

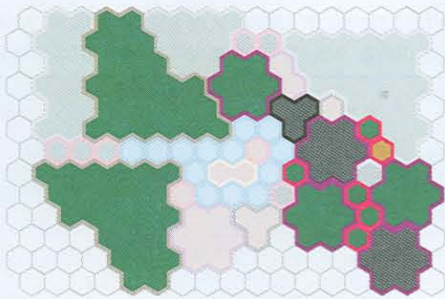


In the days of old, trolls were said to raid across the river. Archkyrie Navess erected a stronghold to protect his lands from troll raiding parties. Navess' Region was later conquered by the Archkyrie of Upper Bleakwoode, but the name Trollsford still remains.

LEVEL
01



LEVEL
02



LEVEL
03



LEVEL
04



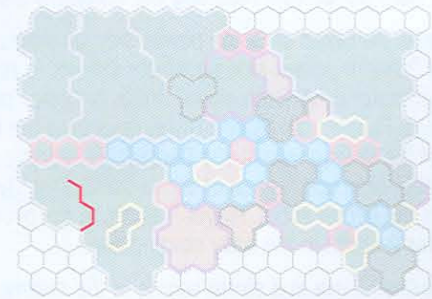
LEVEL
05



LEVEL
06



RUIN



MASTER GAME – A Desperate Rescue

Attempt (2 Players on a team vs. one player)

Sgt. Drake Alexander has been captured, and it's only a matter of time before he talks. He knows a lot, and if he talks, his captors will find out their enemies' secrets. Luckily, an enchantment has been cast on Sgt. Drake Alexander's allies. One of his allies only needs to touch him and they will all be transported back to safety. But the enchantment can only last for so long...

Player 1 and 2's Goal: Rescue Sgt. Drake Alexander by the end of round 8.

Player 3's Goal: Prevent Players 1 and 2 from rescuing Sgt. Drake Alexander.

Setup: Place 4 Glyphs power-side up where shown. Place another Glyph symbol-side up where shown, then place Sgt. Drake Alexander on top of it.

Players 1 and 2: Each player drafts or brings pre-made 200-point armies.

Player 3: You may draft or bring a pre-made 500-point army.

Players 1 and 2 start in the navy starting zone. Player 3 starts in the brown starting zone.



Special Rules: Sgt. Drake Alexander cannot participate in the battle, be controlled by anyone, or move from his secured space. The symbol-side up Glyph cannot be moved, and its power does not affect the game.

Victory: If Player 1 or 2 can move a figure next to Sgt. Drake Alexander, then he is rescued and Players 1 and 2 win. If Sgt. Drake Alexander is not rescued before the end of Round 8, then Player 3 wins, even if Player 3 has no figures left on the battlefield. Player 3 can also win if Players 1 and 2 have no figures left on the battlefield.

MASTER GAME – A Toxic Mist

(2 players)

A Valkyrie General knew that others would follow her here, to Trollsford. That is why she released a poisonous gas into the water. Now they must not only fight each other, but fight to breathe. . . yet they can only hold their breath for so long...

Goal: Destroy all of your opponent's figures.

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

Each player drafts or brings pre-made 400-point armies.

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

Special Rules: At the end of every round, the deadly gas is one level higher. (At the end of Round 1, the gas covers level 1 and all water spaces on the board. At the end of Round 2, it also covers all of level 2, and so on.) The gas cannot rise above level 5.

At the end of each round, all figures in the gas take 1 wound. Figures are not affected by the gas during the round, only at the end.



Victory: When the other side has no figures left on the battlefield, you win. If both players lose their last figures at the same time, then neither player wins—the other Valkyrie General's plan has worked. If the battle reaches the end of Round 8, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).

ROUND
MARKER
TRACK

