

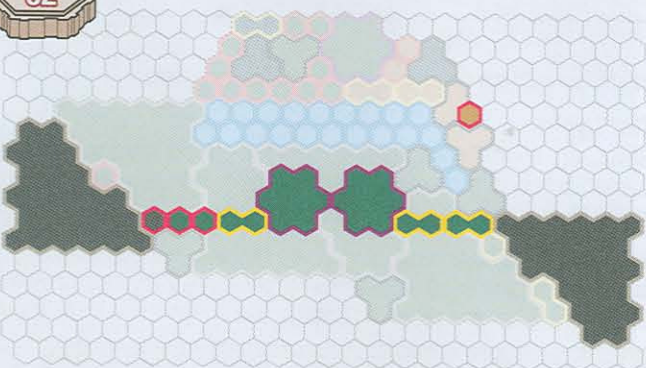


Legend holds that Giants once walked Valhalla. They would gather here during the depths of winter to carve up their hunting lands for the next year. While no Giants have been seen for countless ages, their bones are still rumored to be buried in this area.

LEVEL
01



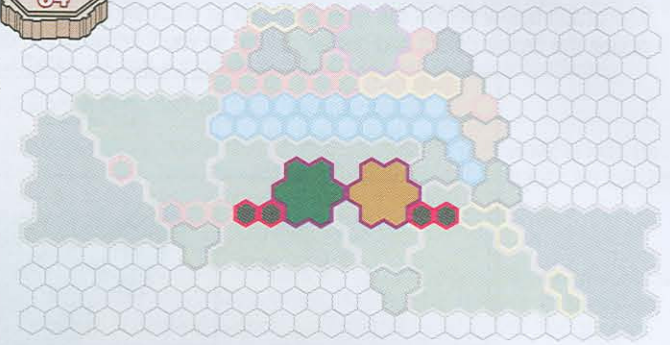
LEVEL
02



LEVEL
03



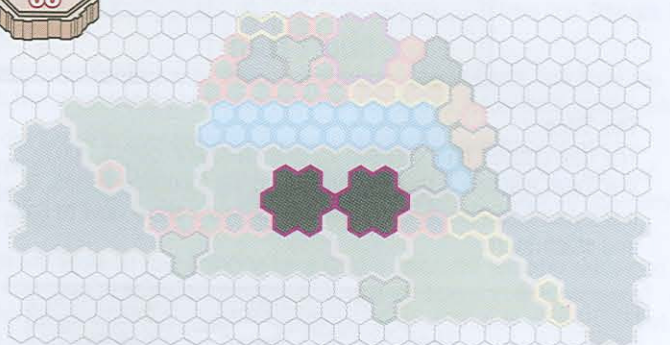
LEVEL
04



LEVEL
05



LEVEL
06



RUINS



Table of the Giants Scenarios

BASIC GAME – Attack at Dawn

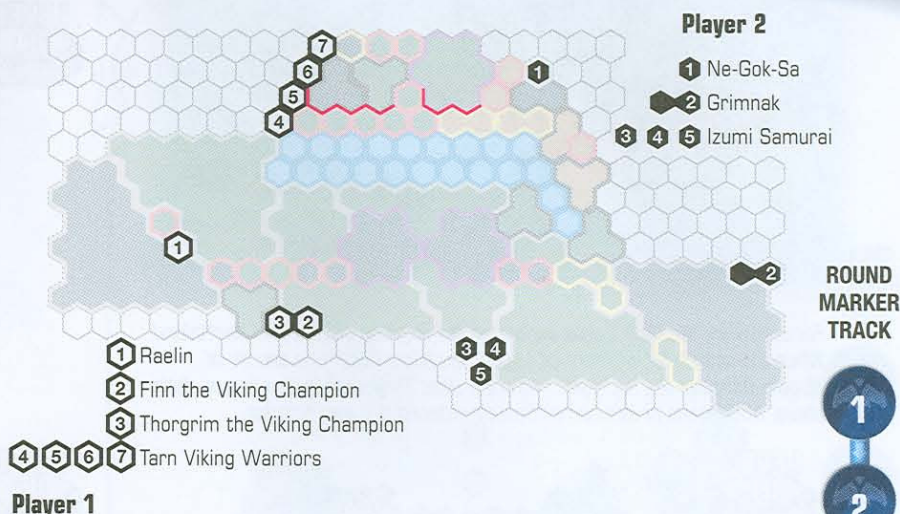
(2 players)

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

Goal: Destroy all of your opponent's figures.

Setup: Place figures where shown.

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



MASTER GAME – Clashing Fronts

(2 players, or 4 players in 2 teams)

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

Goal: Destroy all of your opponents' figures.

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

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

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

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

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

