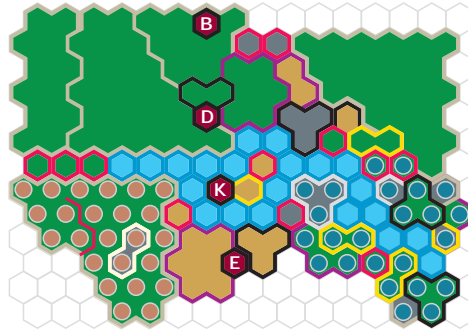




ONLINE EXCLUSIVE GAME SCENARIOS

TS1: Quicksand Firefight at Trollsford Swamps



MASTER GAME – Quicksand Firefight (2 Players)

Two patrols quickly find themselves face-to-face separated only by quicksand. Destroy the Hero that leads the opposing army into combat! With the death of their Hero, many of the combatants retreat from the battlefield, giving way to the victorious Hero.

Goal: Take control of the battlefield by destroying your opponent's Hero.

Setup: Place the Glyphs power side up where shown.

2 Players: Each player drafts 1 Unique Hero plus a 170-point squad (non-hero). Points for the Hero are not counted but players are limited to only 1 Unique Hero on their army. When drafting non-hero figures, players must count points which can total no more than 170 points.

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

Special Rules: The Toxic Mist has risen off the ground but lingers just overhead. No figures 9 or higher in height can be used in this scenario. Figures with the special powers that fly or drop cannot be drafted.

Water is still toxic. If a figure is left in the water at the end of the round, it takes 1 wound automatically.

All Sand spaces are Quicksand. Figures must roll 11-20 on one die roll to move out of any quicksand space otherwise it becomes stuck in that space until another turn. If a figure is left in a Quicksand space at the end of a round, it takes 1 wound automatically. Figures with double-hex bases are too heavy to travel through quicksand and will sink and die crossing any quicksand space.

The Glyph of Brandar invokes the evil spirits residing in the land. Any player landing on this Glyph must first roll the 20-sided die. Rolling 1-4 immediately destroys the figure on it. Rolling 5-20 allows the player's figures to travel on quicksand as normal grass terrain.

Victory: Destroy your opponent's Unique Hero to win the game. At the end of Round 12, any figure left in the water immediately dies and the player/team with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).

ROUND MARKER TRACK

