



Online Exclusive Game Scenarios

FW3: Malliddon's Prophecy at Forsaken Waters

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



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

MASTER GAME – Malliddon's Prophecy

Required Sets: 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 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).

ROUND
MARKER
TRACK

