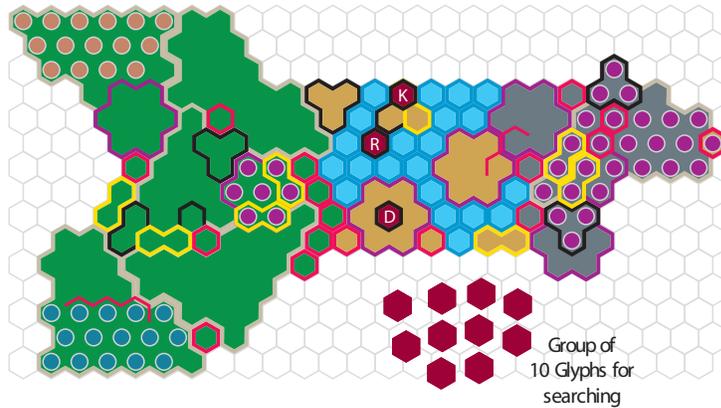




# Online Exclusive Game Scenarios

## DS2: Deadly Waters at Durgeth Swamps



Player 1  
Main Purple  
Starting Zone

Group of  
10 Glyphs for  
searching

**MASTER GAME – Deadly Waters at Durgeth Swamps**  
Required Sets: Master Set and Malliddon's Prophecy Expansion Set (3 Players)

A powerful Divining Rod that can locate all of the wellsprings in Valhalla was thrown into the waters, to prevent it from falling into the wrong hands. It is protected by an army that keeps a vigilant watch, and by a mysterious swamp monster that can easily devour a dragon. Many armies have come seeking the Divining Rod, but none have ever returned. Now the Roman Army and the Orcs, once bitter enemies, join forces under a temporary truce to find the Divining Rod.

**Goal:** Player 1 must prevent the other armies from stealing the Divining Rod. Players 2 and 3 must find the Divining Rod and carry it back to their own starting zone.

**Setup:** Place the Ruins and power-side up Glyphs as shown above. Place the other 9 glyphs symbol-side up in a group along with 1 Glyph of Brandar (Divining Rod) next to the battlefield.

Player 1 starts with the Venoc Warlord, the Venoc Vipers, Kelda the Kyrie Warrior, the Omnicron Snipers, and Raelin the Kyrie Warrior.

Player 2 starts with the Arrow Gruts, the Blade Gruts, Tornak and an additional 190 points.

Player 3 starts with the Roman Archers, the Roman Legionnaires, Marcus Decimus Gallus, and an additional 170 points.

Player 1 places his/her army first anywhere in the two Purple Starting Zones. Next Players 2 and 3 place their figures on their starting zones (Navy or Brown), then draft and place as normal.

**Special Rules:**

- Any figure ending his/her move in a water space (including figures that stay on the same water space after an order was

given to them) must first roll a 20-sided die for wounds from the swamp monster before attacking or searching.

If you roll a 1, take 2 wounds of damage.

If you roll a 2-10, take 1 wound of damage.

- The Divining Rod may only be found in unsearched water spaces.
- The searching figure must occupy the space being searched.

To search, choose 1 glyph from the group of glyphs on the side of the battlefield and turn it over. If it is not the Glyph of Brandar, place the glyph symbol-side up on the water space under your figure as a marker. This water space may not be searched again and this marker offers no power as a glyph. If it is the Glyph of Brandar, you have found the Divining Rod and may carry it by placing it under your figure. The Glyph of Brandar travels with the figure wherever it goes.

- If a figure is destroyed while carrying the Glyph, the Glyph remains on that space until another figure picks it up.
- If you end your move on the Glyph, you may pick it up.
- A figure may drop the Glyph anytime during its move.
- A double-space figure may search only one of the water spaces occupied on a turn. A double-space figure may stay and search the other open water space that it occupies on its next turn, but must roll for the swamp monster again.
- Figures may either search or attack in water spaces, not both.
- If Marro Warriors clone in the water, they must roll for the swamp monster for each clone.
- Players 2 and 3 must honor the temporary truce at least until one search is completed (1 Glyph is overturned). Afterwards, the truce may be broken without warning.
- At the beginning of round 3, Player 1 receives reinforcements of 180 points. At the end of round 6, Player 1 receives reinforcements of 110 points. All reinforcements must enter on the Main Purple Starting Zone except for those that Drop to enter (i.e. Airborne Elite).

**Victory:** If Player 2 or 3 brings the Divining Rod back to their own start zone, they win! At the end of Round 12, if Player 2 or 3 has not secured the Divining Rod in their start zone, Player 1 wins the game.

ROUND  
MARKER  
TRACK

