marro abomination. In its confused state, it can't distinguish friend from foe, randomly linking telepathically to any General in the area.

Goal: Destroy all of your opponent's figures.

Setup: No player may draft the Marro Hive or bring a pre-made Army that includes the Marro Hive.

Place the Marro Hive Army Card near the battlefield.

Two players: Each player drafts or brings a pre-made 500-point Army.

Player 1 starts in the red starting zone; Player 2 starts in the green starting zone.

Three players: Each player drafts or brings pre-made 380-point Armies.

Player 1 starts in the red starting zone; Player 2 starts in the blue starting zone; Player 3 starts in the green starting zone.

Four players: Each player drafts or brings pre-made 285-point Armies.

Player 1 starts in the red starting zone; Player 2 starts in the blue starting zone; Player 3 starts in the green starting zone; and Player 4 starts in the orange starting zone.



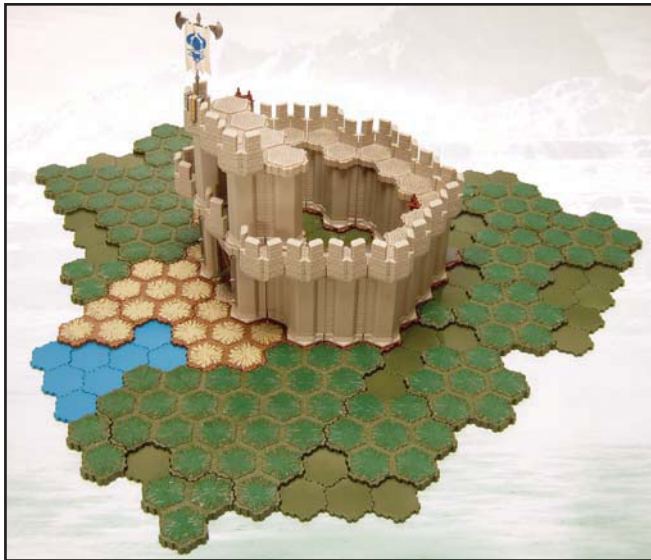
Special Rules: At the beginning of every round, before Order Markers are placed, all players roll the 20-sided die. The player with the highest roll takes control of the Marro Hive by placing the Army Card, along with any wounds on it, with the rest of his Army Card(s). This player may place Order Markers on the Marro Hive Army Card as if it is in his Army.

At the end of every round, the Hive is no longer considered in control by any player. Any player who loses control of the Hive and has no figures on the battlefield is out of the game.

Victory: Be the last player with at least one figure on the battlefield to win. 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 13).



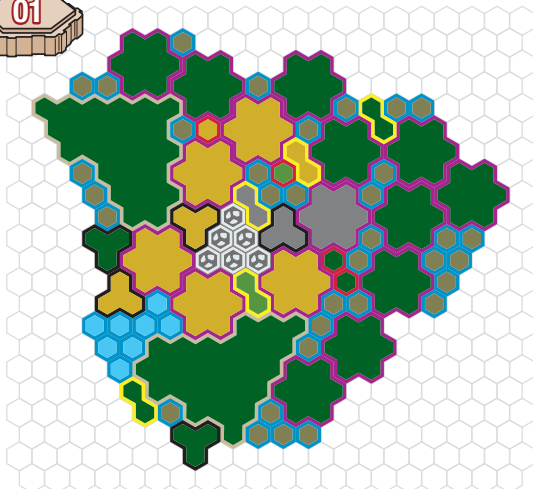
ONLINE EXCLUSIVE BATTLEFIELDS



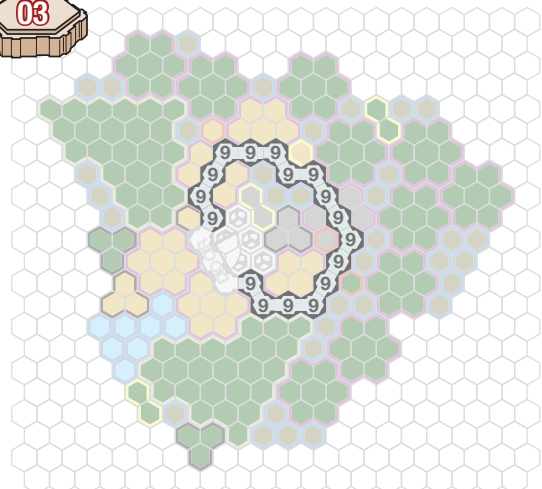
THE OUTPOST OF MALODORR SWAMP BATTLEFIELD *Required Sets: Swarm of the Marro Master Set and Fortress of the Archkyrie Set*

Deep in the swamp of Malodorr lies an outpost that is all but forgotten. The exiled warriors who have been sent to Malodorr know it is the last place they will be stationed. The swamp is a wretched and stench-filled deadwater that assaults the senses with every waking moment and threatens to render this outpost uninhabitable. Outside the gates is the only source of water within a weeklong journey. In the swamp of Malodorr, water is as precious as weapons and armor.

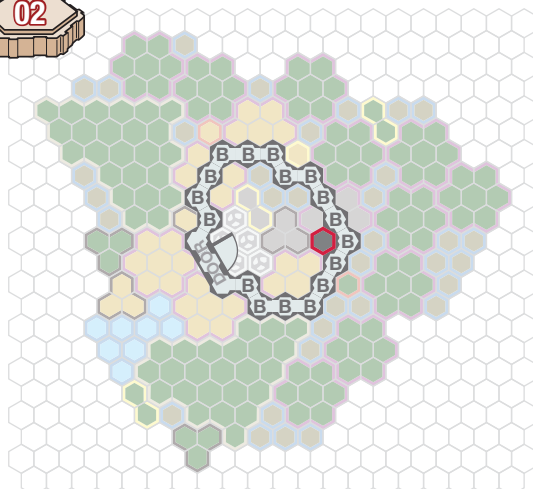
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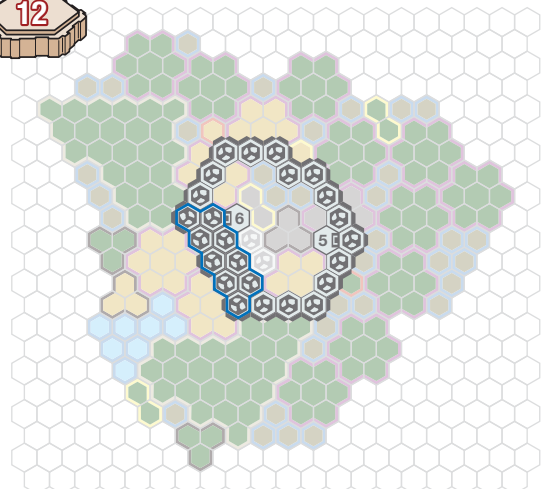
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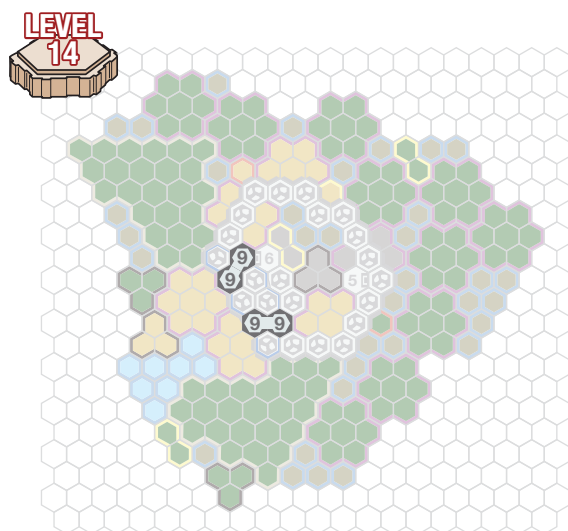
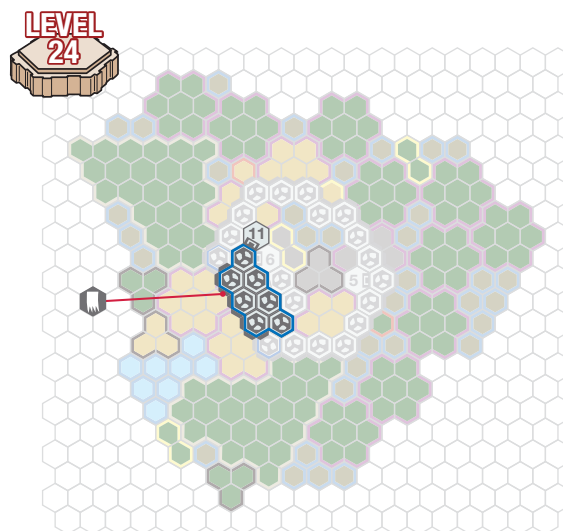
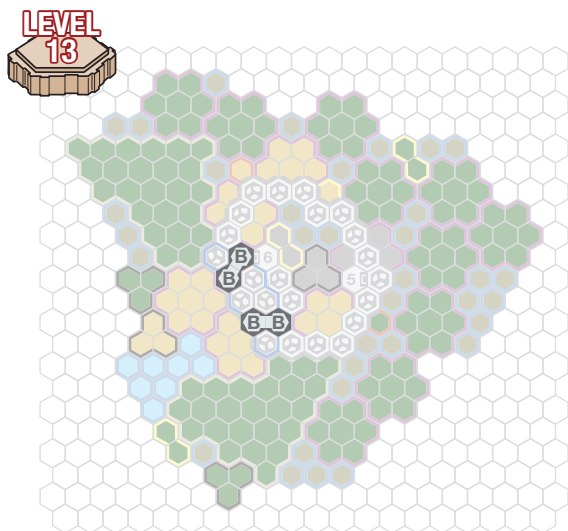


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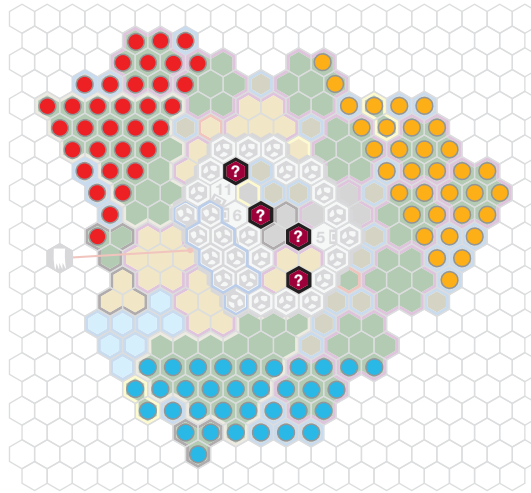
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ONLINE EXCLUSIVE GAME SCENARIOS



MS1: The Abandoned Outpost

MASTER GAME – The Abandoned Outpost

Required Sets: Swarm of the Marro Master Set & Fortress of the Archkyrie Set. Additional expansion sets recommended.
(2 or 3 Players)

Reports of at least two large Armies approaching the Outpost of the Malodorr Swamp have created a panic in the undermanned stronghold. The exiled defenders have preferred to abandon their outpost for the safety of the wretched swamp rather than be surefire targets in an all-out battle. As the Armies converge on the outpost, there is a tense bewilderment. Where are its defenders? The bewilderment lasts only a moment as the battle begins with an intensity that the exiled defenders had predicted.

Goal: Take control of the abandoned outpost.

Setup: At the start of the game, the Door is open with 5 wounds on its Army Card and is not controlled by any player. Place the Army Card next to the battlefield until a player takes control of the Door.

2 Players: Players 1 and 2 each draft or bring a pre-made 500-point Army. Player 1 may start in any one of the three starting zones. Player 2 may start in either of the remaining two starting zones.

3 Players: Players 1, 2, and 3 each draft or bring a pre-made 500-point Army.

Special Rules: Turn the Glyphs of Ulaniva, Crevcor, Proftaka and Brandar symbol-side up and shuffle them. Then randomly place them symbol-side up as shown on the “?” Glyphs. If a figure lands on the Glyph of Brandar, roll the 20-sided die. If a 1-10 is rolled, that figure receives 1 wound. The Glyph of Brandar is a temporary Glyph.

Victory: Victory is achieved by being the only player with at least one figure inside the Outpost of Malodorr at the end of Round 5 or any round thereafter. A figure is inside the Outpost if it occupies any space within the walls of the Outpost including any Door spaces, Ladder spaces and Wall Walk spaces. A player may also win by destroying all of his opponent's figures.

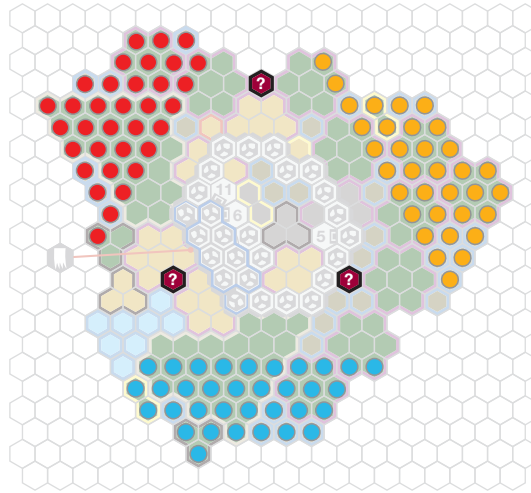
If no player has achieved victory by the end of the 10th round, the player with the most points wins the game. See **Scoring** in the Master Game Guide.

ROUND
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ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME – The Return of the Exiled Defenders

Required Sets: Swarm of the Marro Master Set & Fortress of the Archkyrie Set. Additional expansion sets recommended. (2, 3, or 4 Players)

After abandoning the Outpost to avoid annihilation by the larger attacking Armies, the exiled defenders of the Outpost return. As expected, one of the attacking Armies is victorious but has been decimated to a fragment of its original size. All who remain in this Army are battle-weary, with little desire to participate in another onslaught to defend their new spoils of war. The exiled defenders know that their chances to retake the Outpost of Malodorr are in their favor.

Goal: Control the outpost.

Setup: At the start of the game, the Door starts in the closed position with 5 wounds on its Army Card and is controlled by Player 1.

2 Players: Player 1 drafts or brings a pre-made 500-point Army. Player 2 drafts or brings a pre-made 800-point Army.

Player 1 starts on any space within the Outpost walls, including any Wall Walk spaces, but cannot start on any Swamp Water spaces. Player 2 may start in any one or more of the Red, Blue, or Orange Starting Zones.

3 Players: Player 1 drafts or brings a pre-made 800-point Army. Players 2 and 3 each draft or bring a pre-made 500-point Army and play as a team.

Player 1 starts on any space within the Outpost walls, including any Wall Walk spaces, but cannot start on any Swamp Water spaces. Players 2 & 3 are considered friendly to each other, and may start in any one or more of the Red, Blue, or Orange Starting Zones.

4 Players: Players 1 & 4 each draft or bring a pre-made 500-point Army and play as a team. Players 2 & 3 each draft or bring a pre-made 800-point Army and play as a team.

Players 1 & 4 are considered friendly to each other and may start on any space within the Outpost walls, including any Wall Walk spaces, but cannot start on any Swamp Water spaces. Players 2 & 3 are considered friendly to each other and may start in any one or more of the Red, Blue, or Orange Starting Zones.

Special Rules: Turn the Glyphs of Crevcor, Proftaka and Brandar symbol-side up and shuffle them. Then randomly place them symbol-side up as shown by the “?” Glyphs. If a figure lands on the Glyph of Brandar, roll the 20-sided die. If a 1-10 is rolled, that figure receives 1 wound. The Glyph of Brandar is a temporary Glyph.

Victory: Players 1 and/or 4 achieve victory by being the only player/team with at least one figure inside the Outpost of Malodorr at the end of Round 5 or any round thereafter. Players 2 and/or 3 achieve victory if, at the end of any round, they have twice as many figures within the Outpost walls as Players 1 and/or 4. A player/team may also win by destroying all of his opponent's figures.

If no player/team has achieved victory by the end of the 10th round, the player/team with the most points wins the game. See **Scoring** in the Master Game Guide.

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MS2: The Return of the Exiled Defenders

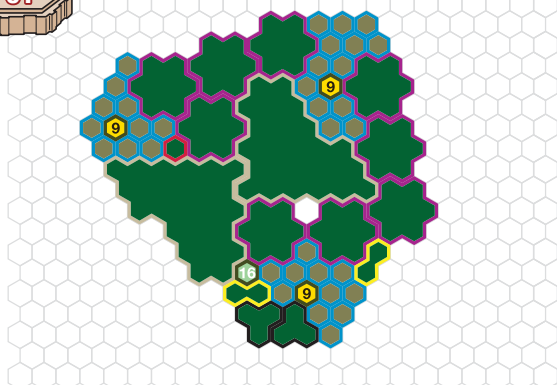
Avorice Stand Battlefield



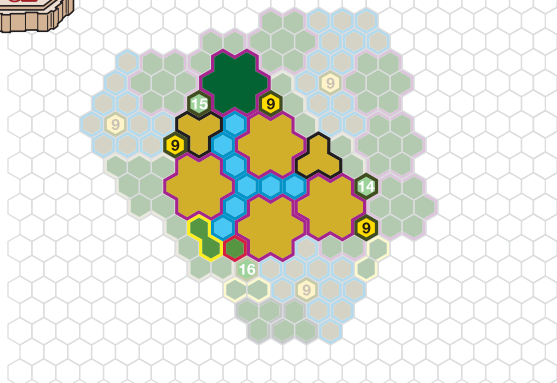
Required Sets: Swarm of The Marro™ Master Set and the Ticalla Jungle.

Within the first valley of the Quilato Mountain Range, southwest of the Montiqua Ledge, lies a small pool of crystal-clear water. Many of these pools can be seen from above and are scattered throughout the mountains, jungles and swamps of the area. Many Kyrie of the Ticalla Jungle believe that these waters are shaped into ancient symbols of the Green Leaf Tribe and may be the key to finding their greatest secrets.

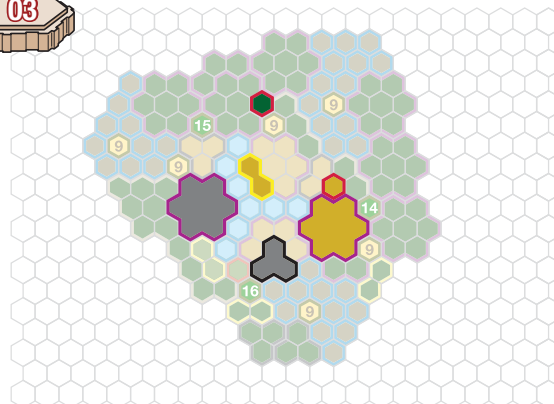
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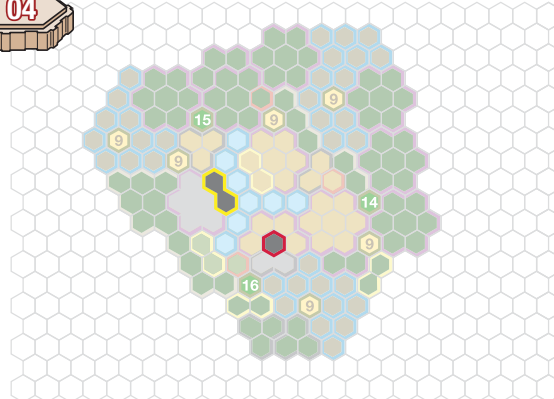
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**LEVEL
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**LEVEL
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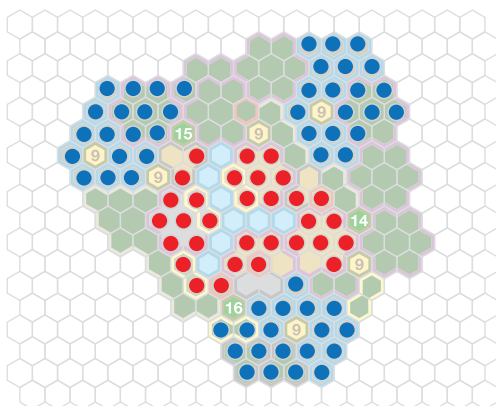
PROOF OF PURCHASE

heroScape®

EXPANSION SET

42655 TICALLA JUNGLE

Avorice Stand Game Scenarios



Master Game – New Waters (2 Players)

Your small band of warriors sit at the Kyrie spring, replenishing their resolve after the constant battling of these once-tranquil valleys. This pool of water is the only fresh source left in the immediate area, and it is a relief to be here; but you know that the serenity of the day will end when your enemy inevitably arrives to contaminate this pure water source.

Goal: Player 1 must protect the pool of water (the eight water spaces). Player 2 must enter the eight water spaces, contaminating them.

Setup: Keep the eight Glyphs near the battlefield to be used as Contamination Markers later.

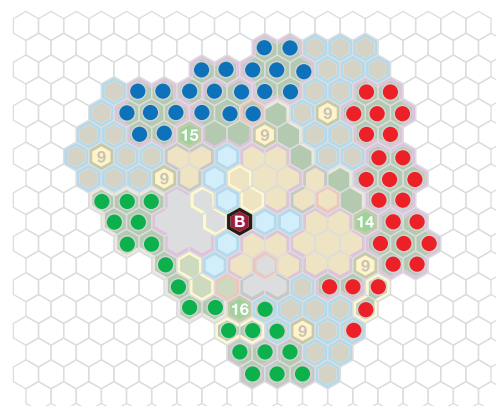
Each player drafts or brings a pre-made 500-point Army.

Player 1 starts in the red starting zone. Player 2 starts in the blue starting zones.

Special Rules: Glyphs in this scenario count only as Contamination Markers. Do not follow any Glyph rules.

At the end of Player 2's turn, Player 2 may place Contamination Markers symbol side-up on the spaces beneath any figure he controls that occupies an uncontaminated water space. A water space with a Glyph on it is considered to be contaminated. Placed Contamination Markers remain on the contaminated water space for the rest of the game.

Victory: Destroy all of your opponents' figures to win the game. Player 2 wins immediately when all eight water spaces have been contaminated. Player 1 wins immediately if Player 2 hasn't contaminated all eight water spaces by the end of Round 8.



Master Game – Jungle Guardians (3 Players as individuals)

"Remember, young warrior, there is a great power within the pools of the ancients, a kinship with the planet and its many creatures. Each pool is guarded by an ancient animal totem of the Green Leaf Tribe. Those who befriend these jungle creatures may drink freely of the pools, safe in knowing that these fearsome beasts will defend you as if you were one of their own."

— Aquilla of the Moon Tribes.

Goal: Destroy all your opponents' figures with the aid of the pool's guardian spiders.

Setup: Place the Glyph of Brandar (Spider Totem) power-side up where shown.

Keep 3 Fyorlag Spiders and their Army Card near the battlefield to be used later.

The Fyorlag Spiders cannot be chosen to be in players' armies.

Each player drafts or brings a pre-made 325-point Army.

One player starts in the red starting zone; one player starts in the blue starting zone; one player starts in the green starting zone.

Special Rules: The player controlling the first figure to land on the Spider Totem (Glyph of Brandar) during the battle may immediately place the 3 Fyorlag Spiders in any empty space adjacent to any Jungle Pieces on the battlefield.

Instead of taking a turn with an Army Card that includes a figure standing on the Spider Totem (Glyph of Brandar), you may take a turn with the Fyorlag Spiders. If no figure occupies the Spider Totem (Glyph of Brandar), the Fyorlag Spiders are neutral. While they are neutral, you cannot destroy the Fyorlag Spiders or receive a disengagement attack from them.

At the start of any round, before Order Markers are placed, any player with a figure occupying the Spider Totem (Glyph of Brandar) may immediately place any previously destroyed Fyorlag Spiders in any empty space adjacent to any Jungle Pieces on the battlefield.

Victory: You win immediately if all of your opponents' figures are destroyed before the end of Round 8. If the battle reaches the end of Round 8, then the game is over and the player with the most points on the battlefield wins (see **Scoring**, on page 13 in the Swarm of the Marro Master Game Guide). The Fyorlag Spiders never count towards the total points scored.

ROUND
MARKER
TRACK

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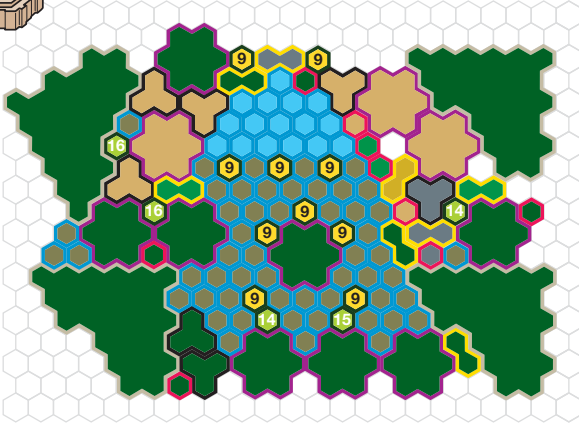
Online Exclusive Game Scenarios



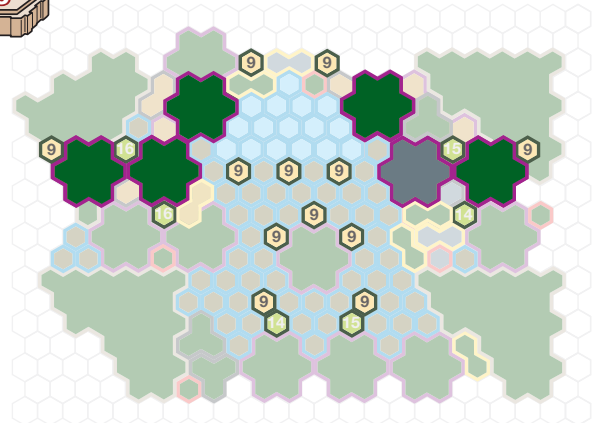
Deep in the Jungles controlled by the Valkyrie General Aquilla, there lies a lake with a stone Altar. The lake is said to have sacred powers, and is guarded by the Kyrie of the Moon Tribe. Because of their constant vigilance over Moon Lake, few have ever ventured there and survived to describe it.

Battlefield: Moon Lake

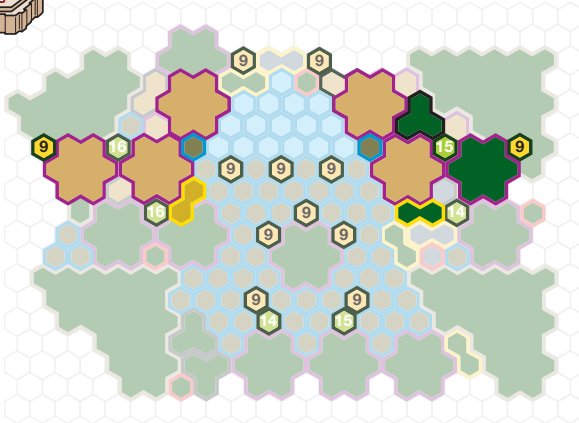
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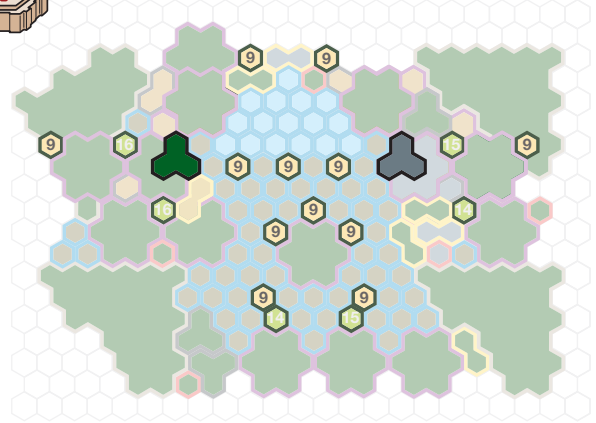
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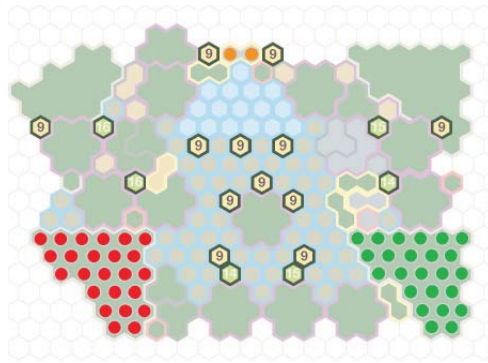


LEVEL
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Online Exclusive Game Scenarios



ML1: The Battle of Moon Lake

MASTER GAME – The Battle of Moon Lake

Required sets: 2 Swarm of the Marro Master Sets, 2 Ticalla Jungle Sets (2 Players)

Battles continue to rage throughout Valhalla. While Sgt. Drake and his band of travelers have befriended the Moon Tribe and their leader Aquilla, no one truly understands the raw power that a single relic can have over the fates of the coming battles.

The Kyrie Totem, long thought lost, has been found in separate pieces buried deep in the Jungle. The Moon Tribe has searched countless generations to unite the pieces of the Totem. When united, the being that recants the sacred phrases on the Altar of Moon Lake will gain control of the Moon Tribe, and all of their secrets. It has cost both teams much to gain control of a fragment of the Totem. Only true heroes could enter the sacred dwellings where the fragments were buried. The remnants of those heroic groups have finally converged on Moon Lake.

Now, with each group in control of part of the Totem, they must battle to unite the pieces, and finally decide which side of the conflict the Moon Tribe will fight for.

Goal: Gain control of your opponent's fragment of the Kyrie Totem, combine that piece with your own fragment to unite the Totem, and make it to the Altar of Moon Lake to gain the Moon Tribe's allegiance.

Setup: Each player brings a pre-made 450 point Army that is only made up of Unique Heroes. Each Army must have a Glyph of Brandar (Totem fragment).

Prior to placing order markers for the first round, each player must select one Unique Hero they control to hold onto their Totem fragment. Place the Totem Fragment on that figure's Army Card.

Player 1 starts in the red starting zone; Player 2 starts in the green starting zone.

Special Rules: The Glyphs of Brandar are considered to be pieces of the Totem. See below on how they are lost or passed between figures. Once one figure controls both glyphs, the Totem is now considered to be fused together. Discard the second glyph from that figure's Army Card and remove it from the game.

A Hero that controls a Totem Fragment, or the complete Totem subtracts 1 from its attack value on its Army Card.

Passing the Totem: A Totem Fragment, or a complete Totem, may be passed between two adjacent figures in the same Army at any time during that player's turn. Place the Glyph on the adjacent figure's Army Card. That figure is now in control of the Totem Fragment, or complete Totem.

Losing the Totem: If at any point a Hero that controls a Totem Fragment, or the complete Totem is destroyed by a ranged attack, place the Totem on the space that figure occupied. If the figure is destroyed by an adjacent figure, place the Totem Fragment, or the complete Totem, on that figure's Army Card.

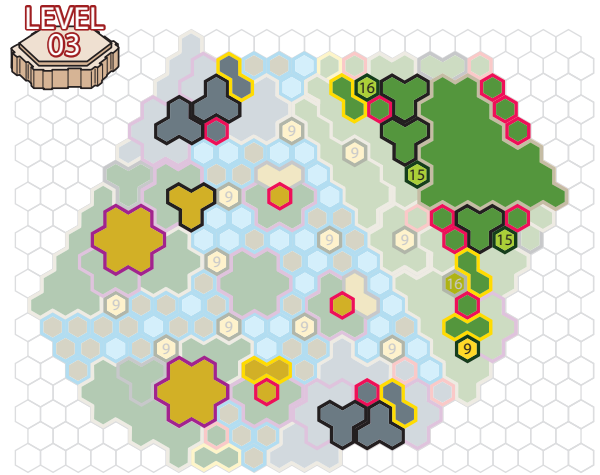
Picking up the Totem: If a figure lands on a space with a Glyph of Brandar on it, they must end their movement. Place the Glyph of Brandar on that figure's Army Card. That figure is now in control of the Totem Fragment, or complete Totem.

Victory: Victory is achieved by eliminating all of your opponent's figures, or by standing on the Altar of Moon Lake (orange starting spaces) with one of your figures that controls the fused Totem.



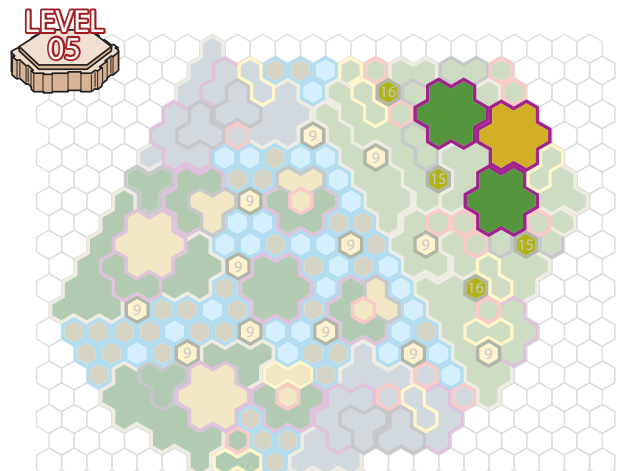
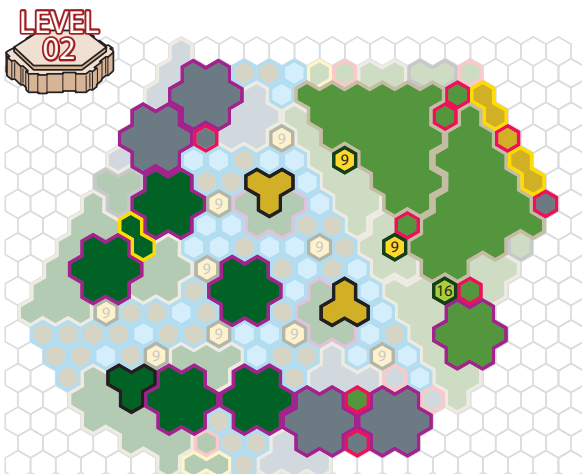
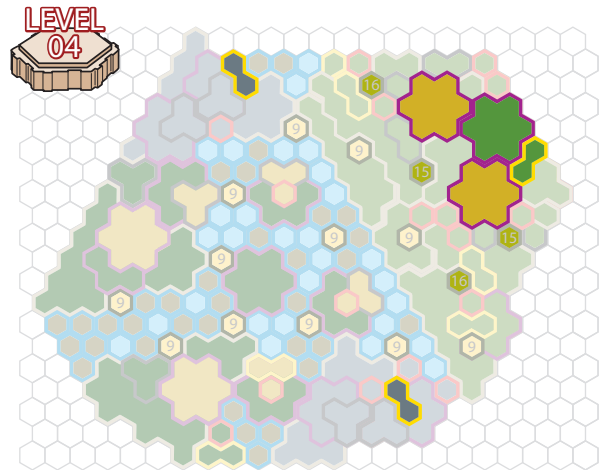
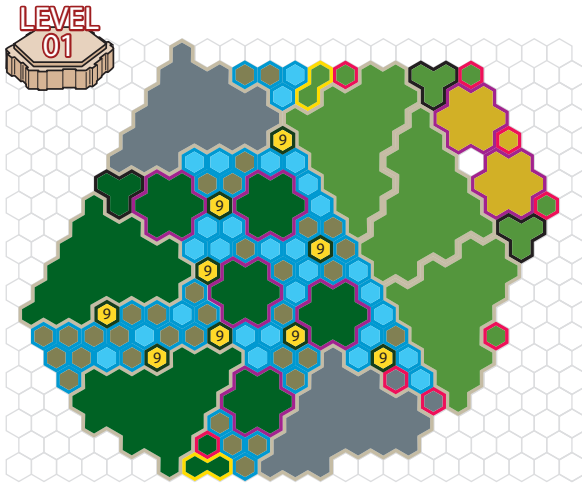
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EXCLUSIVE SCENARIO



Required Sets: 1 Rise of the Valkyrie Master Set, 1 Swarm of the Marro Master Set, and 2 Ticalla Jungle Expansion Sets.

This stretch of Jungle holds an ancient secret. Multiple signs of a lost and overgrown civilization are visible to a sharp observer, but the most obvious landmarks are the five stone pillars that jut up out of the ground. The pillars are marked all along their surface with a strange text.



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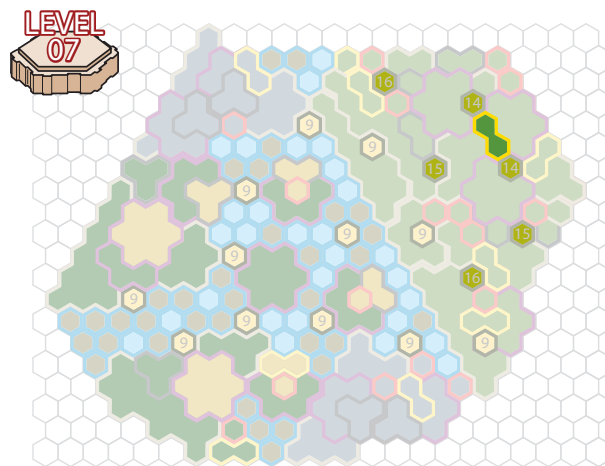
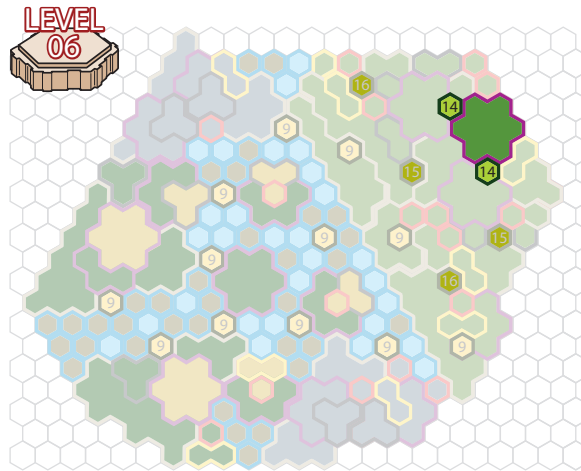


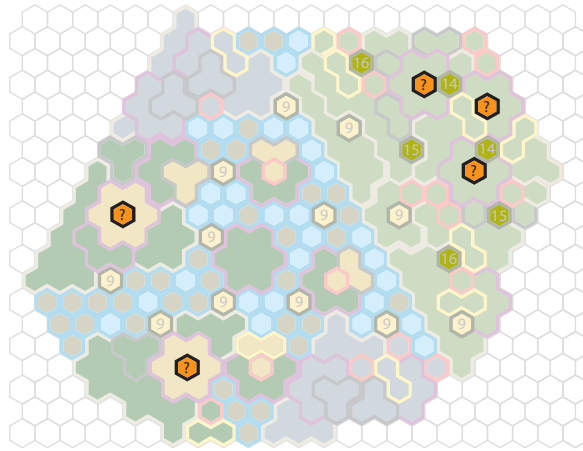


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Battlefield: Aveniul's Threshold





ROUND
MARKER
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AT1: Song of the Pillars

MASTER GAME- Song of the Pillars

Required Sers: 1 Rise of the Valkyrie Master Set, 1 Swarm of the Marro Master Set, and 2 Ticalla Jungle Expansion Sets **(2-3 Players)**

A deep thrumming pulses through the warriors' bodies. The thrumming transforms from a wavering noise into a strange language. None here know the language, and yet all grasp its meaning. A clear picture forms in the warriors' minds. An entrance to a wellspring is near, and the wellspring wants to be found. Five ancient pillars jut up out of the ground and the thrumming voice impresses upon the gathered warriors the importance of two of the pillars. An ancient spell must be completed by reading aloud the glyphs on two matching Pillars. But which pillars hold the key?

Fate has conspired to bring warriors from multiple armies to battle at this place and at this time. Control of a wellspring hangs in the balance, and there is no more important goal in the battle for Valhalla. If one of the armies can gain simultaneous control over the two pillars, the spell will transport that army to the wellspring's hidden location. The pillars will then crumble to dust, never to reveal their secret again.

Goal: Control both Glyphs of Brandar before the end of Round 10, or destroy all your opponent's figures.

Setup: Place the following 5 Glyphs randomly symbol-side up where shown: Glyph of Valda, Glyph of Oreld, Glyph of Mitonsoul, and two Glyphs of Brandar.

Army Placement: Each player brings a 500 point army. Roll the 20-sided die to see which player places first. Placement then proceeds clockwise around the table. You can place 1 Army Card worth of figures at a time. You can only place figures onto spaces on levels 0 (water & swamp water), 1, and 2.

You may place figures you control adjacent to each other, but you cannot place any figures adjacent to your opponent's figures.

If a figure cannot be placed on the battlefield without violating those rules, it is destroyed.

Special Rules: The Glyphs of Brandar are the matching pillars. you must control both pillars to win. To control a pillar, you must have an unengaged figure on it at the end of a round.

Victory Conditions: A player wins if he has control of both pillars (Glyphs of Brandar) at the end of a round. If a player has not gained control of both Glyphs of Brandar by the end of round 10, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Game Guide).

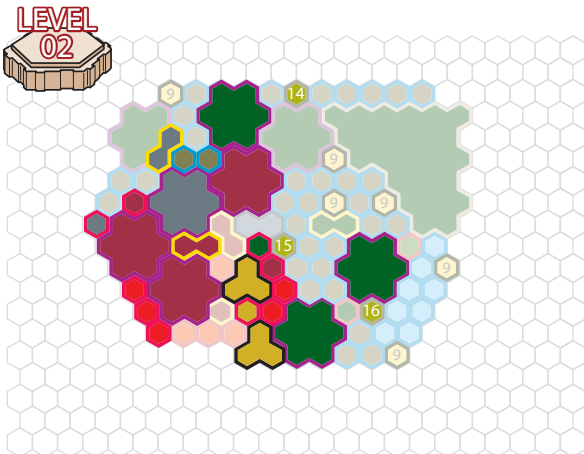
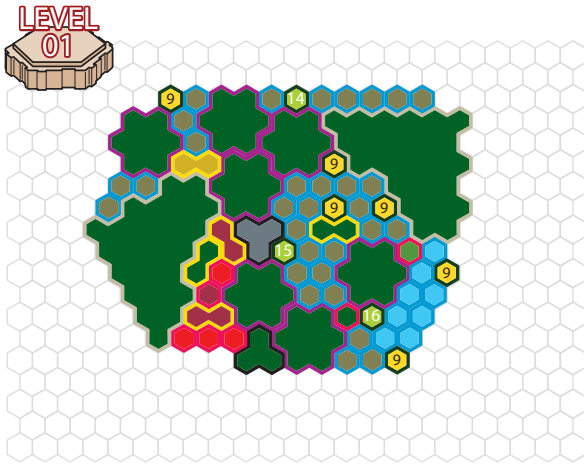
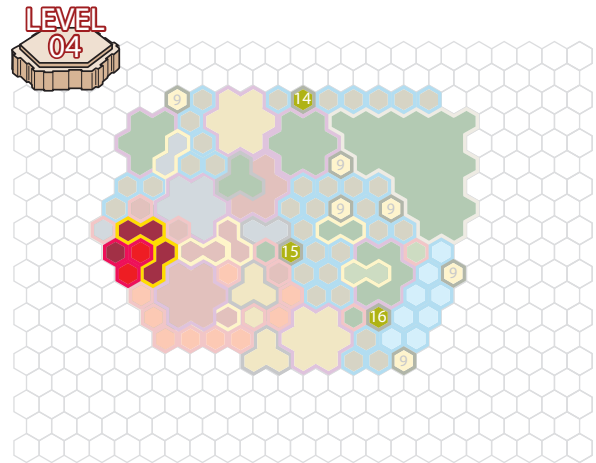
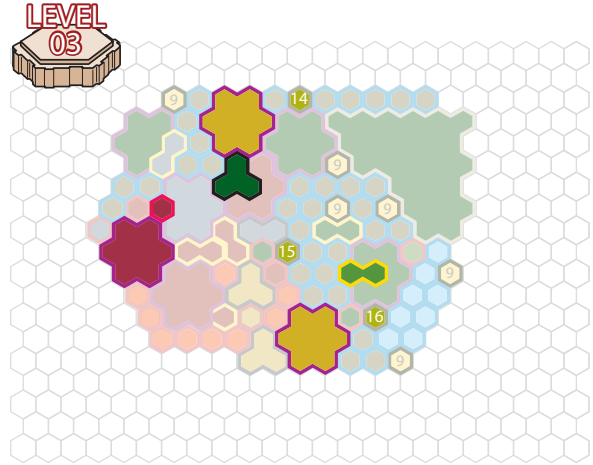


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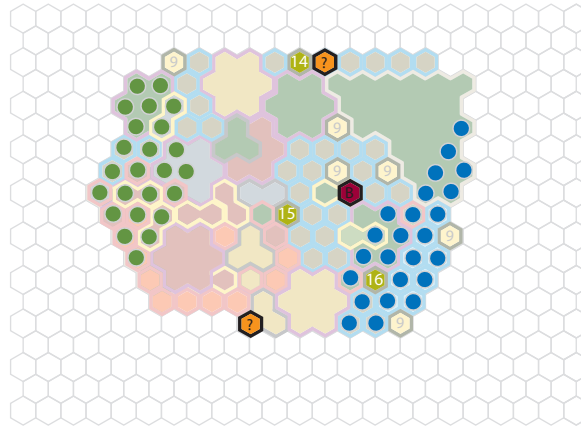
EXCLUSIVE SCENARIO



Required Sets: 1 Swarm of the Marro Master Set, 1 Volcarren Wasteland Expansion Set, and 1 Ticalla Jungle Expansion Sets.
Steam Alley is a minefield of hot steam vents. The vents belch pillars of boiling steam into the air at random intervals, making passage through the alley a very dangerous prospect.



Battlefield: Steam Alley



MASTER GAME- Obsidian Attack at Steam Alley

Required Sets: 1 Swarm of the Marro Master Set, 1 Volcarren Wasteland Expansion Set, and 1 Ticalla Jungle Expansion Set (2 Players)

White vapor hangs in a cloud over the land. The screams of hot steam bursting forth from the ground sound off over and over again, sometimes from far off, sometimes dangerously close.

Here, in the place called Steam Alley, lays an ancient mechanism that has for many millennia kept a flood of lava flow from washing over the valley beyond. Knowledge of the mechanism's existence has recently reached both the forces of Utgar and the forces of the allied generals. Those forces now stand assembled on the battlefield, ready to fight for control of the mechanism. If Utgar's forces are able to trigger this mechanism, the long dormant flood gates will open, spilling lava across a large area, burning as it goes and greatly expanding the area that the menacing Obsidian Guards can roam freely.

Steam Alley is a hazardous place, those moving across its surface are always in danger of triggering a broiling hot steam vent that could badly injure or even kill them. But the task at hand is dire, and risk their lives they must. If one of Utgar's warriors is able to trigger the lava flows, not only will the battle be lost, the entire region will be lost with it.

Goal: Player 2 must control the Glyph of Brandar by the end of round 5. Player 1 must stop Player 2.

Setup: Mix the Glyphs of Orelid, Crevcor, and Ulaniva and place 2 of them symbol-side up as shown above. Place the Glyph of Brandar power-side up as shown above.

Each player drafts or brings a 500-point Army. Player 1 starts in the blue starting zone, Player 2 starts in the green starting zone. Player 2's Army must include at least 1 squad of Obsidian Guards.

Special Rules: Player 2 must control the Glyph of Brandar to win. To control the Glyph of Brandar, you must have an unengaged figure on the glyph at the end of a round..

Steam Vents: After taking a turn, roll the 20-sided die. If you roll a 1-4, choose a figure on the battlefield that was activated this turn. That figure receives a wound.

Victory Conditions: Player 2 wins if he controls the Glyph of Brandar at the end of any round. Player 1 wins if Player 2 does not control the Glyph of Brandar by the end of Round 5.

Read aloud if Player 1 wins: *The battle swells to a climax. The forces of the allied generals have given their all to keep the mechanism safe and the flood gates closed. Their efforts are enough. An ancient magic awakens in the place, the warriors feel its power thrumming through their bodies. The magic acts to protect itself. Utgars forces are suddenly swallowed up in steam and are never seen again. The earth below the mechanism opens up and swallows it. The lava flood gates remain forever sealed.*

Read aloud if Player 2 wins: *One of Utgar's warriors pulls on an ancient lever and the earth begins to quake. Up in the distance you see the long dormant flood gates cracks open. The hillside vomits forth a burning red flow of lava. This day Utgar has won a great victory and his influence in the southern reaches of Valhalla has clamped down to a stranglehold.*

ROUND
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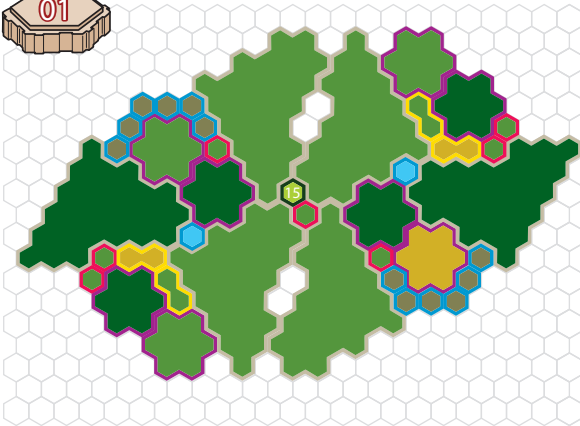


Required Sets: 1 Rise of the Valkyrie Master Set, 1 Swarm of the Marro Master Set, and 1 Ticalla Jungle Expansion Sets.

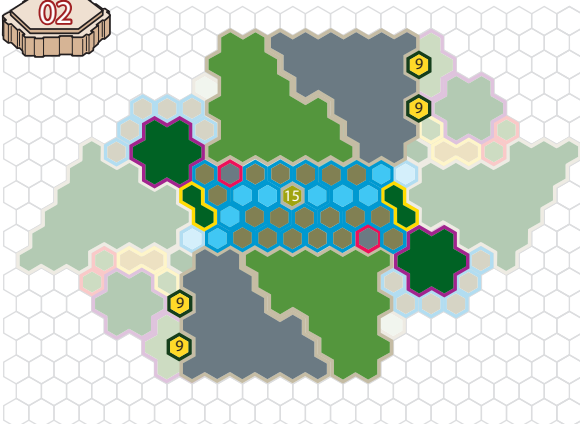
An ancient passageway into the Ticalla Jungle. The civilization that built this pass has long been lost to the relentless passing of time. What was once a glorious testament to an elder race and the entryway into their realm, is now a broken overgrown ruin, a shadow of what once was.

Battlefield: Feldspar Pass

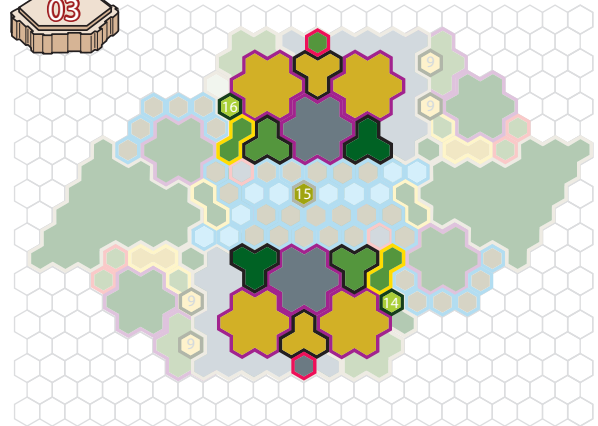
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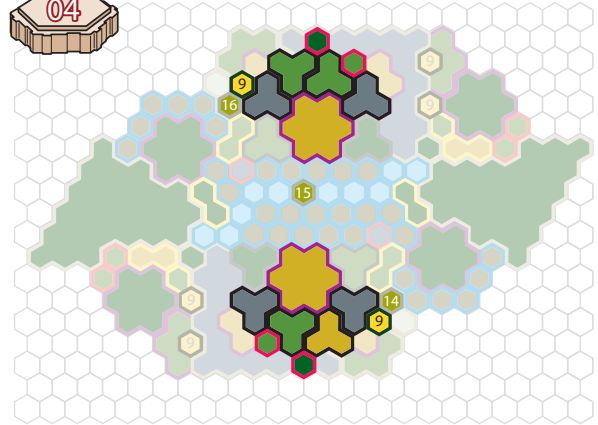
LEVEL 02



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LEVEL 04



LEVEL 05



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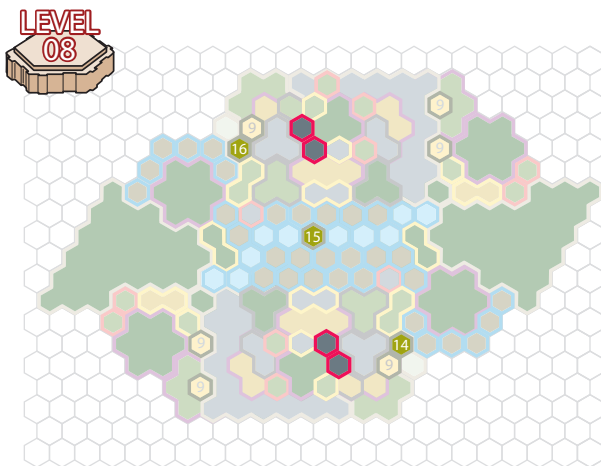
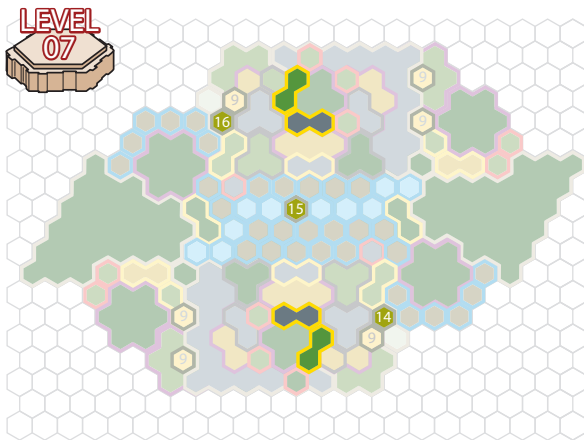
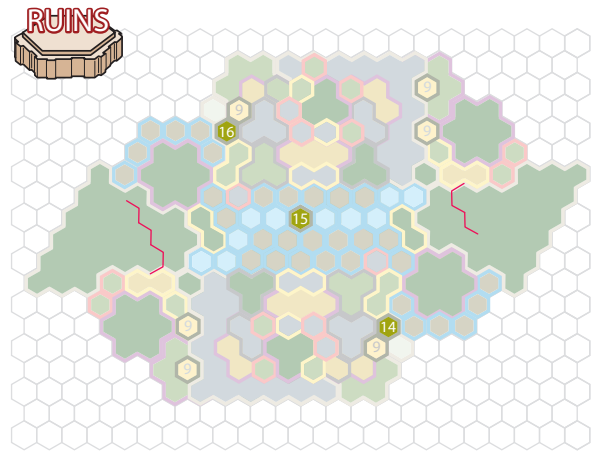
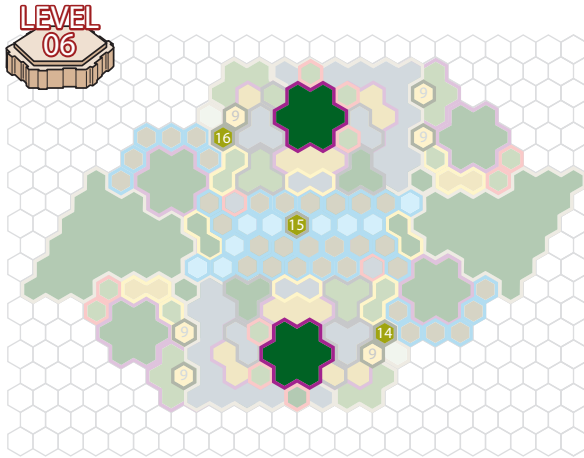




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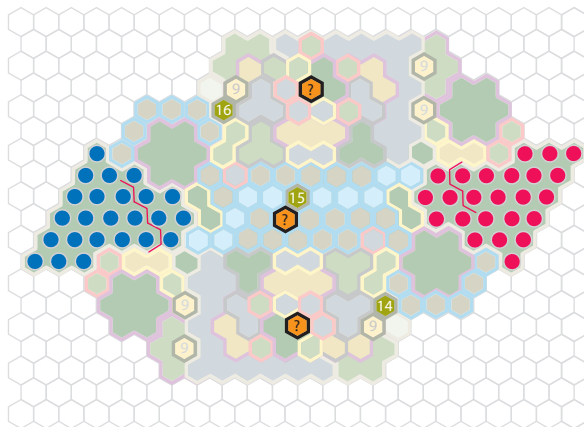
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Battlefield: Feldspar Pass



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FP1: Utgar's Invasion at Feldspar Pass

MASTER GAME- Utgar's Invasion at Feldspar Pass

Required Sets: 1 Rise of the Valkyrie Master Set, 1 Swarm of the Marro Master Set, 1 Ticalla Jungle Expansion Set, and 1 Valkrill's Gambit "Warriors of Feldspar" Expansion Pack (Special Collection 10)
(2 Players)

Utgars hordes seek to gain a foothold in a vital area of the Ticalla Jungle. If Utgar is allowed to set up a stronghold in this part of the Jungle, he would be able to block the passage of aid from the allied generals in the north to the armies of Aquilla in the south. This area is also the only known home of the Quasatch, an ancient race that would surely be overwhelmed and eradicated as collateral damage in the fulfillment of Utgar's purposes.

The jungle is a cacophony of sounds – a shrill mating call, a territorial howl, the sound of a billion insects constantly buzzing in the background. But today, an alien sound echoes through the northern reaches of the Ticalla Jungle.

The Quasatch are a primitive race of hunters that fear and resent change. A band of Quasatch Hunters track through the jungle, led by the sound and scent that invades their domain. As the Quasatch approach the northern edge of the jungle, the trees thin and the hunters come upon the narrow gap known as the Feldspar Pass.

Two armies have converged at the pass and a sixth sense, hidden at the core of the Quasatch's nature, tells them beyond doubt which of the armies intends to invade and destroy, and which would seek to protect the land from these destroyers.

Goal: Destroy all your opponents' figures.

Setup: Place the Glyph of Wannok, Glyph of Mitonsoul, and the Glyph of Erland randomly symbol-side up as shown above.

Each player drafts or brings a 500-point Army (see below). Player 1 starts in the blue starting zone, Player 2 starts in the red starting zone.

Player 1 (Allied General's Forces): Player 1's 500-point Army must include at least 1 squad of Quasatch Hunters. Player 1's Army must also include only figures from the Allied Valkyrie Generals (Jandar, Ullar, Vydar, Einar, and Aquilla).

Player 2 (Utgars Forces): Player 2's 500-point army must include only Utgar and Valkrill figures.

Special Rules: None.

Victory Conditions: You win immediately if all of your opponent's figures are destroyed before the end of Round 10. If the battle reaches the end of Round 10, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide).

Read aloud if Player 1 wins: Utgar's forces have been pushed back to their black fortress at the edge of the Volcanic Wastelands. The Allied Generals have won the day and forged an unspoken alliance with the Quasatch.

Read aloud if Player 2 wins: The forces of the allied generals break against the unstoppable tide of Utgar's hordes. The Quasatch are left to fight a losing battle as their land and lives are stolen from them. The remaining Quasatch are forced to flee from the only place they've ever called home.

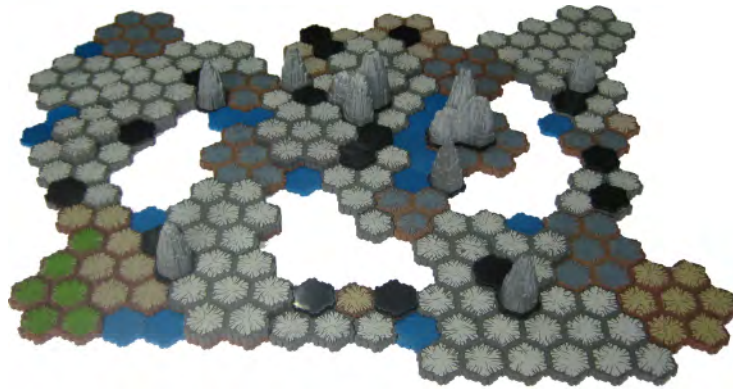
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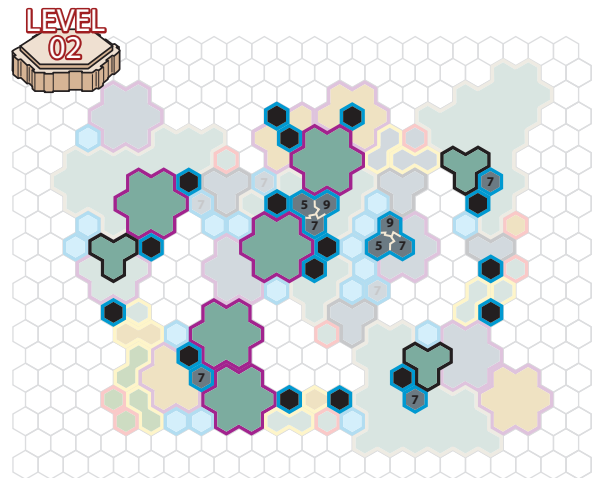
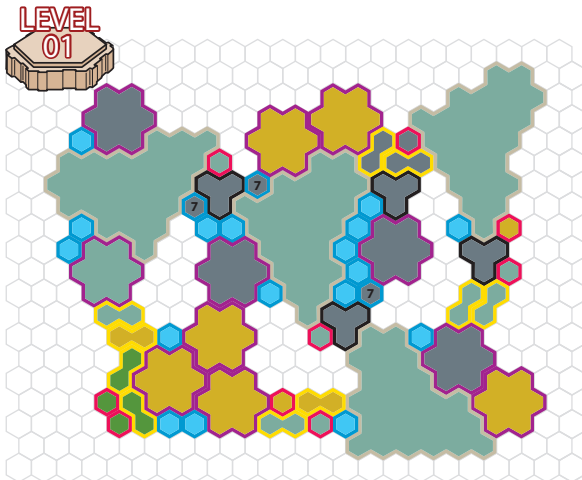
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This web of shadowy tunnels was once a beautiful and ancient hall dedicated to honoring fallen heroes with lavish gifts. But what does a long-dead hero need with a +1 Attack? It might as well be yours for the taking!

Battlefield: The Catacombs



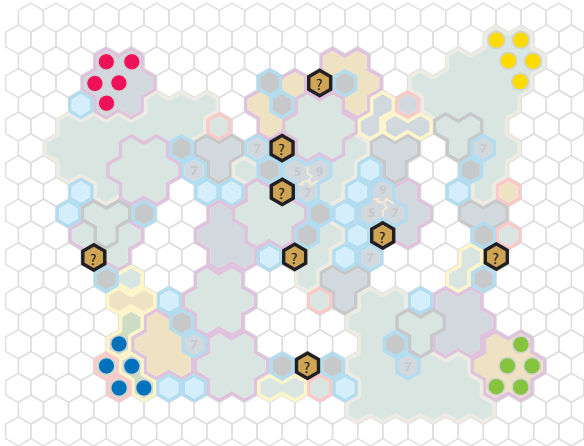
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MASTER GAME- Chaos in the Catacombs

Required Sets: 2 Battle for the Underdark Master Sets
(3-4 Players)

Deep in the heart of the Underdark lies a network of tunnels known as the Catacombs. None would venture into these murky, monster-laden depths if it weren't for the tales of immense treasure and fortune.

Gather your adventuring party and snag as much treasure as you can find, but beware of the monsters that lurk in the shadows, and ancient booby traps set to trigger when a treasure is removed from its resting place.

Goal: Exit the Catacombs with more treasure than your opponents.

Setup: Collect all available Treasure Glyphs and place them in a symbol up pile. Randomly select 8 of those Treasure Glyphs and place them symbol-side up where shown. Note: Brandar's Chest will only count towards victory conditions.

Each player drafts a 350 point army to act as his adventuring party. Each player also drafts an additional 150 points to act as wandering monsters and places those monster cards and figures off to the side. This will be considered the Wandering Monster Pool. Before proceeding, check to make sure there are no duplicate Unique figures in the Monster Pool and make sure that the Monster Pool does not have the same Unique figure as any Player's Army.

Player 1 starts in the Red starting zone. Player 2 starts in the Blue starting zone. Player 3 starts in the Green starting zone. Player 4 starts in the Yellow starting zone.

Note: Wandering Monsters do not start the game on the board. Place the figures next to their army cards off to the side into the Wandering Monster Pool.

Special Rules:

Cavern Walls: When playing on maps such as the Catacombs, that depict underground tunnels and labyrinths, there are areas of the map that do not contain any hex spaces. These "void spaces" are considered dense, rocky, solid cavern walls that completely block movement and line of sight.

Cavern Wall Line of Sight: When determining whether a figure can see another figure, if there are void spaces between, count the shortest possible

route to the target figure. If in order to count the shortest route, you are forced to count one or more void spaces, then the attacking figure does not have line of sight. The target is obscured by an intervening cavern wall.

Cavern Wall Movement: Some powers will not work across cavern walls. All "Lob" powers are not possible across cavern walls. Fireline will not work across a cavern wall. Figures cannot move through, or leap or fly over cavern walls. However, Underground Movement and teleportation powers will work across the cavern wall void spaces.

Wandering Monster Pool: Each player drafted up to 150 points of figures to act as wandering monsters at the start of the game. These figures do not start the game on the board. During the game, whenever a player reveals a Treasure Glyph, the player to the left of that player immediately places the figure(s) from one of the Wandering Monster Army Cards in the Pool onto any shadow spaces on the battlefield. Double Space figures must be placed so that their entire base is on shadow spaces. If a player cannot place all figures on the entire Army Card for whatever reason, or there are no more Army Cards in the pool, then no figure is placed. Once placed on the board, the wandering monsters follow all the rules for Neutral Figures see below.

Horde of Monsters: Because of the Wandering Monster Pool. If a player's entire army is destroyed, he is not out of the game. He may continue taking turns with Wandering Monsters.

Neutral Figure: All players may place order markers on a Neutral figure's Army Card. Order Markers should be placed face down with the top of the Order Marker facing the player who placed it on the neutral figure. When taking a turn with a Neutral figure, be careful not to accidentally reveal the Order Markers on the card. If you have different colored Order Markers, or if you mark your Order Markers with a coin underneath them, it will make it easier to track which ones each player used.

When an Order Marker is revealed for a Neutral figure, that player controls that figure for the duration of its turn. After that turn, the figure becomes Neutral and is not controlled by either player. While the figure is Neutral, all players treat it as an opponent's figure. The player making rolling the dice for a Neutral figure is always the player to the left of the current player. A neutral figure cannot attempt to pick up or activate any Treasure Glyphs, but like all figures, it can stand on a Treasure Glyph.

Exiting the Catacomb: A figure that carries a Treasure Glyph can exit the cave by ending its turn on a starting zone space for an opposing player (that includes the 4th player's starting zone space even in a 3 player game). When a figure exits, place the figure onto its Army Card and place it to the side to determine Victory Conditions. All markers and Treasure Glyphs remain on the figure's Army Card.

Treasure Glyph Trap: On a roll of 1-5, do not reveal the Treasure Glyph. Instead, roll 3 attack dice. That Hero immediately receives one wound for each skull rolled. On a roll of 6 or higher, reveal the Treasure Glyph and place it on that Hero's Army Card.

Victory Conditions: Once all the Treasure Glyphs have been removed from the Catacombs, or all player figures have been removed from the board, the game ends. Count up all the Treasure Glyphs obtained by your adventure party. The player with the most Treasure Glyphs wins. If this condition is not met by the end of Round 10, the player with the most Treasure Glyphs in his army (including those still on the battlefield) wins. Temporary Treasure Glyphs that were used during the game do not count towards victory conditions.

ROUND MARKER TRACK



TC1: Chaos in the Catacombs

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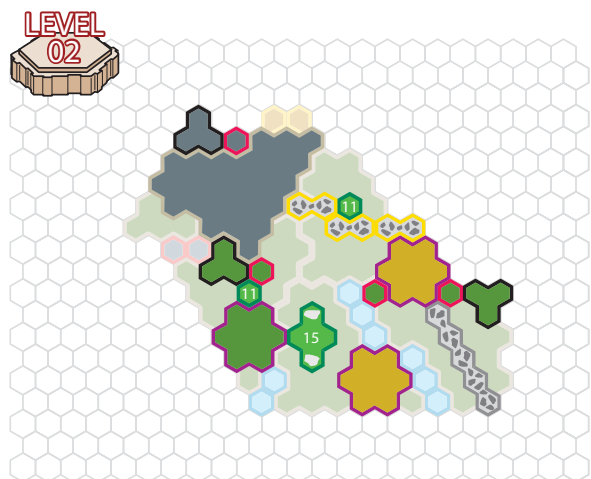
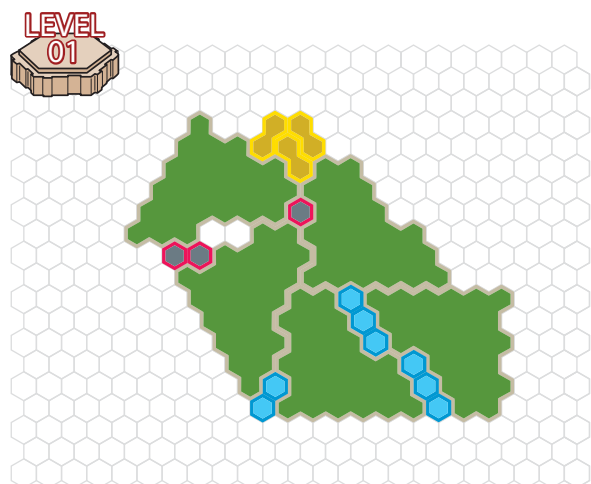
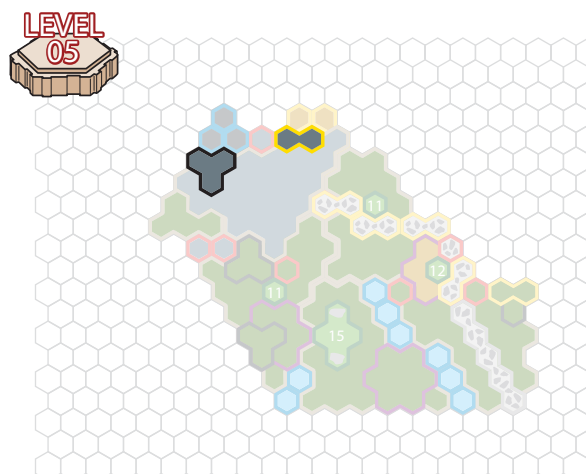
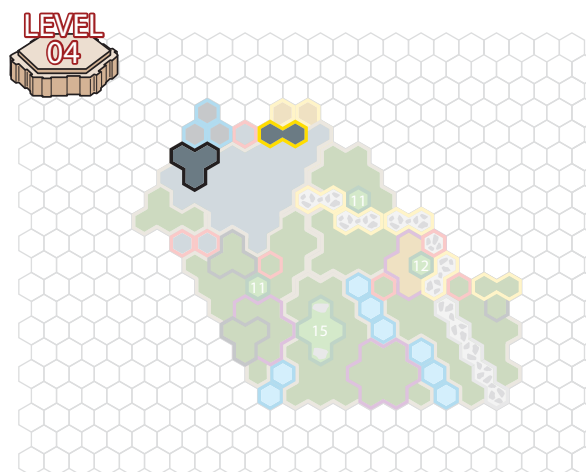
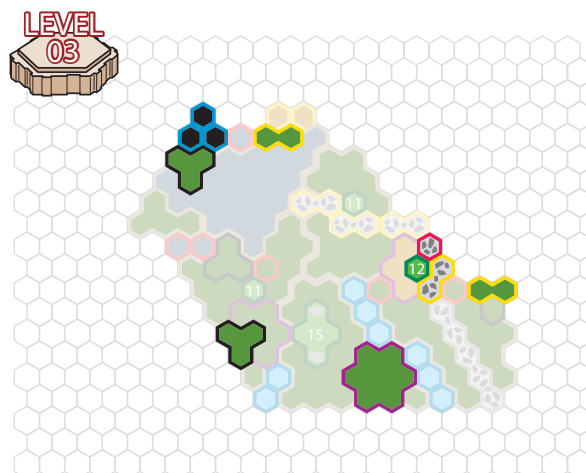
EXCLUSIVE SCENARIO



ROAD to the UNDERDARK BATTLEFIELD

Required Sets: 1 Battle for the Underdark Master Set, 1 Rise of the Valkyrie Master Set, 1 Road to the Forgotten Forest Expansion Set.

A long abandoned pathway twists its way through Elswind Forest. At the end of the pathway, in the shadows of an ancient stone structure, lies the entrance to the Underdark. It is a jagged tear in the landscape from which an unnatural darkness emanates. The place has come to be known as Blackscar.



Battlefield: Road to the Underdark

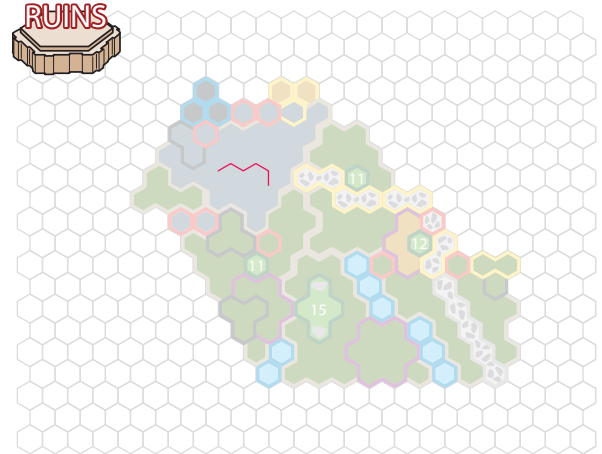
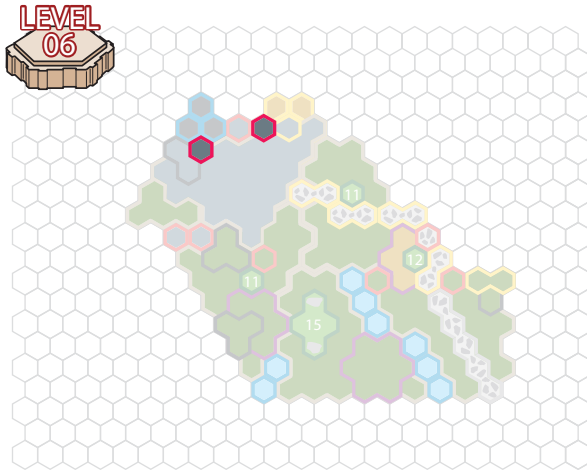


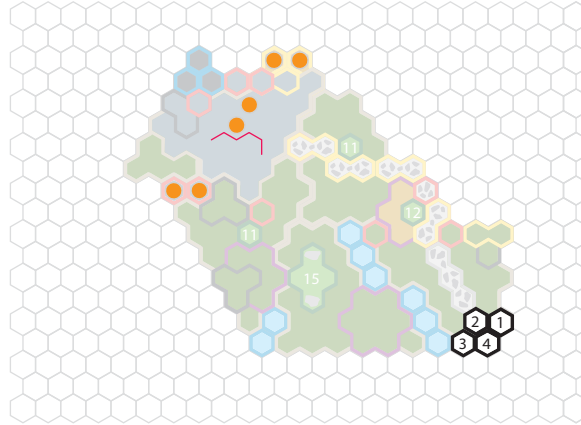
Battlefield: Road to the Underdark



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EXCLUSIVE SCENARIO





Player 1

- ① Ana Karithon
- ② Tandros Kreel
- ③ Erevan Sunshadow
- ④ Darrak Ambershard

ROUND MARKER TRACK



MASTER GAME- The Guardian of Blackscar
Required Sets: 1 Battle for the Underdark Master Set, 1 Rise of the Valkyrie Master Set, 1 Road to the Forgotten Forest Set, and 1 Raknar's Vision Expansion Pack.
 (2 Players)

Jotun woke with a start, cheek hurting where he had used a fallen tree as a pillow. "What's that smell?" he thought. Small folks were approaching, and with them the telltale stench of magic. "Guard the Scar me orders are," muttered the sleepy giant, and grabbing his sword he headed to work.

"If I'm not mistaken, and I never am, the entrance to the Underdark known as Blackscar should be just past this bend in the road," said Erevan.

Ana stepped up on tip-toes, one small hand on Tandros' burly shoulder. "Is that a Giant up ahead?" she asked, brushing back the tendril of her copper hair the gentle breeze had blown into her view.

Darrak Ambershard shoved his way to the front of the party, and hopped a few times to catch a view of the yawning giant that slowly lumbered toward them. Casting an angry glare at the Eladrin Pyromancer, he grumbled through clenched teeth. "Ancient lore he says! Follow me he says! What did your ancient lore say about giants?"

Darrak was cut short by Tandros' calloused hand on his back. "Perhaps he's friendly," Tandros said smiling as he strode confidently toward the creature...

Goal: Player 1's Goal is to defeat Jotun. Player 2's goal is to destroy Player 1's figures, or keep Jotun alive through Round 6.

Setup: Player 1 places Tandros Kreel, Ana Karithon, Erevan Sunshadow, and Darrak Ambershard as shown above. Player 2 places Jotun onto any of the 3 sets of Orange Starting Spaces.

Special Rules: none

Victory Conditions: Player 1 immediately wins by defeating Jotun. Player 2 wins if Jotun is alive by the end of Round 6, or all of Player 1's figures are defeated.

Read aloud if Player 1 wins: Tandros let the giant's eyelid shut with a satisfying wet slap. "Yep, he's out," he said.

Ana cast a pained look at Jotun's sleeping face. "It's fortunate you didn't destroy this one, his kind are usually docile."

"Not a thing!" said Darrak as he pulled an enormous kerchief from the giant's pocket and squinted disgustedly as he examined the map-like stains on it at arm's length. "This foulness is not a map."

The three heroes turned with a start to see a winged figure descend from the sky. "Ah, I see you've met my guard," said the angelic stranger. "My apologies, he can be rather single-minded. I hope he wasn't too much trouble for you."

The stranger looked around. "I am Atlaga. I am here to assist you, but I was told there were four of you".

"Never fear, my comrades!" The group turned to see Erevan dripping wet, sloshing up the hill. "The water broke my fall."

Atlaga gives your adventurers the Bolt of the Witherwood, an Ancient Artifact Treasure Glyph. You may give this Glyph to any of your heroes for use in their next adventure.

Read aloud if Player 2 Wins: Darrak and Erevan hurried toward the ruins which obscured the dark jagged crack in the cliff face known as the Blackscar.

"He's too strong - we must go now to the entrance!" Ana pleaded to Tandros.

"Agreed!" yelled Tandros. "You go, I'll create a diversion."

Jotun swore as he watched the small folk run toward the Blackscar. He swung his massive sword one last time hoping to catch at least one of the heroes before they made it to safety, but he was too slow. The small folk disappeared into the crack.



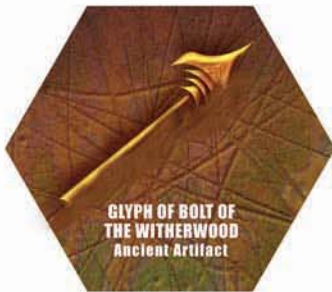
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EXCLUSIVE SCENARIO

When printing this page, do not resize it.

Ancient Artifact Treasure Glyphs: Ancient Artifacts are powerful and rare Treasure Glyphs. Ancient Artifact Treasure Glyphs follow all rules for Treasure Glyphs with the following exception: an Army may control more than one Ancient Artifact Treasure Glyph, but an Army can never control more than one copy of each Ancient Artifact Treasure Glyph. If at any point an Army would control more than one copy, all extra copies must be dropped or destroyed.

RU1: The Guardian of Blackscar



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Battlefield and Game Scenarios

CAMPAIGN MASTER GAME RULES Dungeon Adventure 1: Ancient Sanctum

An unnatural gust of wind extinguishes your torch. You stumble in the sudden darkness. Two of your party members cry out, but their cries are immediately muffled—then gone. In the silence you call out, and in the distance one of your companions responds. There are two of you remaining: Ana Karithon the cleric and Tandro Kree the fighter. You were sent to explore, but your goals have quickly shifted. You must find your missing party members and make it back to the surface with your lives.

Special Campaign Rules: If you are playing each battle in Dungeon Adventure 1 in order as a campaign, the following rules apply:

Death: If a figure in Player 1's Army is destroyed in any of the dungeon rooms, that figure is removed from the campaign. The figure does not continue into the next room with the rest of the adventurers. **EXCEPTION:** The adventurers carry one Vial of Resurrection with them. Once per campaign, Player 1 may use the Vial of Resurrection to revive a party member that had been destroyed in the previous room only. The Vial of Resurrection **MUST** be used when placing figures onto starting zones for a new room.

Wounds: When Player 1 continues onto a new room in the dungeon, all wound markers are removed from each of Player 1's Army Cards.

Ancient Sanctum Connected Rooms

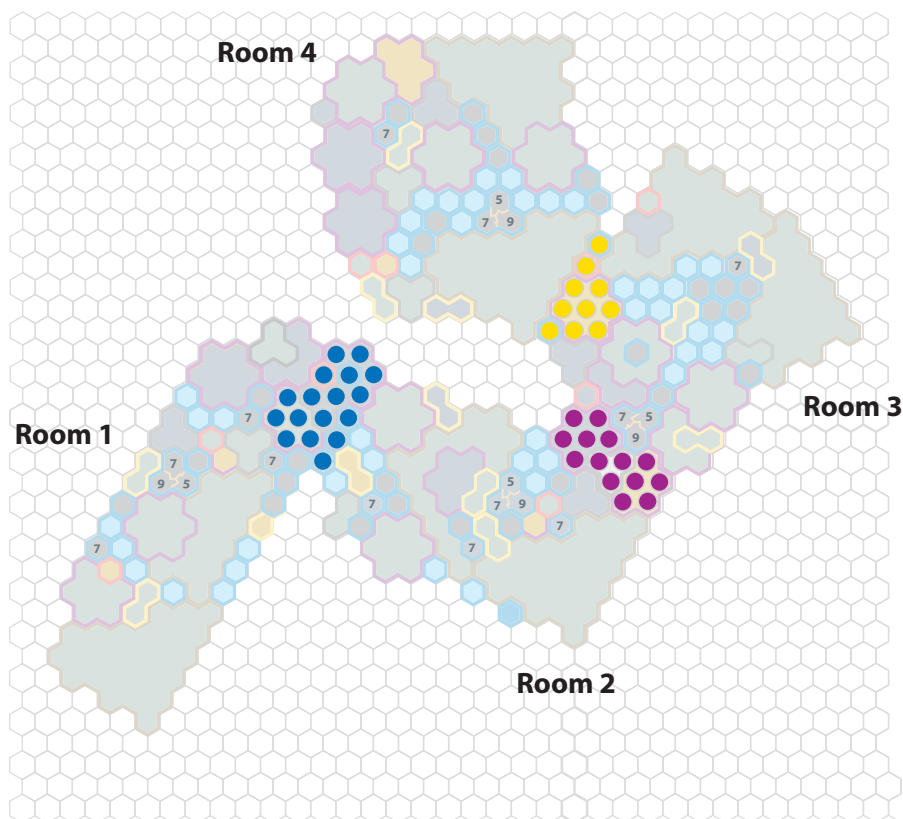
If you own multiple sets of this Master Set and want to connect the rooms in Dungeon Adventure 1, use this guide. Build each battlefield according to the diagrams on the previous pages, and connect them as shown below.

Equipment (Treasure Glyphs): When Player 1 continues onto a new room in the dungeon, the figures in Player 1's Army retain control of any Treasure Glyphs they control, and gain control of any that are power-side up on the battlefield. Player 1 may redistribute Treasure Glyphs only when placing figures onto starting zones for a new room.

Random Treasure Glyphs: This Master Set comes with four Treasure Glyphs, three of which are mobile: Talisman of Defense, Heroic Rune, and Potion of Healing. Rooms 2, 3, and 4 of this campaign each call for a random Treasure Glyph. At the beginning of each of those rooms, pick one of the three mobile Treasure Glyphs at random. (Do not use the same Treasure Glyph more than once per campaign.) Each random Treasure Glyph is kept symbol-side up (hidden) until it is revealed.

Connected Rooms: If you look below, you will see that the end of each room in the Ancient Sanctum is the beginning of the next. If you own multiple sets of this Master Set, you can create all four connected rooms at once. However, when playing the campaign, you cannot skip ahead. Player 1 must accomplish the victory conditions of each room before venturing into the next room.

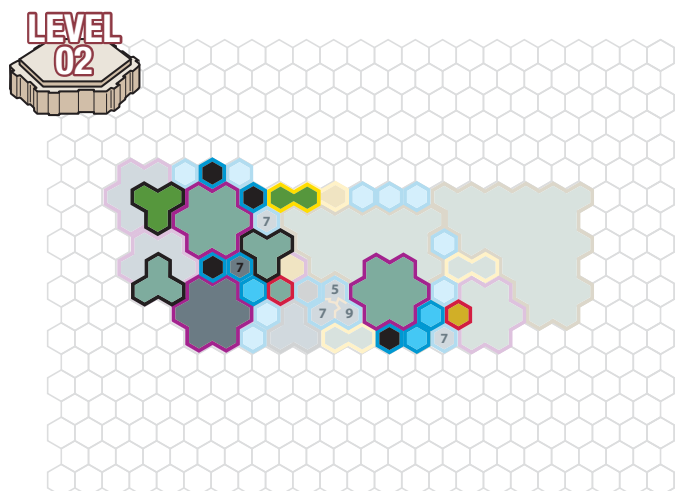
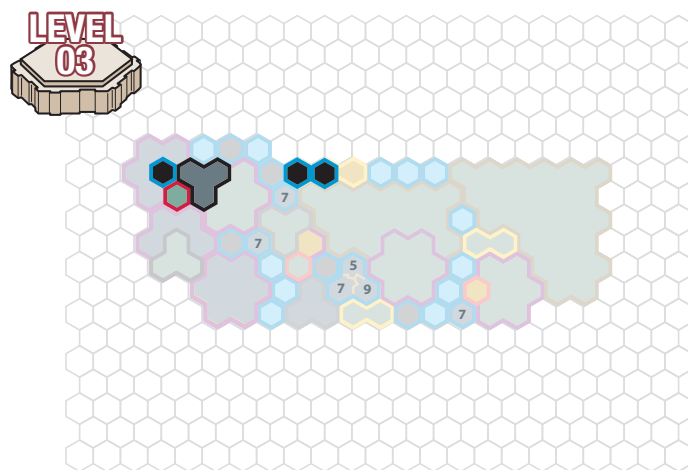
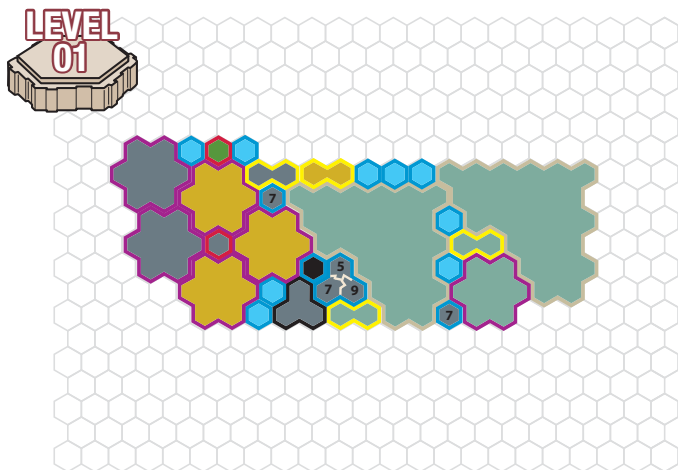
	Shared tiles between rooms 1 and 2
	Shared tiles between rooms 2 and 3
	Shared tiles between rooms 3 and 4



Battlefield and Game Scenarios

ROOM 1: THE LAIR

The room is cast in hues of purple from the glow of bioluminescent plants and in an eerie green from mystic flames dancing along the walls. On the far side of the room is a small river, and to the right, darkness.



BASIC GAME—AMBUSH

(2 players)

You knew entering the lair of a dragon would be dangerous, but you never guessed it would be waiting for you. Almost as if you were the prey . . .

Goal: Destroy all of your opponent's figures.

Setup: Place figures where shown.

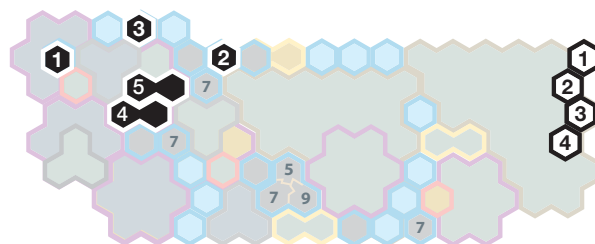
Victory: Destroy all of your opponent's figures to win.

Player 1

- | | |
|---------------------|--------------------|
| 1 Tandros Kreel | 3 Erevan Sunshadow |
| 2 Darrak Ambershard | 4 Ana Karithon |

Player 2

- | |
|---------------------|
| 1 2 3 Deepwyrn Drow |
| 4 Feral Troll |
| 5 Othkurik |



Battlefield and Game Scenarios

CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum

Room 1: The Lair

You grope along the walls, feeling your way forward through darkened corridors, and notice splashes of green and purple light ahead. As you move forward, the narrow tunnel that you've been following opens up into a larger room. The room is cast in hues of purple from the glow of bioluminescent plants and in an eerie green from mystic flames dancing along the walls.

As you cross into the room, you see the back of a hulking green troll bent over an iron cage. The troll looks like it comes from your home world. It seems that you and your fellow adventurers were not the only beings summoned from Toril.

The troll shifts its weight, and you catch a glimpse of Erevan Sunshadow, the eladrin wizard from your adventuring party. He is locked in the cage, his eyes closed, as the troll pokes at him with the end of a wooden stick. You call out Erevan's name, and his eyelids jerk open, revealing the purple orbs of his eyes. The troll growls in irritation and turns to face you. As it turns, it reaches out its arm and bats the cage backward into a pool of water.

Erevan Sunshadow is trapped under the water. He can't breathe. You must save him and defeat the feral troll.

Player 1's Goal: Player 1 must try to save Erevan from drowning by the beginning of Round 5. Player 1 must also defeat the Feral Troll to advance into the next room.

Player 2's Goal: Player 2 must destroy Player 1's figures.

Setup: Place figures where shown. The Brandar's Chest Treasure Glyph is placed symbol-side up. Erevan Sunshadow is part of Player 1's army, but he does not start on the battlefield.

Special Rules: Brandar's Chest represents the cage that holds Erevan Sunshadow. To free Erevan, Player 1's Hero must activate Brandar's Chest and not set off the trap. Player 2's Heroes cannot activate Brandar's Chest. At the end of Round 4, if Player 1 has not successfully activated Brandar's Chest, remove it from the game. Erevan has been destroyed.

Treasure Glyph Trap: If you roll a 1–5, Player 2 can remove one unrevealed order marker (if any) from the figure that just attempted to activate Brandar's Chest, and Brandar's Chest stays symbol-side up. If you roll a 6 or higher, place Erevan Sunshadow on any empty space adjacent to the figure that successfully activated Brandar's Chest.

Victory: Player 2 wins when all of Player 1's figures have been destroyed. Player 1 wins when the Feral Troll has been destroyed. *Note:* If Player 1 destroys the Feral Troll before Round 5 and Erevan Sunshadow has not yet been freed, Player 1 may continue taking turns for each round to attempt to free Erevan (the trap still takes effect on a roll of 1–5). If Player 1 cannot activate Brandar's Chest before the beginning of Round 5, Erevan Sunshadow is still destroyed.

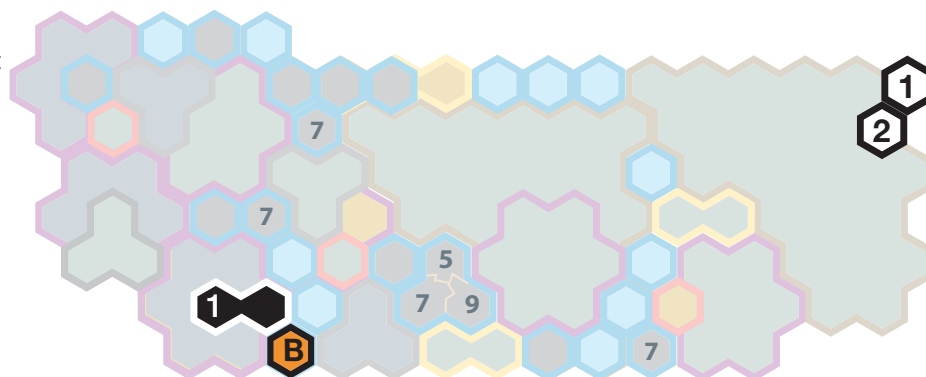
CAMPAIGN CONTINUES: If at least one of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 2* on page 25.

Player 1

- 1 Tandros Kreel
- 2 Ana Karithon
- 3 Erevan Sunshadow (Erevan does not start on the battlefield)

Player 2

- 1 Feral Troll



ROUND MARKER TRACK



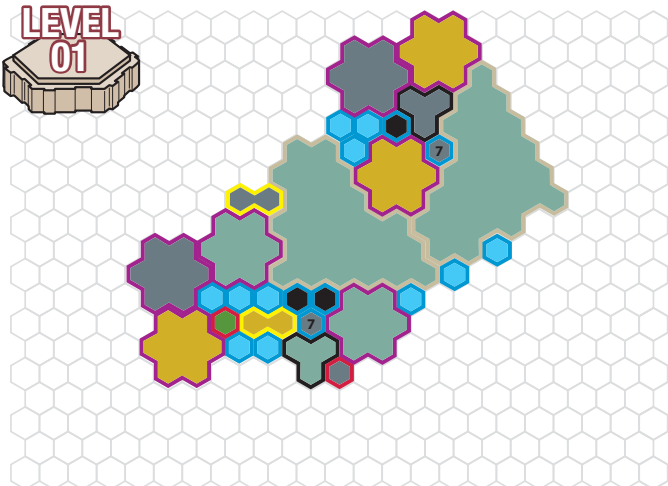
Battlefield and Game Scenarios

ROOM 2: DROW AMBUSH

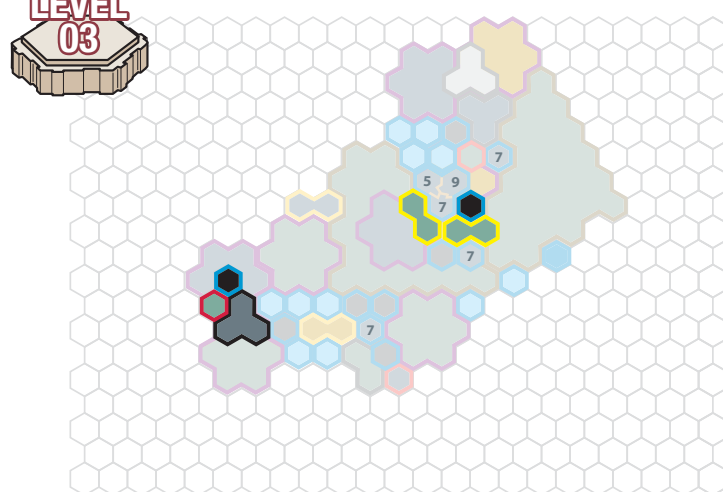
The room has no naturally occurring light. It is a complete mystery.



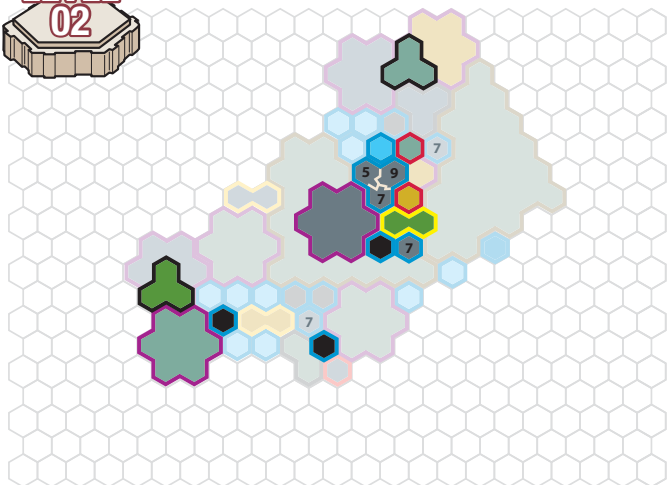
LEVEL
01



LEVEL
03



LEVEL
02



Battlefield and Game Scenarios

CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum Room 2: Drow Ambush

The troll lurches forward. It groans and then collapses to the ground with a booming thud.

As you wipe away the sweat on your brow, you hear a voice in the distance. You move toward the voice, and as you do, it grows clearer. "Hey! You let me out of this blasted thing! By Avandra, I will gut you creepy freaks when I get out of here. Are you listening to me? You will all taste the sting of my blade before this day is through!"

The voice is that of Darrak Ambershard, a dwarf rogue and the fourth member of your party. You move through the cavern, following the sound of Darrak's angry ranting.

As you move forward, the light behind you begins to fade away. Soon you find yourself in total darkness. You reach out your hand to feel your way along, but as soon as your fingertips touch the wall you recoil as dozens of small spiders crawl up your arm. Repulsed, you frantically swat at the crawling sensations.

Just as you feel like you've rid yourself of most of the spiders, you see a purple glow emanating from a small stone. The unnatural light outlines the shadow of a figure in the dark. At the edge of the ring of light you see the unmistakable dark skin and white hair of a drow. It begins to back out of the light, and you can hear movement in the darkness, but you cannot see to attack. You must get to the stone and use its light to your best advantage.

Goal: Destroy all of your opponent's figures.

Setup: Place figures and Treasure Glyphs where shown. Brandar's Chest is placed power-side up. Darrak Ambershard is part of Player 1's army, but he does not start on the battlefield.

Campaign Setup: If you just played *Ancient Sanctum: Room 1* and you are continuing the campaign, place only Player 1's Hero figures that survived Room 1. Any wound markers on the surviving Heroes' Army Cards are removed.

Special Rules:

Light Source: The room is pitch black. In this scenario the Brandar's Chest Treasure Glyph represents a glowing stone that can be picked up just like a normal Treasure Glyph. It starts the game power-side up, so there is no trap to roll for when picking up the stone. Player 2's Heroes cannot pick up Brandar's Chest. Every figure that is not within 4 spaces of the stone (or the figure carrying it) has no visible Hit Zone. At the end of each round, any figure in Player 1's army that is not within 4 spaces of the stone (or the figure carrying it) is attacked by an unknown creature skulking in the dark. Roll 1 attack die against each figure in Player 1's Army that is outside the reach of the stone's light. If the result is a skull, that figure takes 1 wound.

Darrak: Before placing order markers at the beginning of Round 4, Player 1 places Darrak Ambershard on any unoccupied shadow space (he used the distraction of the battle to escape).

Treasure Glyph Trap: If you roll a 1–5, the figure attempting to pick up the Treasure Glyph receives 1 wound, and the Treasure Glyph stays symbol-side up. If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up.

Victory: Be the last player with at least one figure on the battlefield to win.

CAMPAIGN CONTINUES: If at least one of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 3* on page 27.

ROUND MARKER TRACK

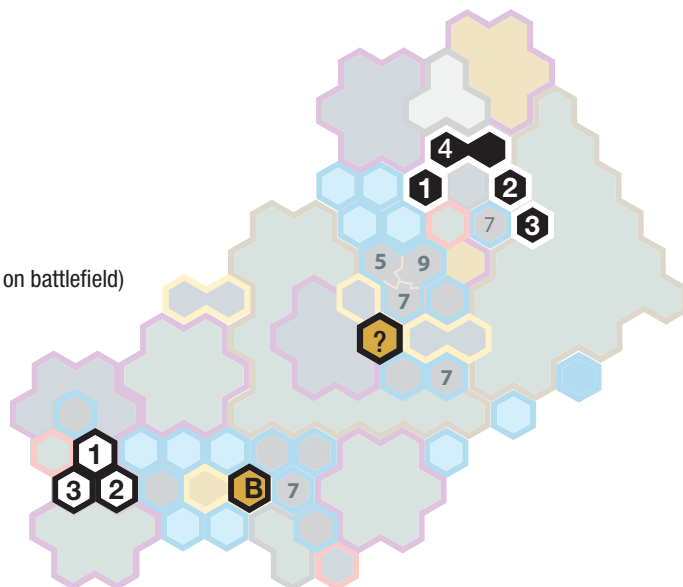


Player 1

- ① Tandros Kreel
- ② Ana Karithon
- ③ Erevan Sunshadow
- ④ Darrak Ambershard
(Darrak does not start on battlefield)

Player 2

- ① ② Deepwyrms Drow
- ③ Feral Troll





ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME—Crazy Troll (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Guttural wails echo maddeningly through the underground cavern. The heroes of Toril and the Deepwyrms drow race toward the head-splitting sound.

As they burst upon the source of the noise, the warriors find an awful sight. A feral troll screams and thrashes at the air around it, its huge eyes rolling in their sockets.

Pelloth, the leader of the drow, shouts to be heard above the cries of the troll. "The brute must have found the artifact. Do you see what trying to understand its power does to a dull mind? Go, recover the artifact. The topsiders must not be allowed to possess it!"

Player 1's Goal: Player 1 must end a round with one of his or her Heroes carrying the Brandar's Chest Treasure Glyph.

Player 2's Goal: Player 2 must end a round with Pelloth carrying the Brandar's Chest Treasure Glyph. Player 2 also wins by destroying all of Player 1's figures.

Setup: Place figures where shown. Randomly choose three Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side up in a pile beside the board. Take the top Treasure Glyph off the pile and place it symbol-side up where shown.

Player 1 starts with Ana Karithon, Darrak Ambershard, Tandros Kreel, and Erevan Sunshadow. Player 2 starts with Pelloth and 1 Squad of Deepwyrms Drow. At the start of the game, neither player controls the Feral Troll. Place the Feral Troll's Army Card within reach of both players.

Special Rules

Crazy Troll: The Feral Troll has gone mad trying to understand what the artifact does. Because of that, treat it as a Neutral figure.

Neutral Figure: Both players may place order markers on a Neutral figure's Army Card. Order markers should be placed to either side of the Neutral figure's Army Card so they are not accidentally revealed as the figure changes hands throughout the game.

When an order marker is revealed for a Neutral figure, that player controls that figure for the duration of its turn. After that turn, the figure becomes Neutral and is not controlled by either player. While the figure is Neutral, all players treat it as an opponent's figure. A Neutral figure cannot attempt to pick up or activate any Treasure Glyphs, but like all figures, it can stand on a Treasure Glyph.

Local Insight: For every order marker on the Feral Troll's Army Card at the beginning of a round, add 1 to Player 2's initiative roll.

Reinforcements: Each time a Deepwyrms Drow figure is destroyed, place it back on one of the three spaces in its starting location.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, do not reveal the Treasure Glyph. Instead, remove the figure from the space containing the Treasure Glyph and place it back on its starting location. The figure will not take any leaving engagement attacks. If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card. If the Hero was able to pick up the Treasure Glyph, at the end of that Hero's turn, place the next Treasure Glyph from the pile symbol-side up on the space that Hero occupies.

Victory: Player 2 wins when all of Player 1's figures have been destroyed. Either player wins if, at the end of a round, one of their Heroes is carrying the Brandar's Chest Treasure Glyph.

If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

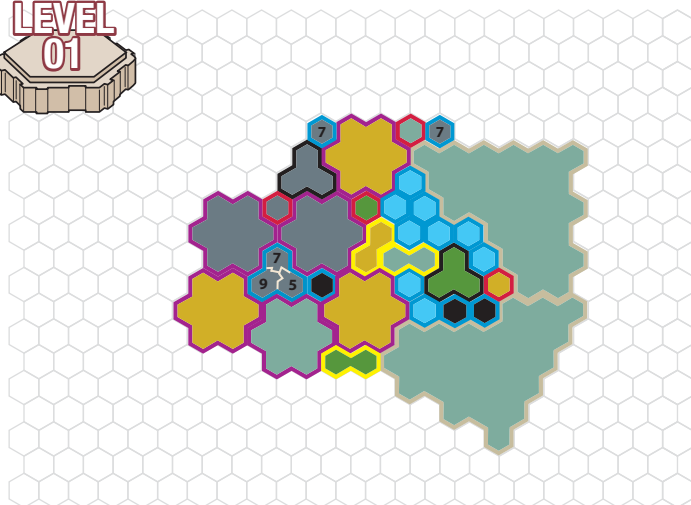
Battlefield and Game Scenarios

ROOM 3: THE PORTAL

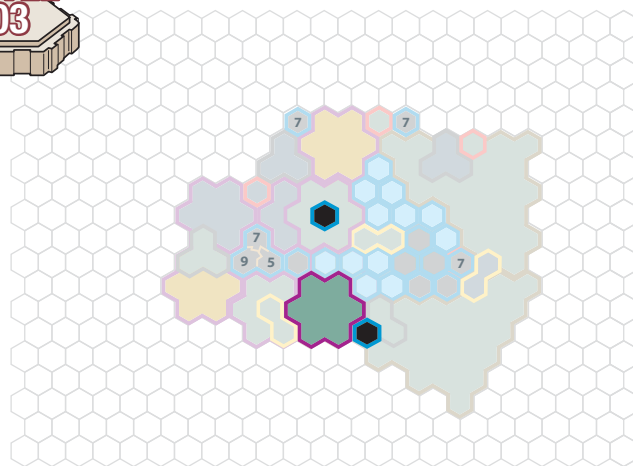
Hundreds of spiders crawl along the floor and the walls. A stagnant pool of water fills the center of the room. The smell of death and decay lingers here.



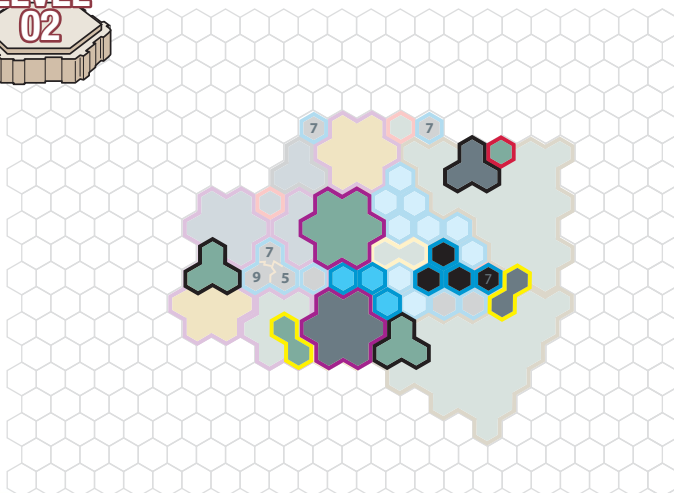
LEVEL 01



LEVEL 03



LEVEL 02



Battlefield and Game Scenarios

CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum Room 3: The Portal

As the last of your enemies fall, you hear one of the drow warriors cry out in its death throes, "Pelloth will avenge us! You will not live to see daylight again!"

The darkness of this room is overwhelming and disorienting. It crowds in on the light from the stone, and despite your experience with enclosed spaces, you feel a sudden pang of fear—as though the walls are closing in around you. You move to one of the walls, following it wherever it leads, wanting only to get out of the darkness.

As you move forward, you see a familiar purple glow coming from more of the luminescent plants that you encountered earlier. They start off as sparse thin vines, but as you move forward, more and more of the plants entwine with one another until the walls and floors are thick with them, lighting the entire room ahead in a purple glow. In your driving desire to leave the darkness behind, you rush toward the light. As you break upon the room, your heart sinks. The room is filled with more drow and yet another troll.

A drow dressed in dark robes and carrying a staff steps forward. "Kill them!" the drow spits in a hatred-laced voice. "The portal is nearly open. We cannot allow them to interfere."

Goal: Destroy all of your opponent's figures.

Setup: Place figures and the Treasure Glyph where shown.

Campaign Setup: If you just played *Ancient Sanctum: Room 2* and you are continuing the campaign, place only Player 1's figures that survived Room 2. Any wound markers on the surviving Heroes' Army Cards are removed, and any Treasure Glyphs (excluding Brandar's Chest) that were held by Player 1's surviving figures or were power-side up on the battlefield at the end of Room 2 can be placed on any of Player 1's Army Cards.

Special Rules: For the first round, do not roll for initiative. Player 1 goes first.

Player 2's Heroes cannot pick up the symbol-side up Treasure Glyph. However, if it is dropped and is power-side up on the battlefield, Player 2's eligible figures can pick it up.

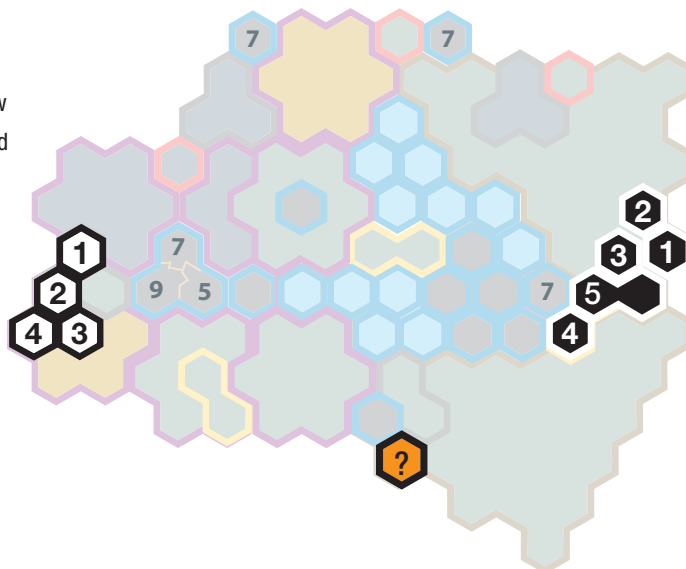
Treasure Glyph Trap: If you roll a 1–5, the figure that is attempting to pick up the Treasure Glyph loses the rest of its turn, the Treasure Glyph stays symbol-side up, and Player 2 may take a free turn with the Deepwyrms Drow if there are any still on the battlefield. If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up.

Victory: Be the last player with at least one figure on the battlefield to win.

CAMPAIGN CONTINUES: If at least 1 of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 4* on page 29.

Player 1

- 1 Tandros Kreel
- 2 Ana Karithon
- 3 Erevan Sunshadow
- 4 Darrak Ambershard



Player 2

- 1 2 3 Deepwyrms Drow
- 4 Pelloth
- 5 Feral Troll

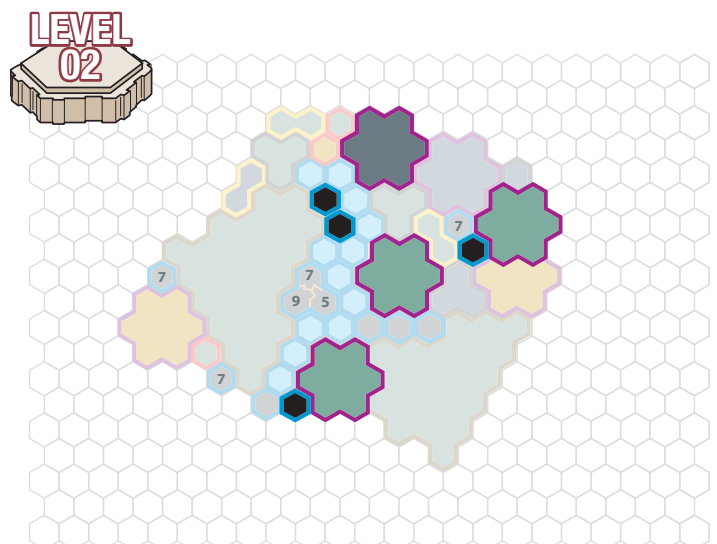
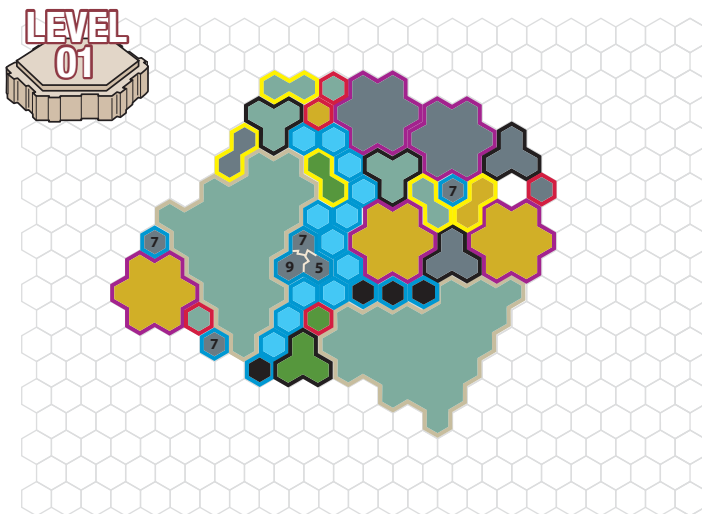
ROUND MARKER TRACK



Battlefield and Game Scenarios

ROOM 4: THE ANCIENT SANCTUM

The room's walls are lined with bright glowing lines of script, in a language that you cannot read but do recognize. It is the same script that encircled the wellspring used to summon you into this world. This room contains power. That much is clear.



Battlefield and Game Scenarios

CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum Room 4: The Ancient Sanctum

Your limbs burn with exhaustion. You slump against a rock outcropping, breathing heavily. What could have brought so many villains to this one place? Could the portal that the drow mentioned be one of the wellsprings that Jandar spoke of?

Your thoughts are cut short as a brilliant white-blue light flashes through an entryway in the wall. The ground begins to shake, and a deafening tone reverberates through the room.

The tone dies down to a low rumble. Bits of the ceiling begin dropping down from all around you. You get up and race for the source of the light, dodging falling rubble as you go.

The entryway opens onto a large room. The room's walls are lined with bright glowing lines of script, belonging to a language that you cannot read but do recognize. It is the same script that encircled the wellspring used to summon you into this world.

At the back of the room a black dragon unfurls its wings as it stands up on its hindquarters. The dragon speaks in a triumphant voice. "Utgar will be pleased. The secret of the ancients has been unlocked."

A green liquid sprays out from the dragon's maw. You narrowly dodge the spray and watch as the bubbling fluid eats its way through the solid stone floor.

Goal: Destroy all of your opponent's figures.

Setup: Place figures and the Treasure Glyph where shown.

Campaign Setup: If you just played *Ancient Sanctum: Room 3* and you are continuing the campaign, place only Player 1's figures that survived Room 3. Any wound markers on the surviving Heroes' Army Cards are removed, and any Treasure Glyphs that were held by Player 1's surviving figures or were power-side up on the battlefield at the end of Room 3 can be placed on any of Player 1's Army Cards.

Special Rules: Player 2's Heroes cannot pick up the symbol-side up Treasure Glyph. However, if it is dropped and is power-side up, Player 2's eligible figures can pick it up.

Treasure Glyph Trap: If you roll a 1–5, the Treasure Glyph stays symbol-side up, and Player 2 may add a squad of Deepwyrms Drow to his Army and place them onto any unoccupied space adjacent to any of Player 1's figure(s). If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up. Player 2 can no longer place Deepwyrms Drow onto the board.

Victory: Be the last player with at least one figure on the battlefield to win.

VICTORIOUS HEROES

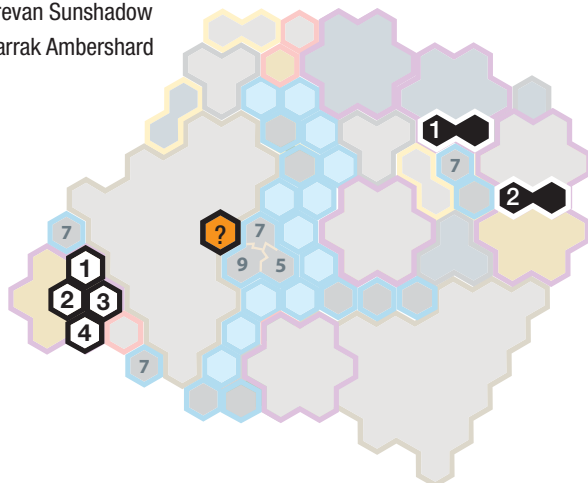
The dragon writhes in pain and rage as it declares, "This is not over. The sanctuaries of the ancients spread out under the surface of this land like a web. Their knowledge and power will belong to Utgar."

As the dragon finishes speaking, the script on the walls shines out even brighter, dazzling your vision. The light then dies back down and goes out completely. The dragon has vanished.

A tingle prickles up your spine as you consider the dragon's words. You leave this place with a deep understanding that the war in Valhalla has changed drastically. How many more of these places has Utgar discovered, and what secrets do they hold?

Player 1

- ① Tandros Kreel
- ② Ana Karithon
- ③ Erevan Sunshadow
- ④ Darrak Ambershard



Player 2

- ① Othkurik
- ② Feral Troll
- ③ ④ Deepwyrms Drow
- ⑤ (Drow do not start the battlefield)

ROUND MARKER TRACK





ROUND MARKER TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

Battlefield: Othkurik's Throne



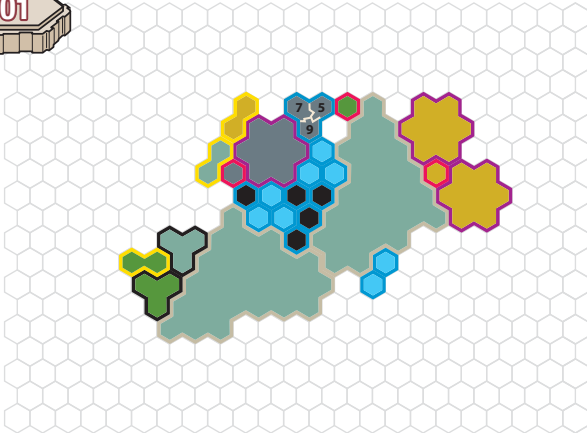
OTHKURIK'S THRONE BATTLEFIELD

Required Sets:

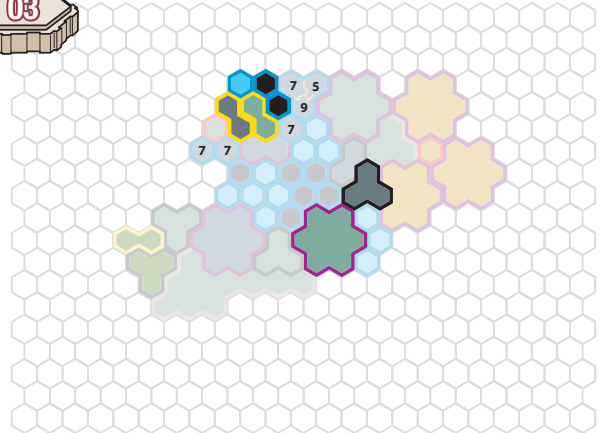
1 Battle for the Underdark™ Master Set

The black dragon Othkurik enjoys collecting treasure. He takes it back to his "throne," a small cavern nestled deep in the Underdark, where he hoards his collection. The cavern is both a safe area to rest and a good launching point for raids. While he sleeps, the dragon has his minions stand watch against any adventurers foolish enough to invade his lair.

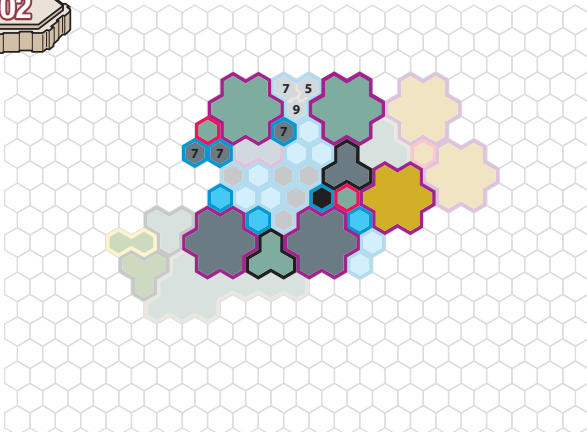
LEVEL
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LEVEL
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LEVEL
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ONLINE EXCLUSIVE GAME SCENARIOS

MASTER GAME—Raiding Othkurik's Throne (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Ambushes have plagued the northern pass in recent months. With them come whispers of drow assassins in the night, pillaging the wealth of travelers and leaving behind nothing but bones and blood. Among the areas raided was a key strategic post of the allied generals. Maps of their strongholds in the Underdark were stolen.

You have been sent to investigate a cavern to the north, believed to be the raiders' base of operations, and recover the maps at any cost.

As you step into the cavern, the damp moss-covered walls seem to come alive, shaking in a low rumble as if drawing breath. You light your torches, and by their glow you see the den of a black dragon just beyond a shadowy lagoon. The dragon's scaly chest rises and falls as it breathes, and vile plumes of acidic smoke rise from its nostrils. Your torchlight also reflects off piles of golden treasure, but you have no time to examine them—a horde of the dragon's minions approach to defend their master and his den of greed.

With your backs to the cavern mouth, you ready yourselves for battle and pray that the dragon is not a light sleeper.

Player 1's Goal: Player 1 has two ways to achieve victory.

Before Othkurik Awakes: Player 1 must destroy all Player 2's figures, or have one of his or her figures exit the cavern with the Brandar's Chest Treasure Glyph.

After Othkurik Awakes: Player 1 must destroy Othkurik, or have one of his or her figures exit the cavern with the Brandar's Chest Treasure Glyph.

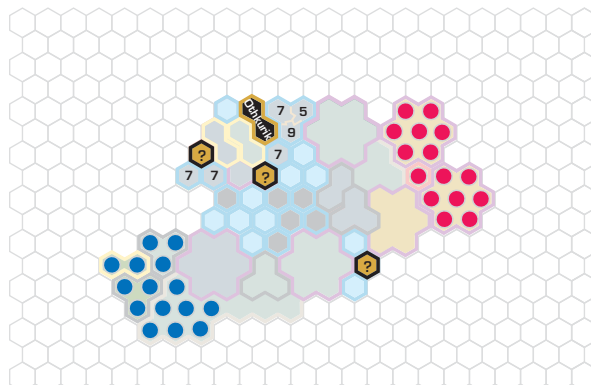
Player 2's Goal: Player 2 must destroy Player 1's figures.

Setup: Choose one of the following two options.

Master Set Only: Player 1 starts with Ana Karithon, Darrak Ambershard, Tandros Kreeel, and Erevan Sunshadow. Player 2 starts with 1 Squad of Deepwyrms, Pellioth, and 1 Feral Troll.

Master Set and Expansion Sets: Player 1 drafts or brings a pre-made 400-point Army. Player 2 drafts or brings a pre-made 300-point Army. Neither Army can include Othkurik.

Whichever setup option you choose, place Othkurik where shown. Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone.



Randomly choose two Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side up where shown.

Special Rules

Exiting the Cavern: A figure in Player 1's Army that is carrying the Brandar's Chest Treasure Glyph can exit the cavern (and win) by ending its turn on one of the 5 grass spaces in its starting zone.

Othkurik: Othkurik starts the game asleep. He is on the battlefield but not under anyone's control, and he cannot be targeted or affected by any attacks. Any figure adjacent to Othkurik can move away from him without taking any leaving engagement attacks. If Othkurik has not awoken (see "Treasure Glyph Trap" below) by the end of Round 4, Player 2 gains control of Othkurik.

Hands Off: Player 2's figures (including Othkurik, if under his or her control) cannot attempt to pick up any symbol-side up Treasure Glyphs.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, the figure attempting to pick up the Treasure Glyph receives 1 wound and, if Othkurik is not yet awake, the trap wakes Othkurik. Do not reveal the Treasure Glyph. Player 2 now gains control of Othkurik, but he or she cannot place order markers on him until the beginning of the next round.

Victory: Player 2 wins when all of Player 1's figures have been destroyed.

Player 1 wins when one of his or her figures carrying Brandar's Chest Treasure Glyph ends its turn on a grass space in its starting zone, or when Othkurik has been destroyed. Player 1 also wins by destroying all of Player 2's figures before Othkurik awakes.

If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

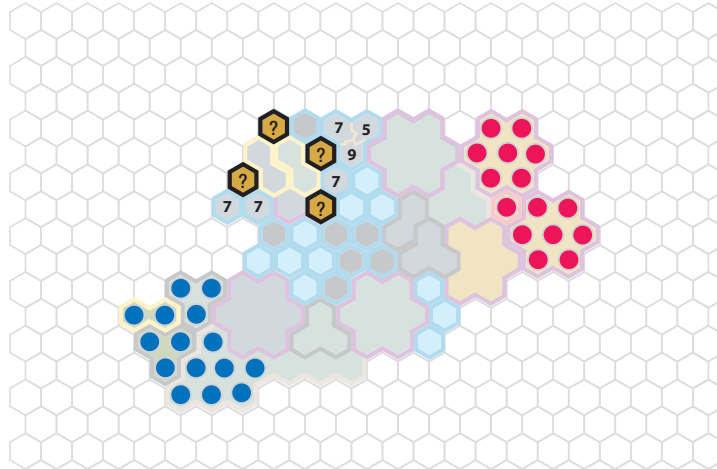
ROUND MARKER TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

OT2: Controlling Othkurik's Throne



MASTER GAME—Controlling Othkurik's Throne (2 Players)

Required Sets:

1 Battle for the Underdark™ Master Set

Tales of dragon treasure have drawn two competing parties of adventurers into the heart of the Underdark. The two groups, following different paths, arrive at the same time in the throne room of the black dragon. Othkurik is away, but the walls of the cavern drip with the dragon's green acid.

The opposing sides are not about to share the treasure laid out before them. A battle ensues, with adventurers looting as they fight. The combatants soon find out that dripping acid and rival warriors aren't their only concern. Much of the treasure here is cursed.

Goal: Take control of Othkurik's throne by destroying all your opponent's figures.

Setup: Each player drafts or brings a pre-made 400-point Army. Player 1 starts in the blue starting zone. Player 2 starts in the red starting zone.

Randomly choose three Treasure Glyphs and the Brandar's Chest Treasure Glyph, mix them up, and place them symbol-side where shown.

Special Rules

Acid Drip: At the end of each round, roll one attack die for each figure that is not on a water space. If you roll a skull, that figure receives 1 wound. If Othkurik is in either Army, he is never affected by the Acid Drip. If a figure is carrying the Brandar's Chest Treasure Glyph, that figure and all adjacent friendly figures are not affected by the Acid Drip.

Cloak of Acid Resistance: If a figure is carrying the Brandar's Chest Treasure Glyph, that figure and all adjacent friendly figures are not affected by the Acid Drip. If Othkurik is in either Army, the figure carrying the Brandar's Chest Treasure Glyph also adds 1 automatic shield to whatever is rolled when defending against Othkurik's Acid Spray Special Attack.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1–5, do not reveal the Treasure Glyph. Instead, the figure attempting to pick up the Treasure Glyph receives 2 wounds.

Victory: Player 2 wins when all of Player 1's figures have been destroyed. Player 1 wins when all of Player 2's figures have been destroyed.

If neither player has won by the end of Round 7, the player with the most points on the battlefield wins (see "Scoring" on page 13 in the Battle for the Underdark Master Game).

ROUND
MARKER
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ONLINE EXCLUSIVE GAME SCENARIOS

Dungeon Adventure 2: THE RIVER OF BLOOD Campaign Master Game Rules

Required Sets: 1 Battle for the Underdark Master Set 1 full set of Champions of Forgotten Realms (Collection D1)
(2 Players)

The Underdark .None in Valhalla knew that such an expansive world lay just below the surface of their own. Somewhere in that twisting underground maze might lay the secrets of the lost civilization that built the wellsprings.

You are the leader of an adventuring party, sent into the Underdark to unravel its most recent mystery. Along one of the well-scouted passages, lies an underground lake. Recently a horrific number of mutilated corpses have been discovered floating in its waters, apparently carried there by a river that feeds into the lake. Now christened the River of Blood, it stretches back into an unexplored region of the Underdark. You have been tasked with following that river and discovering the source of the bodies that float down its current.

Special Campaign Rules: If you are playing each battle in Dungeon Adventure 2 in order as a campaign, the following rules apply.

Player 1's Adventuring Party: Player 1 drafts or brings a pre-made Army (the adventuring party) to use throughout the campaign. Before starting play, Player 1 chooses a 500-point Army that can contain only figures who follow the 5 allied generals (Jandar, Ullar, Vydar, Einar, and Aquilla). Note: Player 1 cannot select the Greenscale Warriors.

Player 2's Armies: Player 2 has a wide choice of figures for use in each room of the Dungeon Adventure including figures who follow the allied generals. (Although they were initially allies of the adventurers, those figures have become slaves to the River of Blood and its master.) However, two drafting rules apply to Player 2's Armies for this campaign.

1: Player 2 cannot select a duplicate of any Unique figure that was in Player 1's adventuring party at any point in the campaign.

2: Whenever Player 2 uses a Unique figure in a room, he or she forfeits the use of that figure in a future room. (This rule does not affect Uncommon figures).

For example, Player 2 selects Pelloth, and 2 Deepwyrms Drow squads for Room 1. If Player 1 defeats that Army and advances to the next room, Player 2 would be able to select the Deepwyrms Drow for future rooms, but not Pelloth, because he is Unique and has been destroyed. Note: Because of this rule, Othkurik, Estivara, and Torin cannot be used until rooms 3 and 4. Please read through each room's scenarios before deciding which Unique figures to use in each room.

Wounds: When Player 1 continues on to a new room in the dungeon, all wound markers on figures that were not destroyed in the previous room are removed from each of those figures' Army Cards. The figures start the next room at full health.

Death: If a figure in Player 1's Army is destroyed in any of the dungeon rooms, that figure's fate is not yet decided. See "Second Wind" below.

Second Wind: When setting up figures in a new room, set aside any figure that was destroyed in the previous room. Roll a number of attack dice equal to the destroyed figure's Life. That figure starts the next room with 1 wound for every skull rolled. If you roll a skull on every die for that figure, it is removed from the campaign and cannot roll for Second Wind in the following rooms if Player 1 continues to advance. If all of Player 1's units are destroyed in a room, Player 1 cannot continue to the next room using Second Wind. Player 2 wins the campaign.

Equipment (Treasure Glyphs): When Player 1 continues onto a new room in the dungeon, the Unique Heroes in Player 1's Army retain control of any Treasure Glyphs they carry, and gain control of any that were power-side up on the previous battlefield. Player 1 may redistribute the Treasure Glyphs only when placing figures onto starting zone spaces for a new room.

Random Treasure Glyphs: This Dungeon Adventure can possibly use all 7 non-Brandar's Chest Treasure Glyphs included in the required sets (see above). However, if you have additional Treasure Glyphs and want to add them to the pool, feel free! Take at least 7 non-Brandar's Chest Treasure Glyphs and put them in a symbol-side up pile to the side of the battlefield. Each time a random Treasure Glyph is required for a room, use the top Treasure Glyph from the symbol-side up pile.

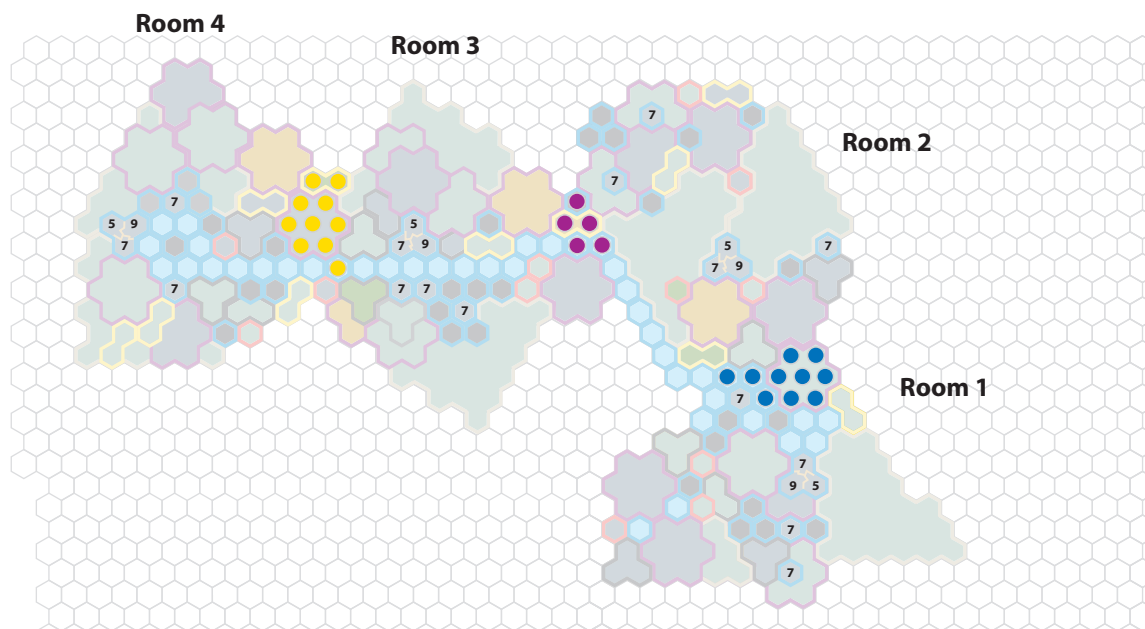
Deep in the Depths: Figures with The Drop special power cannot use that power, and always start each room in their player's starting zone.

Connected Rooms: If you look on the next page, you will see that the end of each room in the River of Blood is the beginning of the next. If you own multiple sets of the Battle for the Underdark Master Set, you can create all four connected rooms at once. However, when playing the campaign, you cannot skip ahead. Player 1 must accomplish the victory conditions of each room before venturing into the next room.

River of Blood Connected Rooms

If you own multiple sets of this Master Set and want to connect the rooms in Dungeon Adventure 2, use this guide. Build each battlefield according to the diagrams on the following pages, and connect them as shown below.

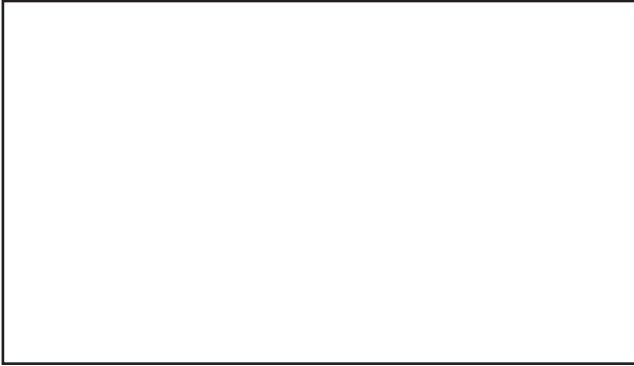
●	Shared tiles between rooms 1 and 2
●	Shared tiles between rooms 2 and 3
●	Shared tiles between rooms 3 and 4





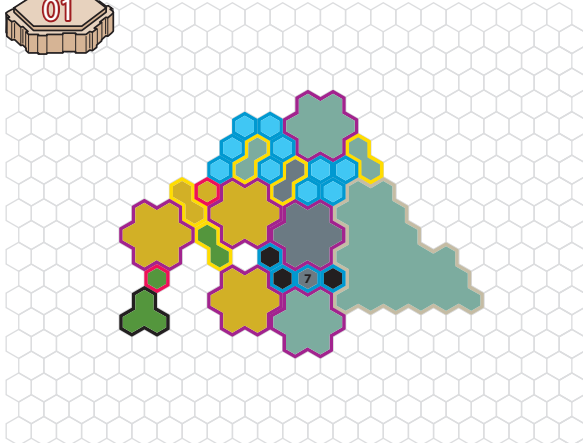
ONLINE EXCLUSIVE GAME SCENARIOS

Battlefield: River of Blood Room 1- The Descending Stair

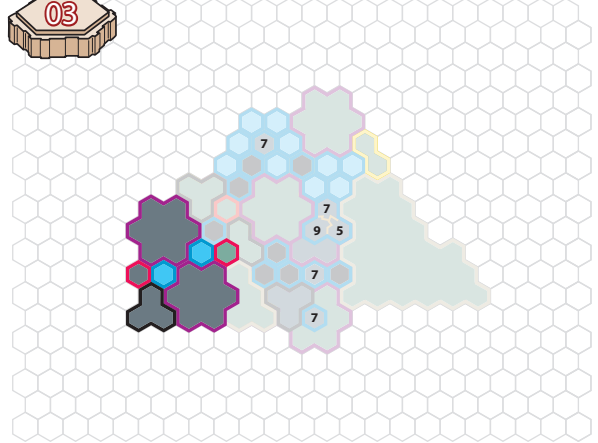


The River of Blood travels under the stair via a narrow gully and spills out into a massive lake. Few have ventured this far north.

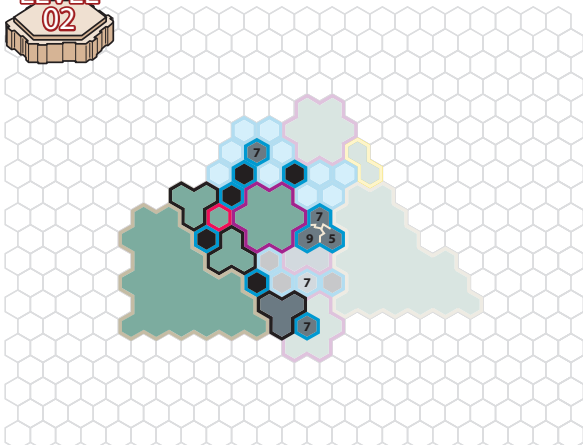
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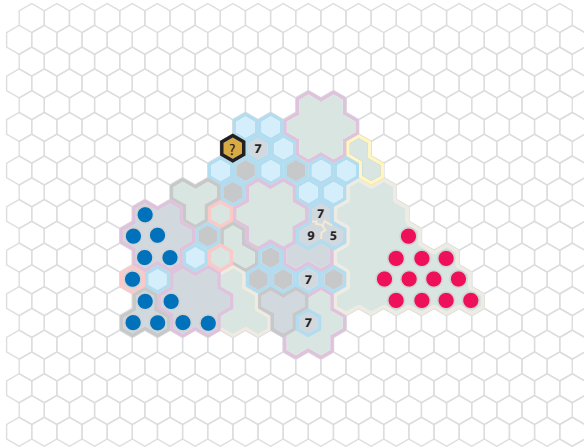


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ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Descending Stair

Required Sets: 1 Battle for the Underdark Master Set 1 full set of Champions of Forgotten Realms (Collection D1)
(2 Players)

Room 1: The Descending Stair:

As you enter the cavernous area of the underground lake, you pick up a slight smell of sulfur in the air. Kneeling down, you cup some of the lake's water in your hands. The water burns to the touch- it is definitely the source of the smell. Something is contaminating the water. You warn the others in your party to stay clear of it.

You quickly spot the newly-named River of Blood flowing into the lake from a tunnel. Like a dark omen, just as you set your gaze on the river's entrance, the pale dead eyes of a floating corpse meet your own, as the body drifts lazily out from the river and into the lake.

You follow a narrow passage that leads over the river's tunnel. After a time, the narrow passage opens up onto a natural stair that descends into the darkness. At its bottom your torch illuminates flashes of agile movement. There are drow here guarding the stair. You smile grimly. "That didn't take long," you mutter as you draw your weapon.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 1 non-Brandar's Chest Treasure Glyph and place it symbol side up as shown.

Player 1 drafts or brings a pre-made 500 point Army of figures from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla). Player 2 drafts or brings a 250 point Army that must include at least one squad of Deepwyrms Drow.

Player 1 starts in the Blue starting zone. Player 2 starts in the Red starting zone.

Special Rules:

River of Blood: Any figure that ends its turn on a water space must roll a 20-sided die. For Squad figures, only figures that were activated on that turn are affected. If you roll a 1-4, that figure receives 1 wound from the traces of acid in the water. Note: The River of Blood takes effect after all end of turn powers have resolved.

Stalactites: If a figure uses the Flying special power to move, place 1 wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by Stalactites.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1-5, do not reveal the Treasure Glyph. Instead, the Hero attempting to pick up the Treasure Glyph receives 1 wound. If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card.

Victory: Be the last player with at least one figure on the battlefield to win. If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring", on page 13 in the Battle for the Underdark Master Set game guide). Player 1 must defeat all of Player 2's figures to continue onto the next room.

CAMPAIGN CONTINUES: If at least one of Player 1's figures survives the battle, and all of Player 2's figures have been destroyed, you may continue the campaign by playing *River of Blood: Room 2* on page 6.

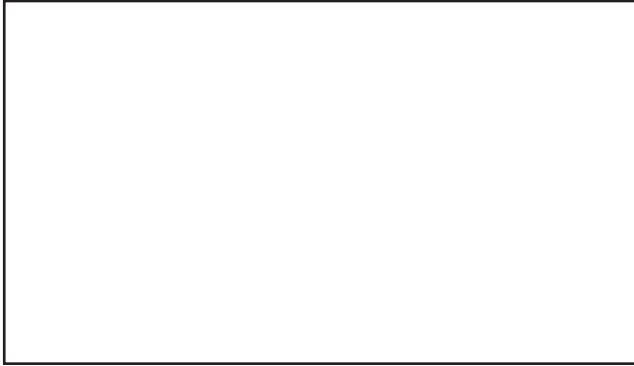
ROUND
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ONLINE EXCLUSIVE GAME SCENARIOS

Battlefield: River of Blood Room 2- The Hydra's Lair



The river of blood rushes back towards the stair with a torrent of speed. Mired in shadow, the Hydra's lair sits atop a perch of rock that tell all who enter who controls this area.

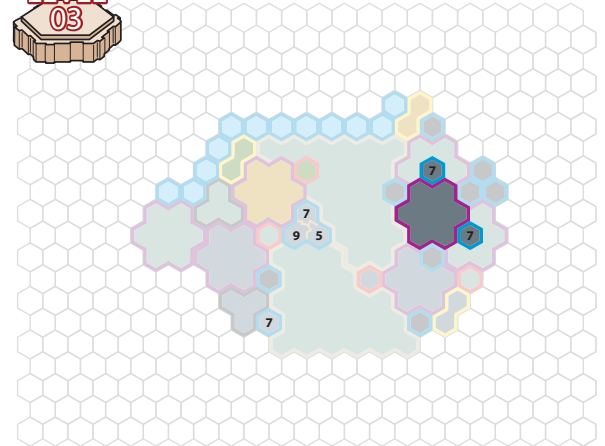
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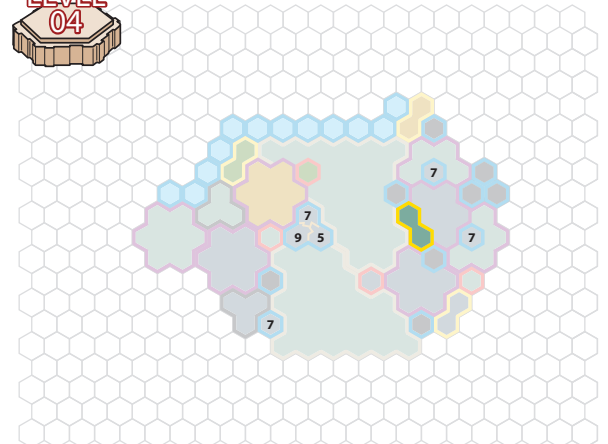
LEVEL
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LEVEL
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ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Hydra's Lair

Required Sets: 1 Battle for the Underdark Master Set, 1 full set of Champions of Forgotten Realms (Collection D1)
(2 Players)

Room 2: The Hydra's Lair:

Your enemies lie at your feet. One badly injured drow still draws breath. He uses that breath to curse you in his native tongue. You press him for information about the bodies floating out into the lake, but he expires with a final hiss. At least, you thought the hissing came from him-but there it is again.

You stand and follow the river as it curves sharply to the left. As you move ahead, the hissing becomes louder. Just beyond an outcropping of rock you catch a glimpse of writhing snake like necks and heads. It is a hydra! And you have crossed into its lair.

The river gurgles to your left; it is moving faster here. A scream bursts forth from the hydra's many throats, drowning out the sound of the rushing river. The monster has spotted you, and its screams have summoned its minions.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyphs and place them symbol side up as shown.

Player 1 drafts or brings a pre-made 500 point army of figures from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla). Player 2 drafts or brings a 300 point army that must include only one Fen Hydra.

Player 1 starts in the Blue starting zone. Player 2 starts in the Red starting zone. Player 2's Fen Hydra starts on the space marked .

Campaign Setup: If you just played *River of Blood: Room 1* and you are continuing the campaign, place only Player 1's figures that survived room 1. Figures that used Second Wind (see the campaign Master Rules) might start with wound markers already on their Army Cards.

Special Rules:

River of Blood: Any figure that ends its turn on a water space must roll a 20-sided die. For Squad figures, only figures that were activated on that turn are affected. If you roll a 1-4, that figure receives 1 wound from the traces of acid in the water. Note: The River of Blood takes effect after all end of turn powers have resolved.

Stalactites: If a figure uses the Flying special power to move, place 1 wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by Stalactites.

Rapid River: At the end of each round, each Treasure Glyph that is on a water space moves 1 water space closer to Player 1's starting zone, if possible. A Glyph can move off, or onto a space a figure occupies, but it does not move if the next water space is currently a non-water space (for example, an ice space created by a Greater Ice Elemental). If a Glyph is on the last water space in Room 2 when it would be moved by the Rapid River, it is removed from the battlefield.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a 1-5, do not reveal the Treasure Glyph. Instead, the Hero is sucked underwater and pulled with the current (see "Water Current" below). If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card.

Water Current: Whenever a Hero is sucked underwater by the Treasure Glyph trap, immediately move that Hero along the water spaces towards Player 1's starting zone until one of the following conditions is met:

- *The Hero moves onto a non-water space (for example, an ice space created by a Greater Ice Elemental).

- *The Hero would move onto a space occupied by another figure.

- *The Hero reaches the last water space in Room 2.

The moved Hero does not take any leaving engagement attacks while moving along the River of Blood, nor does it stop or trigger any powers based on movement until it meets one of the above conditions.

Victory: Be the last player with at least one figure on the battlefield to win. If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring", on page 13 in the Battle for the Underdark Master Set game guide). Player 1 must defeat all of Player 2's figures to continue on to the next room.

CAMPAIGN CONTINUES: If at least one of Player 1's figures survives the battle, and all of Player 2's figures have been destroyed, you may continue the campaign by playing *River of Blood: Room 3* on page 8.

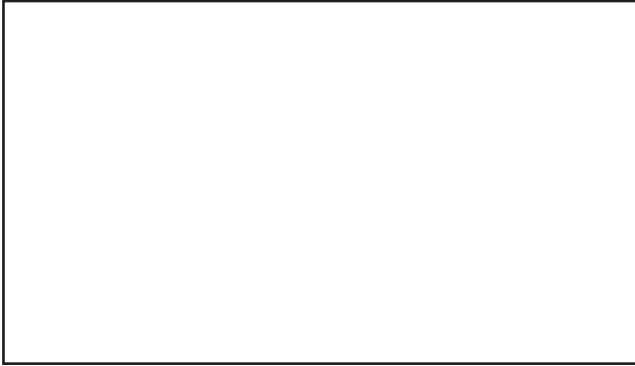
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ONLINE EXCLUSIVE GAME SCENARIOS

Battlefield: River of Blood Room 3- The Torture Chamber



The River of Bloods rapid flow begins here, where the river is choked between rocks stained in blood. to the west a leveled off area looms where those controlling the chamber can look down upon those they control.

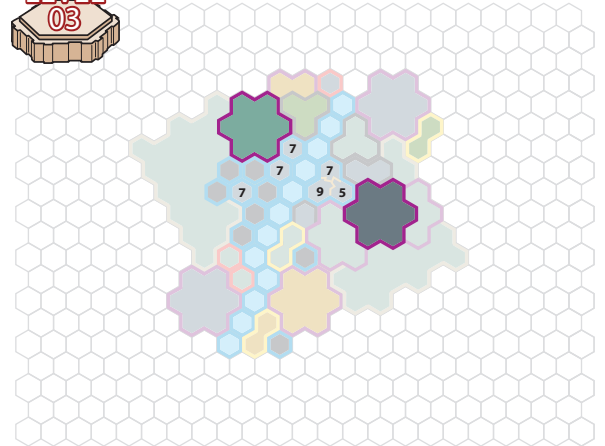
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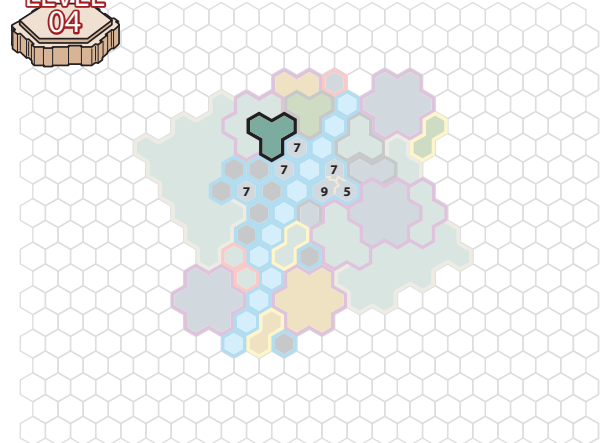
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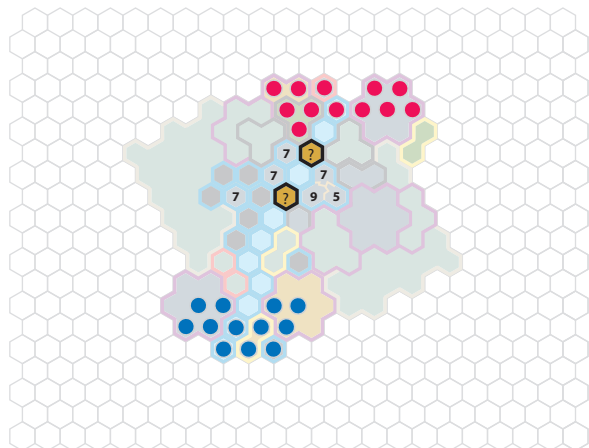


LEVEL
04





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Torture Chamber

Required Sets: 1 Battle for the Underdark Master Set, 1 full set of Champions of Forgotten Realms (Collection D1)
(2 Players)

Room 3: The Torture Chamber:

Your chest heaves as you pull air into your burning lungs. The battle was hard won and your body cries out for rest, but the fresh streaks of crimson flowing down the river tell you that your job is not yet done.

Your party continues its trek upstream. After a short distance you enter into an area where giant stalactites loom overhead. Rocks jut up on both sides of the river, stained red with layers of drying blood. In the shadows beyond the rocks you see a pair of glowing yellow eyes. The eyes move forward into the light, revealing the face behind them. You immediately recognize the creature from the growing number of tales told about it: This is the black dragon Othkurik, Utgar's champion of the Underdark. With the dragon is a band of Greenscale Warriors. Knowing that the lizardfolk were summoned by the Valkyrie Ullar, you call to them but their blank expression tells you that they are no longer allies.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyphs and place them symbol side up as shown.

Player 1 drafts or brings a pre-made 500 point army of figures from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla). Player 2 drafts or brings a 350 point army that must include Othkurik and at least 1 squad of Greenscale Warriors. Besides any Greenscale Warriors, Player 2's Army can only include Utgar figures.

Player 1 starts in the Blue starting zone. Player 2 starts in the Red starting zone.

Campaign Setup: If you just played *River of Blood: Room 2* and you are continuing the campaign, place only Player 1's figures that survived room 2. Figures that used Second Wind (see the campaign Master Rules) might start with wound markers already on their Army Cards.

Special Rules:

River of Blood: Any figure that ends its turn on a water space must roll a 20-sided die. For Squad figures, only figures that were activated on that turn are affected. If you roll a 1-4, that figure receives 1 wound from the traces of acid in the water. Note: The River of Blood takes effect after all end of turn powers have resolved.

Stalactites: If a figure uses the Flying special power to move, place 1 wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by Stalactites.

Rapid River: At the end of each round, each Treasure Glyph that is on a water space moves 1 water space closer to Player 1's starting zone, if possible. A Glyph can move off, or onto a space a figure occupies, but it does not move if the next water space is currently a non-water space (for example, an ice space created by a Greater Ice Elemental). If a Glyph is on the last water space in Room 3 when it would be moved by the Rapid River, it is removed from the battlefield.

Tortured into Submission: At the start of the game, Player 2 controls at least 1 squad of Greenscale Warriors who must select either Othkurik or another eligible figure in Player 2's Army as their Lizard King. As soon as Player 1 destroys that Lizard King, Player 1 gains control of all remaining Greenscale Warriors for the rest of the campaign. Player 2 removes all unrevealed order markers on the Greenscale Warriors' Army Card(s) and passes them over to Player 1. Note: Player 1 cannot name a new Lizard King for the Greenscale Warriors (if possible) until the beginning of Room 4.

Treasure Glyph Trap: Roll the 20-sided die. If you roll a roll of 1-5, do not reveal the Treasure Glyph. Instead, roll 2 attack dice. That Hero immediately receives one wound and removes one random unrevealed order marker from its Army Card for each skull rolled. If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card.

Victory: Be the last player with at least one figure on the battlefield to win. If neither player has won by the end of Round 10, the player with the most points on the battlefield wins (see "Scoring", on page 13 in the Battle for the Underdark Master Set Game Guide). Player 1 must defeat all of Player 2's Utgar figures to continue on to the next room

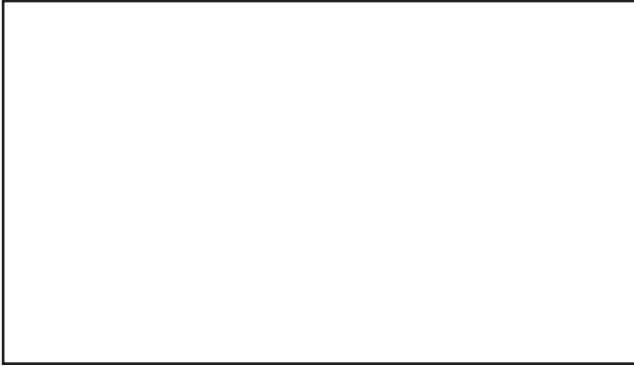
CAMPAIGN CONTINUES: If at least one of Player 1's figures survives the battle, and all of Player 2's Utgar figures are destroyed, you may continue the campaign by playing *River of Blood: Room 4* on page 10.

ROUND
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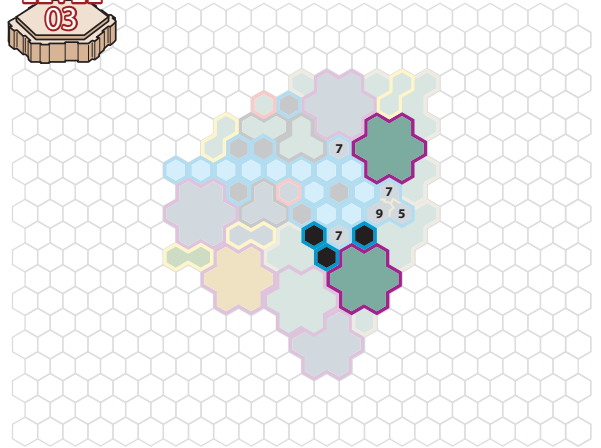


ONLINE EXCLUSIVE GAME SCENARIOS

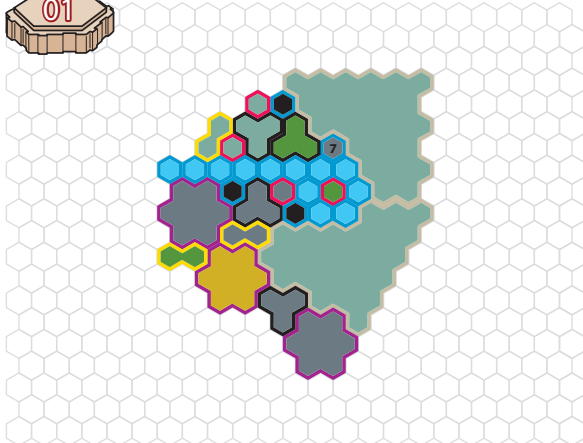


The rocks in this room form a circle surrounding the area where the River of Blood begins. Fed from underground streams, it bubbles up around the rock outcrops and flows gently to the south.

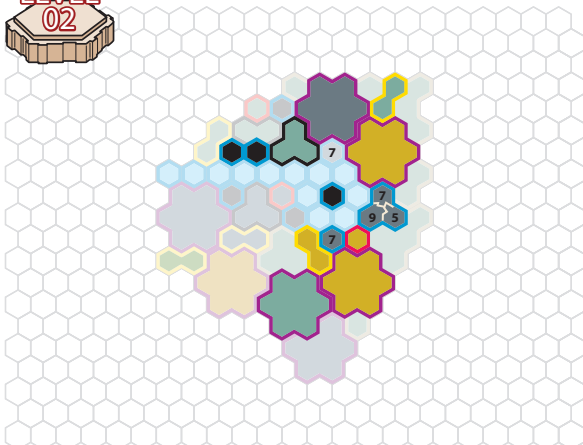
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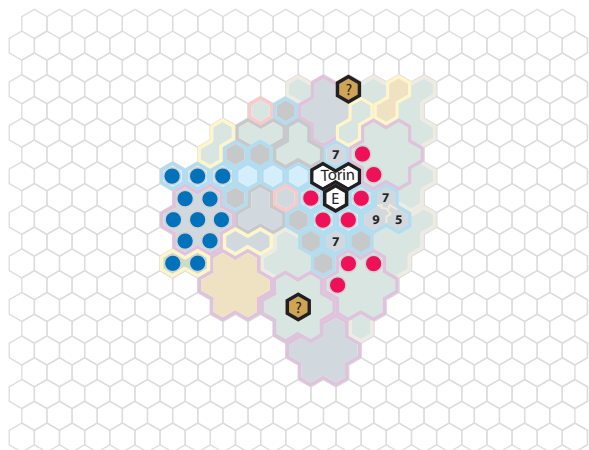


LEVEL
02





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Transformation Circle

Required Sets: 1 Battle for the Underdark Master Set, 1 full set of Champions of Forgotten Realms (Collection D1) (2 Players)

Room 4: The Transformation Circle:

Othkurik is slain. You fall to your knees in relief. This has been the hardest challenge of your life, but you have overcome it. You have not failed the Valkyrie.

You get wearily to your feet and start back toward the lake. Suddenly, you hear a deep thud. You feel a prickle run up your back. Another thud sounds out, and with it a flash of bright blue-white light. You hear the distant sound of a female voice chanting rhythmically.

Your heart sinks. You turn and move towards the chanting. Your legs feel more weighted with every step.

The chanting becomes louder and louder until you spot its source. A female drow stands in ceremonial-looking garb, she is surrounded by a circle of glowing symbols. Her long white hair and robes twist and fly in all directions, as if she is standing in the midst of a tempest. Her chanting swells to a new fervor. At her feet lies a Kyrie. At first you think he is injured, but as you study him, you see he is smiling.

A tall brute of a cyclops stands nearby the drow. His single large eye is fixed on you. He growls out, "Stop them. Estivara's ritual must not be interrupted."

Player 1's Goal: Destroy Estivara by the end of Round 6.

Player 2's Goal: Destroy all of Player 1's figures, or keep Estivara alive until the end of Round 6.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyphs and place them symbol side up as shown.

Player 1 drafts or brings a pre-made 500 point army of figures from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla). Player 2 drafts or brings a 500 point army that must include Estivara and Torin.

Player 1 starts in the Blue starting zone. Player 2 starts in the Red starting zone. Estivara starts on the spot marked **E** and Torin starts on

the spot marked **Torin**

Campaign Setup: If you just played *River of Blood: Room 3* and you are continuing the campaign, place only Player 1's figures that survived room 3. Figures that used Second Wind (see the campaign Master Rules) might start with wound markers already on their Army Cards.

Special Rules:

Casting the Ritual: Estivara is standing atop a pedestal in the middle of the ritual circle. She cannot move from that space while she performs the ritual, but she can take turns to attack and use other powers while casting. Estivara cannot be moved from the pedestal by any special power on any Army Card or Glyph.

Stalactites: If a figure uses the Flying special power to move, place 1 wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by Stalactites.

Treasure Glyph Trap: Roll a 20-sided die. If you roll of 1-5, do not reveal the Treasure Glyph. Instead, that Hero is immediately attacked by the Venom Trap (see *Venom Trap* below). If you roll a 6 or higher, turn the Treasure Glyph power-side up and place it on that Hero's Army Card.

Venom Trap: Roll 3 attack dice. The Hero affected by the Venom Trap rolls defense normally. If the Venom Trap inflicts at least 1 wound, roll the 20-sided die for Venom Damage. If you roll a 1-9, the Hero receives no additional wounds for Venom Damage. If you roll a 10-20 add 1 additional wound marker to the defending Hero's Army Card, and roll again for Venom Damage.

Victory Conditions: Player 1 wins by destroying Estivara before the end of Round 6, end the ritual. Player 2 wins when all of Player 1's figures have been destroyed, or if Estivara is still on the battlefield at the end of Round 6.

Read aloud if Player 1 wins:

Estivara screams as rays of brilliant light shine out from her eyes and mouth. She falls to the ground, and the room goes dark except for the light of your torch. Your remaining enemies stumble around in a dazed stupor. Having lost the will to fight they flee into the dark tunnels leading away from the area. The smiling Kyrie lying at the center of the symbols rolls over and bounds to his feet. His smile is gone. He cries out in a wordless scream of anger and disgust, then he too vanishes down a darkened corridor. You lack the energy to chase him, but you are satisfied, knowing that what must have been a great evil was stopped here today.

Read aloud if Player 2 wins:

The last words of Estivara's long chant echo off the cavern walls. Silence lingers for a moment, and then the room begins to quake. Estivara steps out of the ring of symbols, and the Kyrie lying there gets to his feet. He drinks a goblet of sparkling water and, as he does, his body begins to shift. He grows, his bones crack, his face distorts, his features grow hideously large, and his wings become leathery. Standing in the symbols is a new monstrosity – an evil new Archkyrie is born!

ROUND MARKER TRACK



Campaign Master Game Rules

Dungeon Adventure 3: Shadow Cavern Campaign Master Game Rules

Required Sets: 2 Battle for the Underdark Master Sets and 1 complete set of Warriors of Eberron (Collection D2)

Down beyond the blighted forests of Bleakwoode, in the province of Braunglayde, lies an entrance into the Underdark. A new Valkyrie has recently been born by means of a dark ritual and stirrings in this area suggest that the new Valkyrie may have taken up residence here, seeking to establish a seat of power for himself.

You are to lead a party of adventurers on a scouting mission. Discover what you can about what lies below the surface of Braunglayde and escape with your lives to report your findings.

Playing the Shadow Cavern:

Start with the Forked Path Entrance scenario. From there, you can branch into rooms 2, 3, and 4 in the order the scenario dictates. Finally, you will finish the adventure with the Forked Path Exit scenario. Note that the entrance and exit scenario use the same battlefield (the Forked Path).

Special Campaign Rules: If you are playing each battle in Dungeon Adventure 3 in order as a campaign, the following rules apply.

This campaign can be played with 2-4 players. Player 1 will be in control of the Evil dungeon inhabitants. Player(s) 2-4 will be in control of the Adventuring Team (and teamed together in a 3-4 player game).

Army Selection for Room 1:

Player 1 drafts or chooses a pre-made Army for room 1 first. Player 1 selects a 400 point army that can contain only figures from Utgar, Valkrill, or Vydar. After Player 1 has decided which figures will be in his Army for Room 1, Player(s) 2-4 can select their Armies for the Dungeon Adventure that can contain only figures from Jandar, Einar, Ullar, Aquilla, and Vydar. The amount of points that each player has available is determined by the number of players:

2 players: Player 2 selects a 600 point Army.

3 players: Players 2 and 3 each select a 300 point Army.

4 players: Players 2, 3, and 4 each select a 200 point Army.

No player can draft a Unique figure that any other player has already drafted (Note that Uncommon figures are not included in this rule and players may draft any number of them). Player 1 will be drafting new Armies for each room of the dungeon, while players 2-4 will continue on with their Adventuring Team as they delve deeper into the dungeon (see *wounds*, *death*, and *second wind* below).

Wounds: When the Adventuring Team (Players 2-4) continues on to a new room in the dungeon, all wound markers on figures that were not destroyed in the previous room are removed from each of those figures' Army Cards. The figures start the next room at full health.

Death: If a figure in the Adventuring Team (Players 2-4) is destroyed in any of the dungeon rooms, that figure's fate is not yet decided. See Second Wind below.

Second Wind: When setting up figures in a new room, set aside any figure that was destroyed in the previous room. Roll a number of attack dice equal to the destroyed figure's life. That figure starts the next room with 1 wound for every skull rolled. If you roll a skull on every die for that figure, it is removed from the campaign and cannot roll for Second Wind in the following rooms if Adventuring Team (Players 2-4) continues to advance. In a 3-4 player game, if all of a player's units are destroyed in a room, but one of their teammates was able to complete the room with figures left, the other player(s) can roll for second wind even though all of his or her figures were destroyed in the previous room. If all of the Adventuring Team's figures are destroyed in a room, Player 1 automatically wins the campaign.

Collecting Treasure: Each battlefield has 3 water spaces near the edge that go through 2 rock outcrops. They are marked with (e) in the scenario guides. If a Treasure Glyph is placed onto any of those spaces (either by dropping them or the controlling figure getting destroyed), that glyph immediately disappears and is placed to the side of the battlefield. When setting up figures for any future rooms, Player 1 retains control of any Treasure Glyphs removed in this way and may give them to any eligible Hero in his Army.

Equipment (Treasure Glyphs): When the Adventuring Team (Players 2-4) continues onto a new room in the dungeon, the Unique Heroes in the Adventuring Team's Army retain control of any Treasure Glyphs they carry, and gain control of any that are power-side up on the battlefield. The Adventuring Team may redistribute the Treasure Glyphs only when placing figures onto starting zones for a new room, and may pass Treasure Glyphs to friendly figures if agreed upon by both controlling players.

Random Treasure Glyphs: This Dungeon Adventure uses 7 non-Brandar's Chest Treasure Glyphs. Take at least 7 non-Brandar's Chest Treasure Glyphs and put them into a symbol-side up pile to the side of the battlefield(s). Each time a random Treasure Glyph is required for a room, use the top Glyph from the symbol-side up pile. If you have additional Treasure Glyphs and want to add them to the pool, feel free!

Deep in the Depths: Figures with the Drop special power cannot use that power, and always start each room in their player's starting zone.

Cooperative Campaign:

If you are playing Dungeon Adventure 3 with 2 players, order markers are placed normally. However, if you are playing with 3-4 players, players 2-4 are playing cooperatively as teammates. In a cooperative campaign, one player takes on the role of the Dungeon Master and controls the evil monsters inhabiting the Underdark. The other players each play a small part of the Adventuring Team. The players must work together to defeat the Dungeon Master Player.

Order Markers in a Cooperative Campaign:

Order markers are used a little differently in a Cooperative Campaign. At the beginning of each round, before rolling initiative, place all 16 available order markers (2 master sets worth) into a bag or box. Each player randomly draws a number of order markers from the bag based upon how many players are playing:

3 players: Each Adventuring player takes 3 Order Markers; the Dungeon Master receives 5 Order Markers.

4 players: Each Adventuring player takes 2 Order Markers; the Dungeon Master receives 5 Order Markers.

Note: *There are always going to be order markers left in the bag.*

When placing Order Markers, the Adventuring Players may trade Order Markers among themselves, *but at the start of the round, they must have the same number of Order Markers that they drew.* In a 4 player game, if

an Adventuring player no longer has any figures in play, the remaining Adventuring Players draw 3 order markers each round. When only one Adventuring player has any units left in play, the game reverts to standard play just like a regular 2 player game for the duration of the room's adventure. If the remaining Adventuring Player is able to defeat the Dungeon Master Player, the other Adventuring Players will be able to rejoin the campaign in the next room (see *second wind* above)

Revealing Order Markers:

Players reveal Order Markers in clockwise order starting with the player who rolls highest for initiative. A player may have 2 or more of the same numbered Order Marker. When revealing Order Markers, if a player has more than one of that number, the player may choose which one to reveal. After all the players have had a chance to reveal that number in initiative order, the players may then reveal another Order Marker of that same number again going in initiative order. After all players have taken their third turns for the round, in initiative order any player that has 2 unrevealed 'X' order markers on an Army Card can reveal them (in initiative order) to take an additional turn with that figure.

Order Marker Limitations:

No player can ever have more than 2 copies of the same numbered Order Marker on any Army Card (or cards if you have more than one common card for that unit).

Connected Rooms: If you look below, you will see that the end of each room in the Shadow Cavern is connected in a circle. If you own more than 2 sets of the Battle for the Underdark Master set, you can create more than one connected room at once. However, when playing the campaign, you cannot skip ahead. Players 2-4 must accomplish the victory conditions of each room before venturing into the next room.

Shadow Cavern Connected Rooms

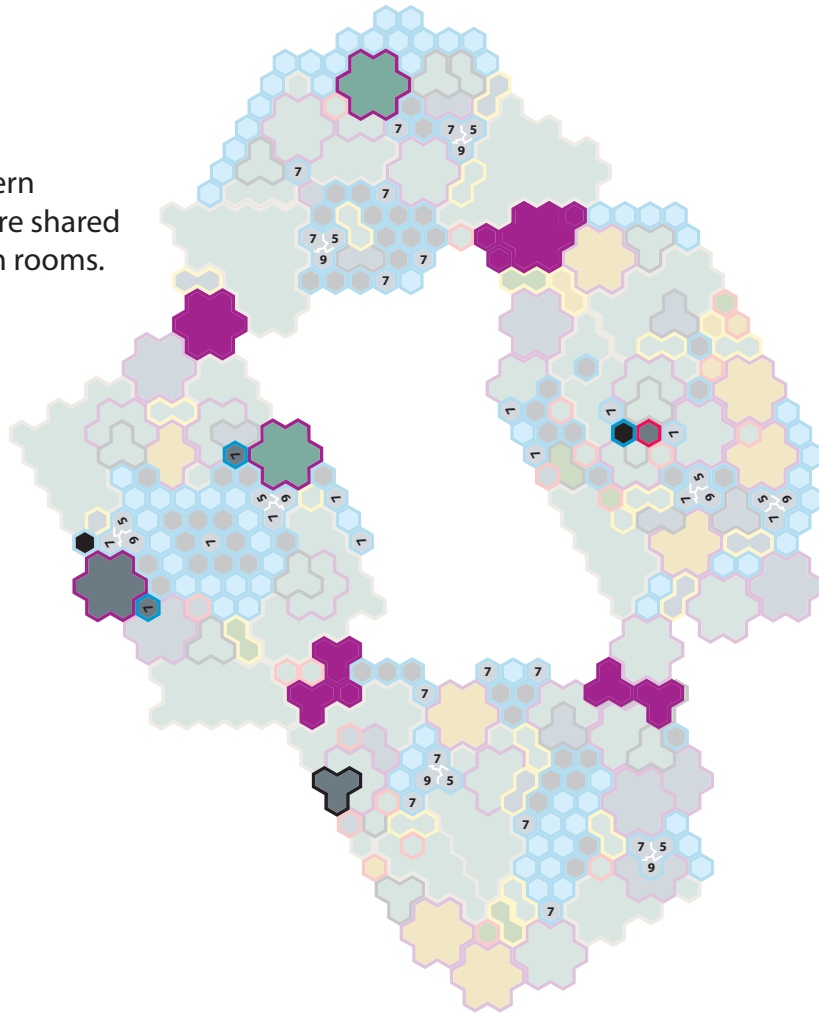
If you own multiple sets of the Battle for the Underdark Master Set and want to connect the rooms in Dungeon Adventure 3, use this guide. Build each battlefield according to the diagrams on the following pages, and connect them as shown on the next page.

Room 3

Shadow Cavern
Purple tiles are shared
tiles between rooms.

Room 4

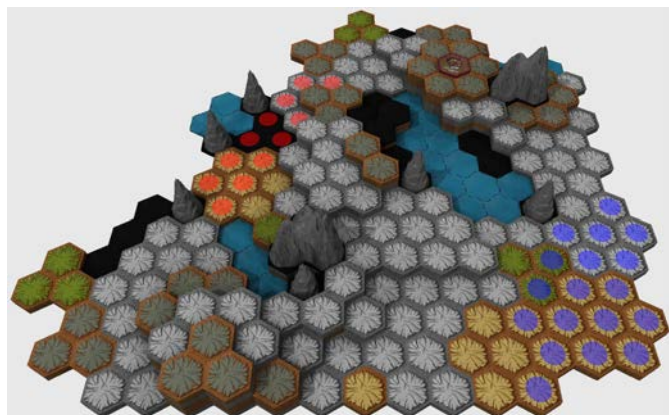
Room 2



Entrance/Room 1



ONLINE EXCLUSIVE GAME SCENARIOS



The Entrance to the Shadow Cavern holds many secrets. Rock outcrops litter the landscape and an uphill climb on both sides leads to 2 exits.

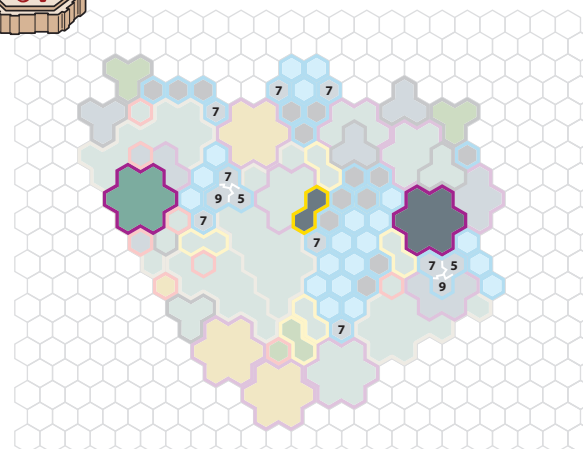
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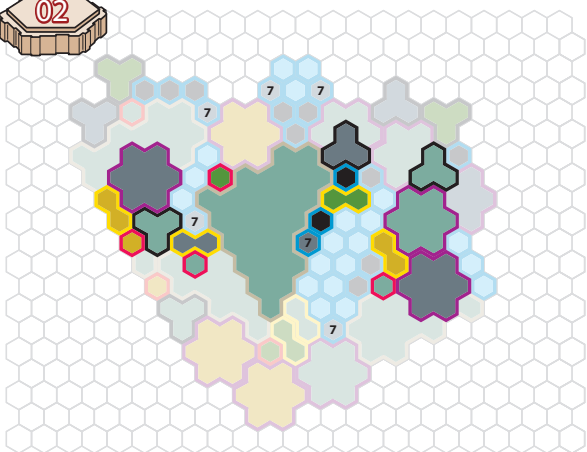
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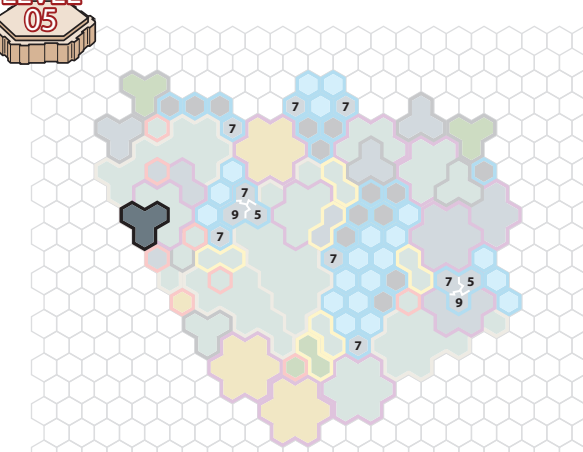
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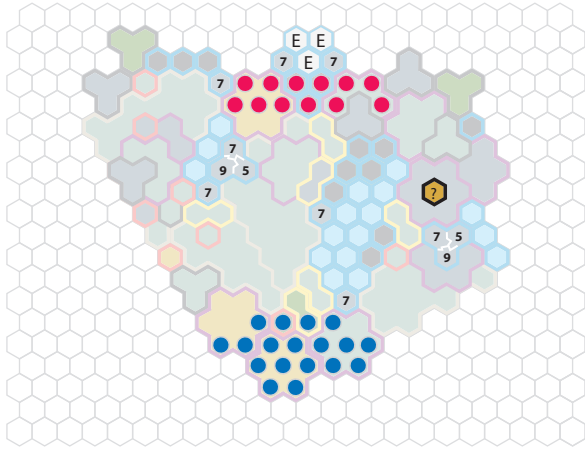


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ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Forked Path Entrance

Required Sets: 2 Battle for the Underdark Master Sets 1 full set of Warriors of Eberron (Collection D2)
(2-4 Players)

Across the cavern you spot two tunnels forking off in different directions. Somehow just looking at the twin misshapen entryways makes you feel uneasy. It's like looking into a pair of eyes, black pupil-less eyes, filled with a cold calculating malice. You look at the ground and then over at your fellow adventurers, trying to avoiding contact with those dark avenues, trying to shake the feeling that they are watching you.

One of the members of your party pushes an elbow into your side. Thankful that they pulled you back from leaning over the ledge of your own maddening thoughts, you look in their direction and down the length of their pointed arm. Just at the edge of your vision you see what they are pointing at. Light reflects off the slimy skin of a goblin. The goblin is scurrying along with something in its hands. The goblin tosses his prize. It lands with a splash and a blast of white iridescent light. A large pool of milky white water lights up as it accepts the treasure tossed into it. Another goblin tosses in a green gem, and another a golden talisman. With each new treasure the pool glows brighter.

One of the goblins suddenly shrieks in dismay as it spots you and the whole group takes off at a run, their bare feet slapping on the stone and echoing through the cavern as they run off down the tunnel to the right. The sound of those fading footsteps is soon swallowed up by the boom of some new thunderous crashing footfalls. A fire giant emerges from one of the tunnels and stands to its full height. With the towering hulk come others, and it is clear that whatever secrets this place holds, prying them loose won't come easy.

The Fire Giant reaches up and breaks a stalactite loose from the ceiling. He hurls it across the room. It breaks against a pillar of rock in the center of the cavern. The pillar cracks and splits in two. The room begins to quake as chunks of the ceiling begin caving in.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 1 non-Brandar's Chest Treasure Glyph and place it symbol side up as shown.

See the campaign rules for specific questions on Army limitations.

Player 1 drafts or brings a pre-made 400 point army of figures from Utgar that must include Shurrak. Players 2-4 draft or bring a pre-made army from the 5 allied generals (Jandar, Ullar, Einar, Vydor, and Aquilla).

Player 1 starts in the Red starting zone. Players 2-4 starts in the Blue starting zone.

Special Rules:

Crumbling Structures: When a figure ends its turn adjacent to a Rock Outcrop, roll the 20-sided die. If you roll a 1-5, that figure takes a wound.

Stalactites: If a figure uses the Flying special ability to move, place one wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by Stalactites.

Treasure Glyph Trap: On a roll of 1-5, do not reveal the Treasure Glyph. Instead, the figure attempting to pick up the Treasure Glyph is stunned by a piece of falling debris. That figures turn immediately ends. Remove all order markers from that figures Army Card. On a roll of 6 or higher, reveal the Treasure Glyph and place it on that Hero's Army Card.

Victory Conditions: Be the last player with at least one figure on the battlefield to win. If no player has won by the end of Round 15, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide). Players 2-4 cannot continue on the Dungeon Adventure campaign unless they defeat all of Player 1's figures.

If Players 2-4 win: As your last enemy falls a choice looms ahead. Which of the menacing passages will you take? To the west you hear the sounds of lapping water to the east you smell the distinct reek of goblins.

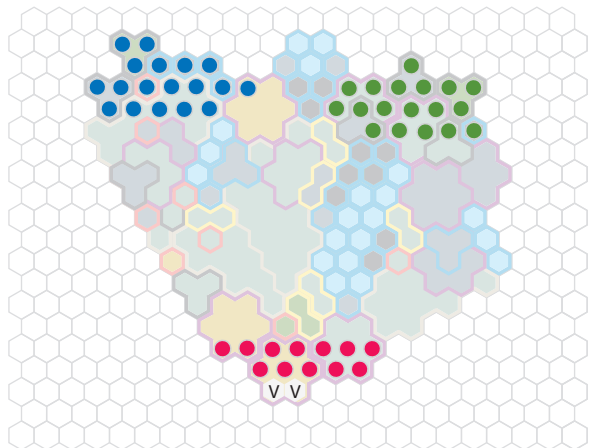
CAMPAIGN CONTINUES: If at least one of Players 2-4's figures survives the battle, and all of Player 1's figures are destroyed, you may continue the campaign by moving onto the room to the west- *Shadow Cavern: Room 2- Shadow Lake*, or to the east- *Shadow Cavern: Room 4- Goblin Hill*.

ROUND
MARKER
TRACK





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- The Forked Path Exit

Required Sets: 2 Battle for the Underdark Master Sets 1 full set of Warriors of Eberron (Collection D2)
(2-4 Players)

As you come upon the room you realize that you've looped around back to where you started. The room looks decidedly different though. The ceiling has quit raining down rubble, but it is cracked and bowed in the center. The rock outcroppings that littered the area have crumbled as well.

Despite the fact that the room looks like it could collapse in on itself at any second, you are glad to see it. If you've looped back around that means the exit is just up ahead along a mostly straight corridor back the way you came in.

You begin moving forward and your heart sinks in your chest. You see a group of figures blocking your way out. One of them steps forward into the light and your heart rises again. You recognize the woman as Mika Connour. She was summoned from Toril by Vydar. Vydar must have sent reinforcements to aid you.

"Sorry friend," Mika begins, "Valkrill changes things. Vydra can no longer bet it all on Jandar's high hopes. He's going to have to start following his own agenda now, and unfortunately, you alerting Jandar and the others about this wellspring, is not on the agenda. As if to drive home Mika's point an Iron Golem lumbers forward and stands by her side.

Player 1's Goal: Destroy all of your opponent's figures.

Players 2-4's Goal: Destroy all of your opponent's figures, or get one of your figures onto one of the exit spaces by the end of Round 6.

Setup: As illustrated above, Remove all rock outcrops from the Path Forks battlefield, leaving their shadow bases in place.

See the campaign rules for specific questions on Army limitations.

Player 1 drafts or brings a pre-made 400 point army of figures that can be made up from figures from Utgar, Valkrill, and Vydar, but must include Mika Connour and at least one Iron Golem. Players 2-4 draft or

bring a pre-made army from Jandar, Ullar, Einar, Vydar, and Aquilla.

Player 1 starts in the Red starting zone. If players 2-4 just encountered room 2, they start in the Blue starting zone, otherwise they start in the green starting zone.

Campaign Setup: If you just played a previous room in *Shadow Cavern* and you are continuing the campaign, place Players 2-4's figures as shown. Figures continuing the campaign after using Second Wind may be starting with wound markers already on their army card.

Special Rules:

Low Ceiling: If a figure uses the Flying special ability to move, place one wound marker on that figure as it starts its move. Figures with Stealth Flying are not affected by low ceiling.

Treasure Glyph Trap: There are no symbol-side up Treasure Glyphs in this scenario.

Victory Conditions: The Adventuring team wins if at least one of their figures ends its turn on one of the 2 exit spaces marked with a V by the end of round 6 or by destroying all of Player 1's figures. Player 1 wins by destroying all of the Adventuring team's figures, or if the Adventuring Team does not have a figure on one of the exit spaces by the end of round 6..

If Players 2-4 win: You've escaped certain death as you feel from Valkrill's new hideous army. You can now relay the revelations you have discovered here. The information is invaluable, but you don't feel much like a victor. The battle of all time has never looked so bleak for the forces of good.

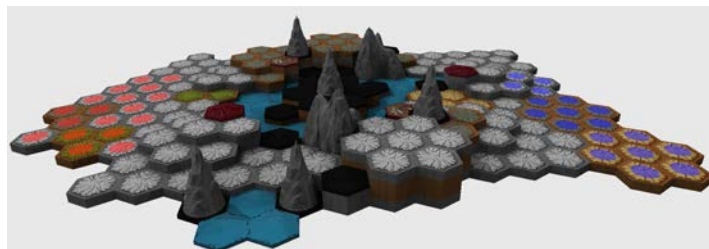
If Player 1 wins: You are able to send one of the mind shackled allied troops back to the allied generals to seed dissent among them and further degrade the alliance.

ROUND MARKER TRACK

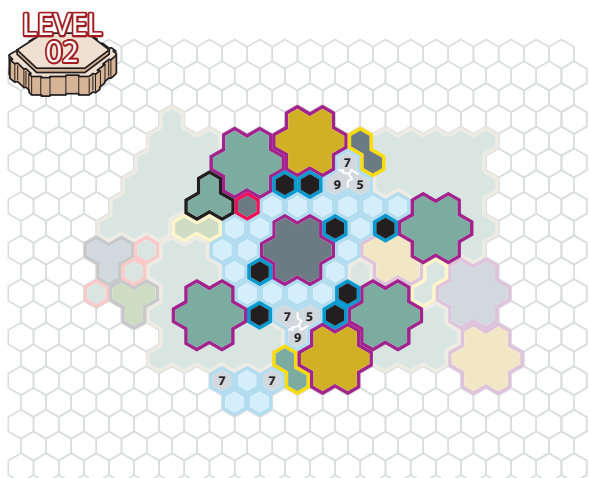
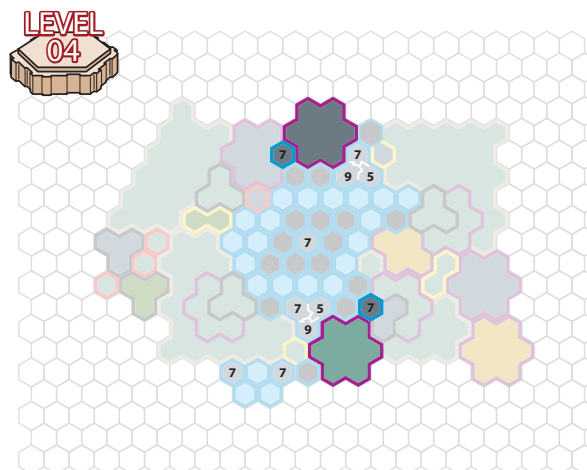
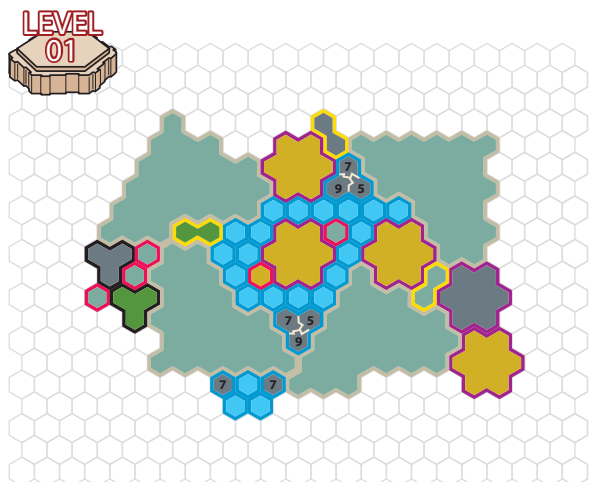
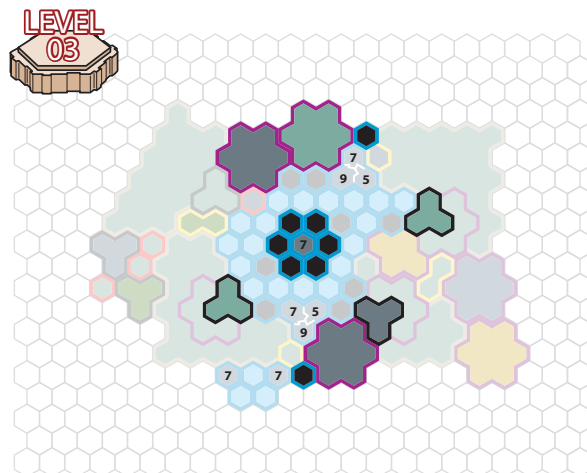




ONLINE EXCLUSIVE GAME SCENARIOS

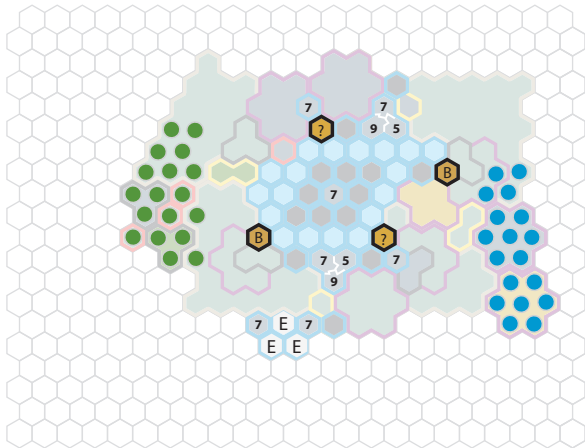


The walls surrounding this unnatural lake are covered from floor to ceiling in a giant carved motif of thousands of suffering agonized souls being tortured by demonic creatures.





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- Shadow Lake

Required Sets: 2 Battle for the Underdark Master Sets 1 full set of Warriors of Eberron (Collection D2)
(2-4 Players)

A black spire juts up from a lake in the center of the cavern. The water here smells sickly sweet. Your stomach churns. You reach out a hand to steady yourself against a wall. The rock feels oddly shaped behind your hand. Lifting your hand you see a face carved in the stone. The face appears to be contorted into an expression of extreme agony. You gasp as the light from the milky lake brightens to reveal a horrible scene. The walls are covered from floor to ceiling in a giant carved motif of thousands of suffering agonized souls being tortured by demonic creatures. Only they're not carvings are they? They are too well-rendered. The agony on their faces is too real. And out of the corner of your eyes it looks like they are moving. Only every time you shift your gaze to look to where you saw the movement, the movement still seems to come from just to the side of your vision. You feel panic tighten around your throat like a cold, clawed hand.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyph and place them symbol-side up as shown. Take 2 Brandar's Chest Treasure Glyphs and place them power-side up as shown.

See the campaign rules for specific questions on Army limitations.

Player 1 drafts or brings a pre-made 400 point army of figures from Utgar that must include at least one Werewolf Lord. Players 2-4 draft or bring a pre-made army from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla).

If Players 2-4 just came from Room 1, Player 1 starts in 12 the Blue starting zone spaces and Players 2-4 start in the Green starting zone. If Players 2-4 just came from Room 3, Player 1 starts in 12 the Green starting zone spaces and Players 2-4 start in the Blue starting zone.

Campaign Setup: If you just played a previous room in *Shadow Cavern* and you are continuing the campaign, place Players 2-4's figures as shown. Figures continuing the campaign after using Second Wind may be starting with wound markers already on their army card.

Special Rules:

Slipping Sanity: The gruesome images all around you threaten your sanity. At the end of each round, each Player must roll a 20-sided die. On a roll of 1-10, one of their figures receives a wound. Note: In a 3-4 player game, Players 2-4 collectively only roll 1 die and only have to distribute 1 wound total.

Light's Relief: There are two spots in the cavern where natural light shines in through cracks in the ceiling. When standing in the light it washes away the grip this place has on your sanity. You stand as a beacon of relief to your entire team. If a figure you control (or a friendly figure in a 3-4 player game) is on a Brandar's Treasure Chest Glyph, you are not affected by Slipping Sanity. The Brandar's Treasure Chest Glyphs cannot be moved by any power on any Army Card or Glyph, and cannot be picked up like normal Treasure Glyphs.

Treasure Glyph Trap: On a roll of 1-5, do not reveal the Treasure Glyph. Instead, the figure attempting to pick up the Treasure Glyph receives a wound. On a roll of 6 or higher, reveal the Treasure Glyph and place it on that Hero's Army Card.

Victory Conditions: Be the last player with at least one figure on the battlefield to win.

If you have not yet encountered Room 3: If no player has won by the end of Round 15, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide).

If you have already encountered Room 3: If no player has won by the end of Round 10, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide).

Players 2-4 cannot continue on the Dungeon Adventure campaign unless they defeat all of Player 1's figures.

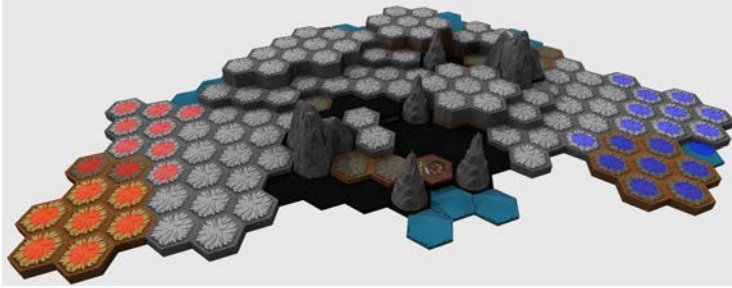
CAMPAIGN CONTINUES: If at least one of Players 2-4's figures survives the battle, and all of Player 1's figures are destroyed, you may continue the campaign by moving onto the next room in the campaign. If the previous room you encountered was Room 1, move onto Room 3-Valkrill's Wellspring, if the previous room you encountered was Room 3, you may now move onto Room 1 again to attempt to exit the dungeon with the Forked Path Exit.

ROUND MARKER TRACK

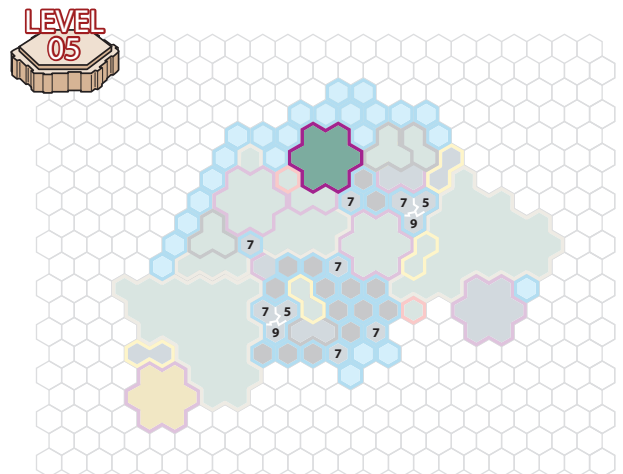
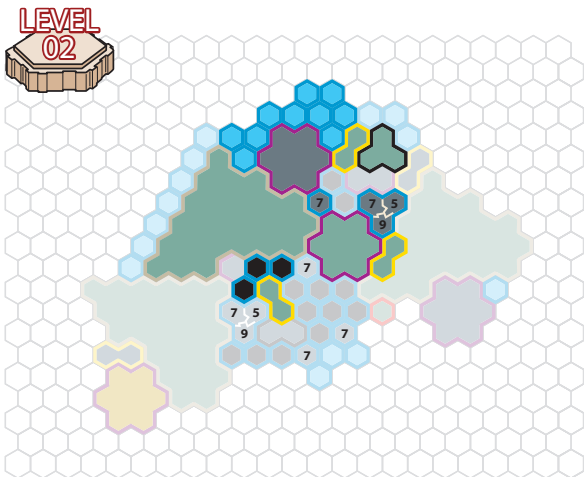
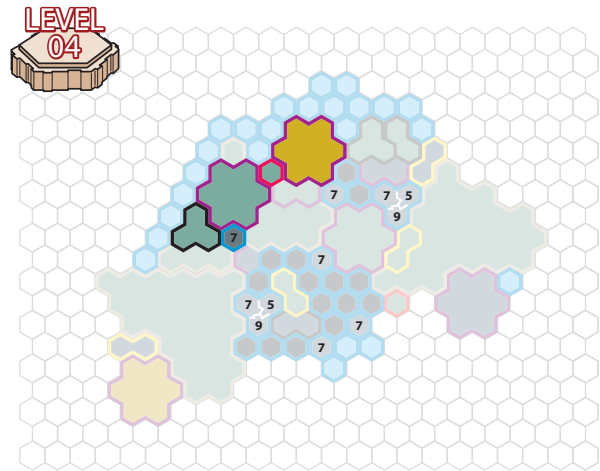
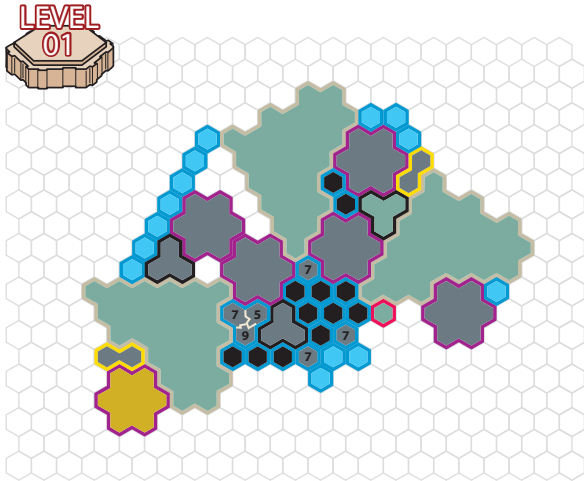
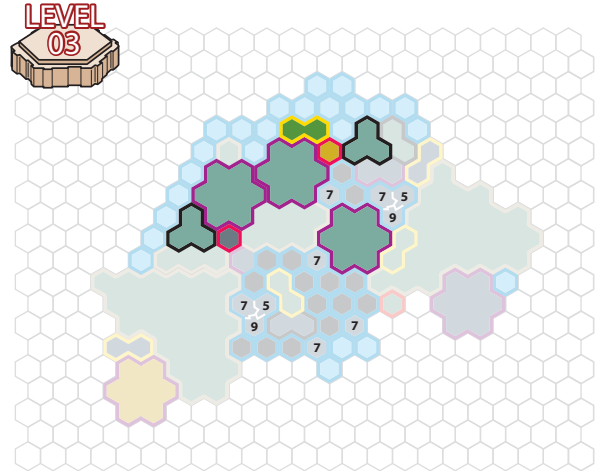




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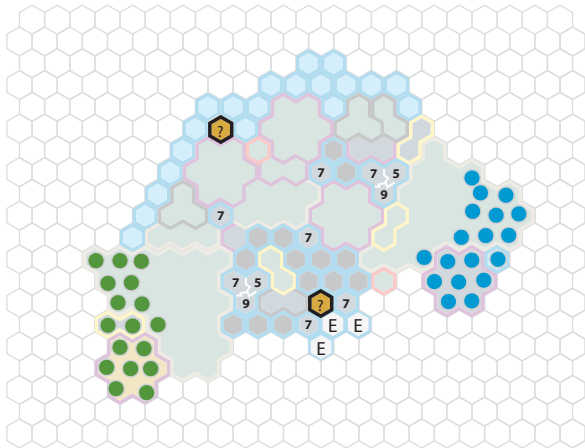


The ceiling here opens up, extending upwards out of sight. A waterfall crashes down from high above into a small pool. The sight would be beautiful in another place, but here it feels perverse.





ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- Valkrill's Wellspring

Required Sets: 2 Battle for the Underdark Master Sets 1 full set of Warriors of Eberron (Collection D2)
(2-4 Players)

The ceiling here opens up, extending upwards out of sight. A waterfall crashes down from high above into a small pool. The sight would be beautiful in another place, but here it feels perverse.

A large grotesque mutation of a Kyrie stands in the center of the pool. His eyes are closed in concentration. More artifacts are being thrown into the water around the Kyrie.

You see a Mind Player moving toward you. The Player's mind reaches out towards yours, probing for weakness. As its mind brushes against yours a great deal of what is going on down here becomes suddenly clear to you. This is a wellspring. The Kyrie in the water is in fact the newest Valkyrie General. His name is Valkrill. He is working to summon an army. The artifacts being thrown into the water are from the same ancient race that built the wellsprings and they hold some of the same magic that the wellsprings do. They are feeding them to the wellspring to increase its power, to aid Valkrill in his attempt to summon his first warriors to Valhalla.

You grab for a bow and fire an arrow at the Valkyrie. The arrow hits home sinking deep into the thing's chest. Valkrill does not move. He doesn't even open his eyes. You see the arrow begin to move and work itself back out of Valkrill's flesh and then fall into the water. The wound it made knits itself shut.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyph and place them symbol-side up as shown.

See the campaign rules for specific questions on Army limitations.

Player 1 drafts or brings a pre-made 400 point army of figures from Utgar that must include at least one Mind Player Mastermind. Players 2-4 draft or bring a pre-made army from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla).

If Players 2-4 just came from Room 2, Player 1 starts in 12 the Blue starting zone spaces and Players 2-4 start in the Green starting zone. If Players 2-4 just came from Room 4, Player 1 starts in 12 the Green starting zone spaces and Players 2-4 start in the Blue starting zone.

Campaign Setup: If you just played a previous room in *Shadow Cavern* and you are continuing the campaign, place Players 2-4's figures as shown. Figures continuing the campaign after using Second Wind may be starting with wound markers already on their army card.

Special Rules:

Healing Waters: If a wounded Hero you control ends its turn on one of the water spaces that make up the waterfall to the north, you may roll the 20-sided die. If you roll an 1, the figure is destroyed as it slips on the mossy rocks and is pulled into the falls. If you roll a 2-17, you may remove one wound marker from the figure's Army Card. If you roll an 18 or higher, you may remove up to 2 wound markers from the figure's Army Card.

Treasure Glyph Trap: On a roll of 1-5, do not reveal the Treasure Glyph. Instead, roll 2 attack dice. The figure attempting to pick up the Treasure Glyph receives a wound for each skull rolled. On a roll of 6 or higher, reveal the Treasure Glyph and place it on that Hero's Army Card.

Victory Conditions: Be the last player with at least one figure on the battlefield to win. If no player has won by the end of Round 10, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide). Players 2-4 cannot continue on the Dungeon Adventure campaign unless they defeat all of Player 1's figures.

If Players 2-4 wins: Valkrill's eyes burst open. They glow with the same white light as the water. All sorts of unspeakably vile creatures begin to claw their way up out of the pool. They are undead and demonic things. At first there are just a few, but they keep coming, soon there are hordes of the things. An entire army is beginning to issue forth from the water.

All thought flees from you. All thought save a single white hot word – RUN!

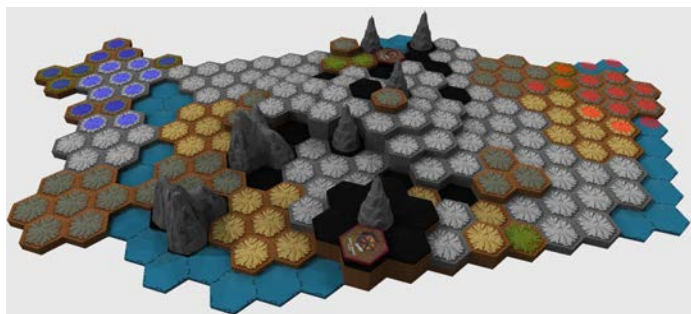
CAMPAIGN CONTINUES: If at least one of Players 2-4's figures survives the battle, and all of Player 1's figures are destroyed, you may continue the campaign by moving onto the next room in the campaign. If the previous room you encountered was Room 2, you may now move onto Room 4- Goblin Hill, if the previous room you encountered was Room 4, you may now move onto Room 2- Shadow Lake15.

ROUND MARKER TRACK



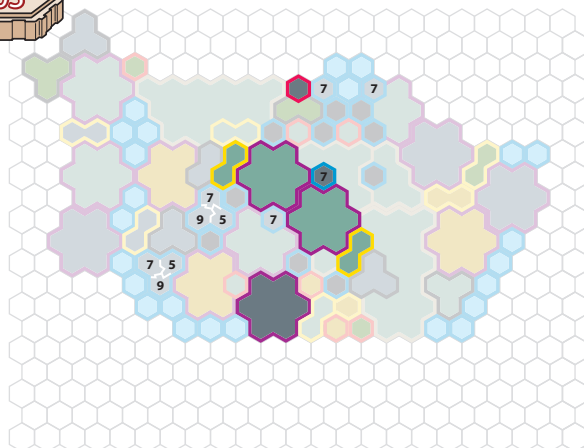


ONLINE EXCLUSIVE GAME SCENARIOS

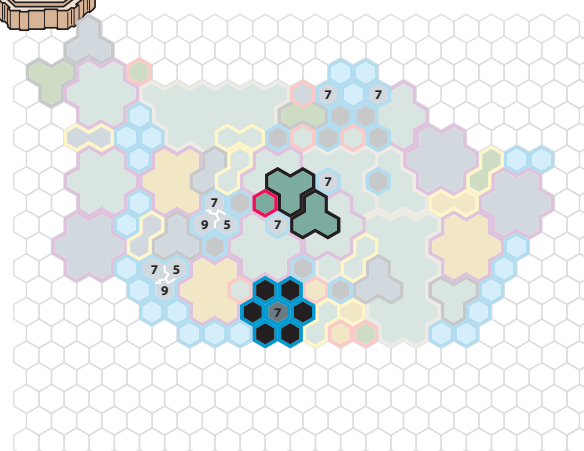


In the center of the Goblin's den is a large mold and moss coverend hill that almost seems to shift under its own weight.

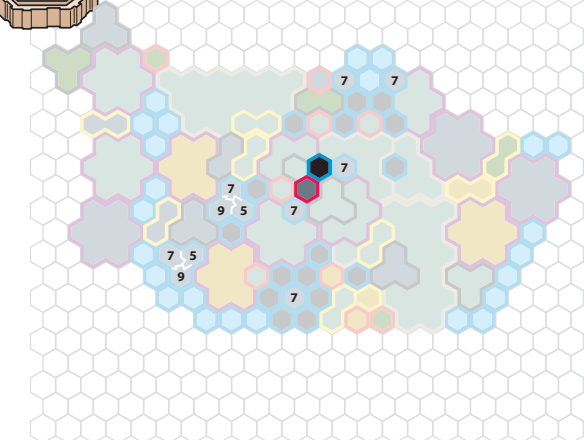
LEVEL
03



LEVEL
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LEVEL
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LEVEL
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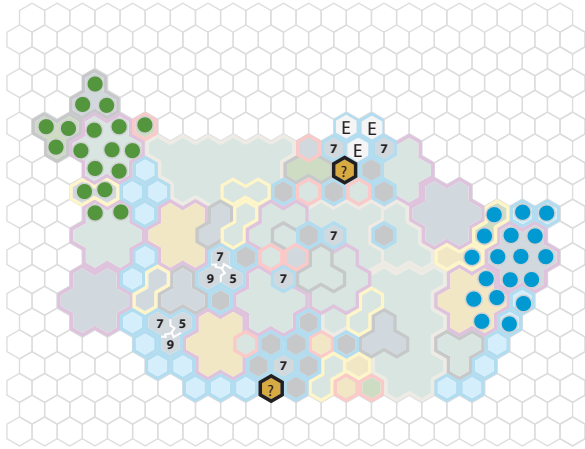
LEVEL
02



Battlefield SCR4: Goblin Hill



ONLINE EXCLUSIVE GAME SCENARIOS



MASTER GAME- Goblin Hill

Required Sets: 2 Battle for the Underdark Master Sets 1 full set of Warriors of Eberon (Collection D2)
(2-4 Players)

Goblins swarm among a small hill that rises out of the ground here. Most don't look very dangerous, grunts being used for labor, but some wield nasty looking spears. This is the goblin's den. They are the backbone of the great labor being carried out here.

The smell here is shockingly offensive. It dawns on you that this hill is not a natural occurrence. The goblins have been down here living among their own waste for longer than you care to imagine.

You see a goblin dart into a shadow and disappear in a puff of black smoke only to reappear elsewhere. There is some kind of magic at work here in the darkness.

Goal: Destroy all of your opponent's figures.

Setup: Randomly select 2 non-Brandar's Chest Treasure Glyph and place them symbol-side up as shown.

See the campaign rules for specific questions on Army limitations.

Player 1 drafts or brings a pre-made 400 point army of figures from Utgar that must include at least one squad of Goblin Cutters. Players 2-4 draft or bring a pre-made army from the 5 allied generals (Jandar, Ullar, Einar, Vydar, and Aquilla).

If Players 2-4 just came from Room 1, Player 1 starts in 12 of the Blue starting zone spaces and Players 2-4 start in the Green starting zone. If Players 2-4 just came from Room 3, Player 1 starts in 12 of the Green starting zone spaces and Players 2-4 start in the Blue starting zone.

Campaign Setup: If you just played a previous room in *Shadow Cavern* and you are continuing the campaign, place Players 2-4's figures as shown. Figures continuing the campaign after using Second Wind may be starting with wound markers already on their army card.

Special Rules:

Unstable Shadows: If a figure you control ends its turn on at least one shadow space, you must roll the 20-sided die. If you roll a 1-5, your opponent may move that figure onto any empty shadow space within 4 spaces of its current location.

Treasure Glyph Trap: On a roll of 1-5, do not reveal the Treasure Glyph. Instead, a rogue Goblin reaches out from the shadows and steals your prize. Select an opponent. That player may move the Treasure Glyph to any empty shadow space within 4 spaces of its current location. On a roll of 6 or higher, reveal the Treasure Glyph and place it on that Hero's Army Card.

Victory Conditions: Be the last player with at least one figure on the battlefield to win.

If you have not yet encountered Room 3: If no player has won by the end of Round 15, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide).

If you have already encountered Room 3: If no player has won by the end of Round 10, the player with the most points on the battlefield wins (see Scoring, on page 13 in the Battle for the Underdark Master Set Game Guide).

Players 2-4 cannot continue on the Dungeon Adventure campaign unless they defeat all of Player 1's figures.

CAMPAIGN CONTINUES: If at least one of Players 2-4's figures survives the battle, and all of Player 1's figures are destroyed, you may continue the campaign by moving onto the next room in the campaign. If the previous room you encountered was Room 1, you may now move onto Room 3- Valkrill's Wellspring, if the previous room you encountered was Room 3, you may now move onto Room 1 again to attempt to exit the dungeon with the Forked Path Exit.

ROUND MARKER TRACK



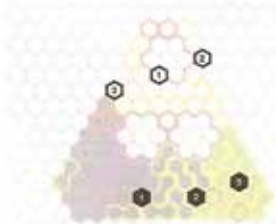
Genotech Battlefield



Genotech is a subsidiary of Stark Enterprises which is attached to the main factory in Flushing, Queens. Genotech works towards the betterment of mankind, by studying dysfunctions within the human genome, and genetically altering them.



Genotech Scenarios



Player 1

- ① Captain America
- ② Iron Man
- ③ Spider-Man

Player 2

- ④ Doctor Doom
- ⑤ The Abomination
- ⑥ Venom

BASIC GAME Avengers Assemble! (2 players)

Captain America and his fellow New Avengers are out to try and stop Doctor Doom and his cohorts from stealing a genetic material that can be used to make an ordinary human into a genetic super-being.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

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



MASTER GAME Theft At Stark Enterprises (2 players)

Stark Enterprises is a well known weapons manufacturer, with dozens of military contracts throughout the United States government. Information on a top secret weapons system has just been leaked to the press. With the knowledge leaked, there are many heroes and villains attacking and guarding dozens of Stark Enterprises' Warehouses and Research Facilities.

Goal: Word's out that an innovative new weapons system could revolutionize the way we do war. Gather a band of allies to take or guard the Stark Enterprises' Warehouse where the top secret weapons system is rumored to be.

Setup: Each player drafts or brings a pre-made 1200-point army.

One player starts in the red starting zone; the other player starts in the blue starting zone.

Victory: If you destroy all of your opponent's figures or are the only player with at least one figure on any orange concrete tile space at the end of round 5 or at the end of any round thereafter, you win.

ROUND MARKER TRACK

1

2

3

4

5+



ROUND
MARKER
TRACK

MASTER GAME Escalating Battle (2 players)

During an attack on Genotech Labs, a small unknown device was activated which heals beings from the most severe wounds, including death. Unfortunately for some, it has a short battery!

Goal: Destroy all of your opponent's figures.

Setup: Turn the Object of Power Glyph and the Mysterious Item Glyph symbol-side up, shuffle them, then place them on the spaces marked with a 2.

Each player drafts or brings a pre-made 1200-point army.

One player starts in the red starting zone; the other player starts in the blue starting zone.

Special Rules: At the beginning of every round, before placing Order Markers, both players roll a 20-sided die. The player who rolls the highest will roll first to attempt to revive their previously destroyed figures in this battle. Roll a 20-sided die for each previously destroyed figure. If you roll a 16 or higher for a figure, place it on any unoccupied space along the edge of the battlefield and remove all Wound Markers from that figure's card.

If a player's figure is standing on the Object of Power Glyph at the beginning of a round, that player only has to roll a 14 or higher to bring back a previously destroyed figure and receives a +2 to all initiative rolls.

If a player's figure is standing on the Mysterious Item Glyph, all figures that player controls roll one less defense die.

Victory: When the other player has no figures left on the battlefield you win. If the battle reaches the end of round 8, then the game is over and the player with the most figures on the battlefield wins. If there is a tie, the player with the most points on the battlefield wins. (See **Scoring** on page 14.)



○ Incredible Hulk
● Sleeping Agent

MASTER GAME Hulk Mad! (2 players)

Dr. Bruce Banner has been trying to find a cure to his boundless rage for years. Tony Stark, of Stark Enterprises, volunteered Genotech, one of his many science facilities, to help Dr. Banner get rid of his angry counterpart. It didn't work. Now the Incredible Hulk is angry and destroying all in his path!

Player 1's Goal: You, as the Incredible Hulk must try to destroy all of Player 2's figures.

Player 2's Goal: Avoid the Incredible Hulk while searching through the Warehouse Ruin for a Sleeping Agent to put the creature to sleep.

Setup: Place the Incredible Hulk where shown.

Place the Mysterious Item Glyph (Sleeping Agent) where shown.

Player 1 may only use the Incredible Hulk. Player 2 brings a pre-made 1250-point army made up of only unique heroes. Silver Surfer and the Incredible Hulk may not be chosen by Player 2 for this Scenario.

Player 2 starts in the red starting zones.

Special Rules: The Hulk cannot move onto the Sleeping Agent. If a figure Player 2 controls moves onto the Sleeping Agent, Player 2 immediately places the Glyph on that figure's Army Card. The figure then may continue its movement if the figure did not use its full movement to reach the Sleeping Agent.

The Sleeping Agent may be passed between two adjacent figures at anytime during Player 2's turn. Place the Glyph on the adjacent figure's Army Card, that figure is now in control of the Sleeping Agent.

If a figure that controls the Sleeping Agent takes a wound or is destroyed, Player 1 places the Sleeping Agent on any empty, non-adjacent, same level space that is within 5 spaces of the destroyed or wounded figure. The Sleeping Agent must land within clear Line of Sight of the Incredible Hulk.

The Incredible Hulk may never receive a wound, unless the figure wounding him has control of the Sleeping Agent.

Special Powers that instantly destroy figures from the battlefield or permanently take control of the Hulk may not be used on the Incredible Hulk.

The Incredible Hulk must attack a figure or Breakable Wall Section on his turn if possible.

Note: Player 1 may have a challenge winning this scenario!

Victory: When the other player has no figures left on the battlefield, you win. If the battle reaches the end of round 12, then the game is over and Player 1 wins.

ROUND
MARKER
TRACK

Tribeca Labs Battlefield



A well known industrial warehouse located in Tribeca, many of Stark Enterprises' weapon shipments pass through this site daily. Frightened residents have voiced concern about how close a major weapons manufacturer is to the residential areas and they have lobbied the government for a more suitable site. Tony Stark, CEO of Stark Enterprises, has made a promise to level the warehouse immediately and build a park on its foundation.



Tribeca Labs Scenarios

Player 1

- 1 Captain America
- 2 Iron Man
- 3 Spider-Man
- 4 Silver Surfer
- 5 Incredible Hulk

Player 2

- 1 Doctor Doom
- 2 The Abomination
- 3 Venom
- 4 Thanos
- 5 Red Skull

BASIC GAME Mayhem in Manhattan!

(2 players)

Seems like every villain and hero is popping out of the woodwork. Take your super team and destroy the other. Show'em who's boss.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

Remove the Breakable Wall Section from the battlefield.

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



Player 1

- 1 Captain America
- 2 Iron Man
- 3 Spider-Man
- 4 Silver Surfer
- 5 Incredible Hulk

Player 2

- 1 Doctor Doom
- 2 The Abomination
- 3 Venom
- 4 Thanos
- 5 Red Skull

BASIC GAME Heroes, Villains, Friends and Foes

(2 players)

Venom has had it in for Spider-Man ever since the merger of Eddie Brock and the alien symbiote. Unlucky for Venom, he has chosen to fight in front of Tribeca Labs, a place where Spider-Man was scheduled to meet his fellow Avengers. Fortunately for Venom, he had made an appointment with some villainous associates too.

Goal: Destroy all of your opponent's figures.

Setup: Place the figures where shown.

Remove the Breakable Wall Section from the battlefield.

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



MASTER GAME

A Very Mad Genius

(2 players)

Sometimes even two geniuses have the same idea at the same time. Unfortunately, Victor Von Doom doesn't see coincidences when it comes to scientific discovery. Doctor Doom has assembled a group of villains to attack the building where Stark Enterprises has developed its own version of a power-siphoning amulet.

Goal: Destroy all of your opponent's figures.

Setup: Place the Mysterious Item and Object of Power Glyphs power-side up where shown.

Players select from the pre-made armies listed below by rolling a 20-sided die, with the high roller choosing and placing their army first, followed by the other player.

Army 1 consists of Iron Man, Spider-Man, Captain America, the Incredible Hulk and Silver Surfer and starts in the blue starting zones. Army 2 consists of Thanos, Doctor Doom, Red Skull, the Abomination, and Venom and starts in the red starting zones.

Special Rules: Thanos' Rejected by Death power does not work in this Scenario.

The Glyphs represent Amulets. When a figure lands on an Amulet, it stops its movement and picks it up (place the Glyph on the figure's card). The figure is now carrying that Amulet. A figure may carry more than one Amulet. A figure may move while carrying an Amulet. A figure may not pass an Amulet to another figure.

When a figure with an Amulet destroys another figure, take the destroyed figure's Army Card and place it near the Amulet-carrier's Army Card. On future turns, the Amulet-carrier may use the destroyed figure's powers in addition to its own. An Amulet-carrier may use all the powers of all the figures it has destroyed.

If a figure destroys an Amulet-carrier, it takes the Amulet plus all the Army Cards (and special powers) collected by the previous Amulet-carrier. The new Amulet-carrier may start using these powers starting on its next turn.

Victory: When the other player has no figures left on the battlefield you win. If the battle reaches the end of round 8, then the game is over and the player with the most figures on the battlefield wins. If there is a tie, the player with the most points on the battlefield wins. (See Scoring on page 14.)



MASTER GAME

Clash on the Streets

(2 players)

Once again, because of the arrogance of Tony Stark, the not-so-secret holding facility in Stark Enterprises' Tribeca Labs is under attack.

The villains seem to be after a gravity manipulating device taken in a previous battle with the Avengers. Who knows why they want it back? You only know that they must be stopped quickly.

Player 1's Goal: Prevent Player 2 from carrying the stolen Device off the end of the battlefield.

Player 2's Goal: Break into Tribeca Labs and carry the stolen Device off the end of the battlefield.

Setup: Place the Mysterious Item Glyph (Device) power-side up where shown.

Only Unique Heroes can be played.

Player 1 drafts or brings a pre-made 530-point army and Player 2 drafts or brings a pre-made 730-point army.

Player 1 starts in the red starting zone; Player 2 starts in the blue starting zone.

Special Rules: When a figure lands on the Device it must pick up the Device and end its movement. Put the Glyph on that figure's card. If the figure carrying the Device is destroyed, place the Device on the space where the figure was destroyed.

While carrying the Device a figure may only use the normal movement. No Flying, Leaping, Swing Line, Hyper Speed 5, or similar special power can be used by the figure carrying the Device.

Any figure carrying the Device subtracts 2 from its normal movement.

A figure holding the Device can pass it to any adjacent figure you control at the end of any turn by placing the Glyph on the adjacent figure's Army Card.

Figures may only use their normal movement while starting from or moving onto an orange marked space. No Flying, Leaping, Swing Line, Hyper Speed 5 or similar special powers can be used by figures on the orange marked spaces.

Once a figure has reached the Exit Zone spaces, the figure is taken out of play and is removed from the board. Exit Zone spaces are marked.

Victory: Player 1 wins if at least one of Player 2's figures has not exited the battlefield carrying the Device by the end of round 5, or when Player 2 has no figures left on the battlefield. Player 2 wins when a figure he/she controls has reached and exited any space within the Exit Zone (while carrying the Mysterious Item Glyph) before the end of round 5.

ROUND
MARKER
TRACK

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ROUND
MARKER
TRACK

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