



# ONLINE EXCLUSIVE GAME SCENARIOS

## FW1: The Killing Fog of Forsaken Waters



**MASTER GAME – The Killing Fog**  
Required Sets: 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).

ROUND  
MARKER  
TRACK

