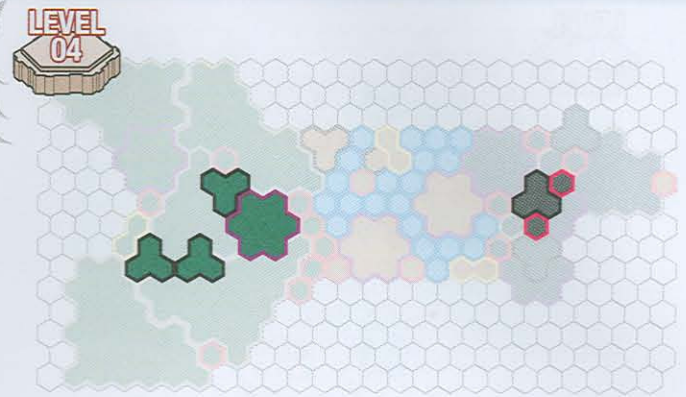
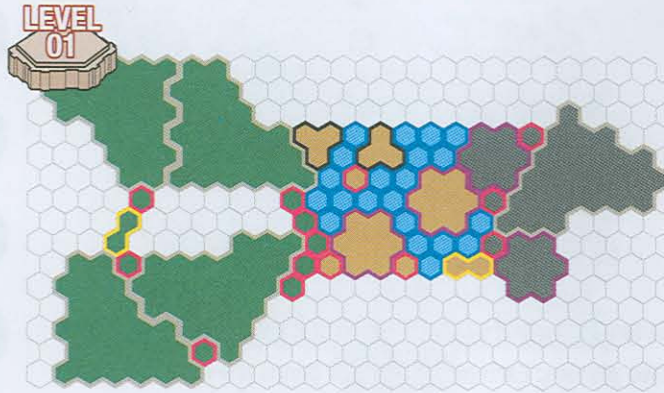




In the depths of the Region of Lindsfarme lived a savage tribe known as the Durgeth. They held to the swamps, using the shifting waters to their advantage. At the start of the war, the Durgeth were destroyed, as their swamps are close to a wellspring. . . but it is said that some still lurk, preying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

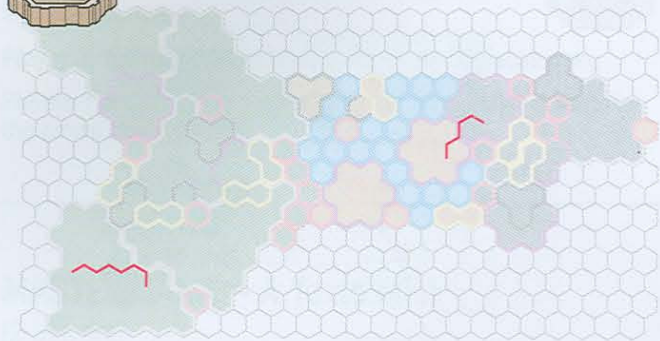


Durgeth Swamps Scenarios

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 power-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 Hero 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.