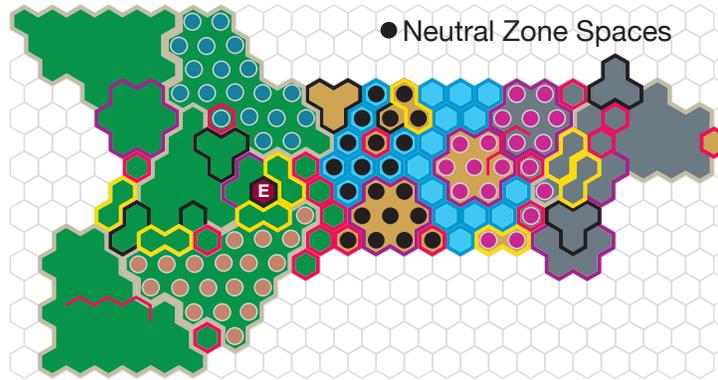




ONLINE EXCLUSIVE GAME SCENARIOS



DS1: The Standoff at Durgeth Swamps

ROUND MARKER TRACK



MASTER GAME – The Standoff at Durgeth Swamps
Required Sets: Master Set (2 or 3 Players)

Powerful armies have agreed to meet under an uneasy truce to decide how to divide the Durgeth Swamp territories. A long drought has dried up the swamp, and the once-deep river is just a shallow trickling brook. Water is now more valuable than treasures from past victories.

The mood of the armies on all sides is distrustful and short-tempered. One Hero from each army must meet in the Neutral Zone while supporting armies, watching from a distance, start to creep up and take strategic positions in anticipation of a breakdown in the truce.

Goal: Be the last army standing.

Setup: Glyph of Erland is placed as shown. Each Player must place only 1 Hero in the Neutral Zone before all other troops are placed. Heroes in the Neutral Zone may be placed next to each other, but cannot attack.

Three Players: Each player drafts or brings pre-made 400-point armies. Each player must have at least 1 Unique Hero in his/her army to be placed in the Neutral Zone.

Players can start in one of the 3 starting zones: brown, navy or purple.

Two Players: Each player drafts or brings pre-made 400-point armies. Each player must have at least 1 Unique Hero in his/her army to be placed in the Neutral Zone.

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

Special Rules: At the start of the game, a truce exists between all players. This means their armies are all considered friendly and may move through and adjacent to other opponent's figures. Until the truce is broken, 1) no attacks are allowed between any players; 2) No figures may enter or exit the Neutral Zone.

Movement through water spaces is treated the same as a grass space (due to shallow water). No stopping is required when entering or exiting, and movement can be more than 1 space per turn. Water is still 1 height below the adjacent shore.

From the 2nd round on, each player, before his/her turn, rolls the 20-sided die once to break the truce. If a player rolls 17-20, the truce is broken and all players may now engage and attack each other. The first player to break the truce also places the Glyph of Astrid (Attack +1) on any space in the Neutral Zone, including under his/her own Hero. All figures adjacent to enemy figures when the truce is broken, are now considered engaged in battle.

Victory: Destroy all of your opponents. At the end of Round 12, a fierce and sudden wind storm passes through. All armies break off engagements to seek shelter. The player with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).

