



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

LEVEL 01



LEVEL 02



LEVEL 03



LEVEL 04



LEVEL 05



LEVEL 06



LEVEL 07

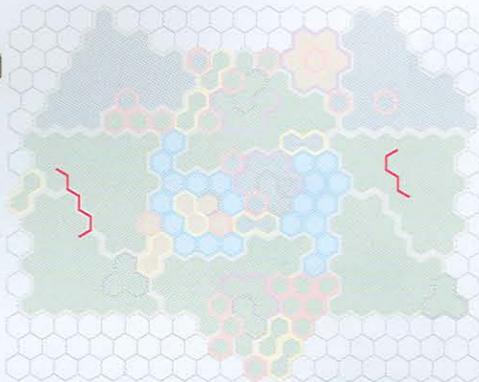


The Forsaken Waters Scenarios

LEVEL
08



RUINS

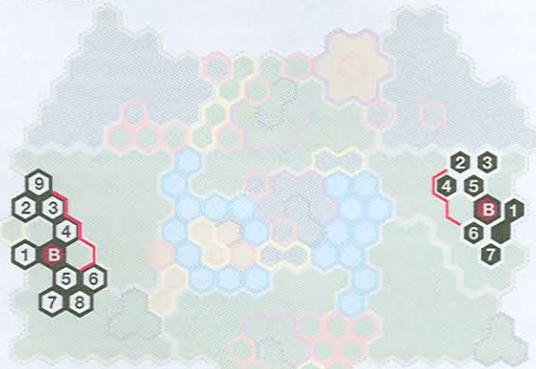


BASIC GAME – Dive the Dark Lakes (2 players)

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

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

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



Player 1 (Laur)

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

Player 2 (Nastralund)

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

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

MASTER GAME – Winter Holdout

(2 players, or 4 players in 2 teams)

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

Goal: Destroy all of your opponents' figures.



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

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

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

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

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

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

ROUND
MARKER
TRACK

