



Two hundred years before the Rise of the Valkyrie™, Archkyrie Migol II ruled over most of Upper Bleakwoode and the ancient lands of Lür. Upon his death, his son Migol III erected a tomb on Barrenspur. Thieves have since turned the tomb into an empty ruin, but the catacombs beneath are still said to hold great riches.

LEVEL
01



LEVEL
02



LEVEL
03



LEVEL
04



LEVEL
05



LEVEL
06



LEVEL
07



LEVEL
08



LEVEL
09



LEVEL
10



LEVEL
11



RUINS



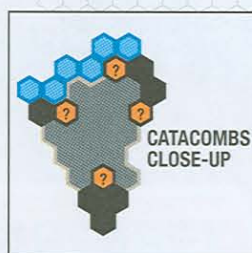
MASTER GAME – Mimring's Fortress

(4 players as individuals)

A Valkyrie General has mapped out the locations of 3 enemy wellsprings. This coveted information must be kept from others. The Valkyrie has built a device that will bury the map deep in the rock of Barrenspur, but it will take some time for it to finish its work. And who better to guard it than a dragon?

Goal: Player 1 controls Mimring and his minions, and must protect the map and burrowing device until it is secure. Players 2, 3, and 4 are all competing to get the map. They are not on a team.

Setup: Place a Glyph of Brandar Power-side up where shown. The Artifact will represent the map. Turn the Glyphs of Astrid, Gerda, Valda, and Mitonsoul symbol-side up, shuffle them, then place them on the spaces in the catacombs marked with a ?. Place Mimring where shown. Player 1 controls Mimring and 260 points worth of drafted or pre-made armies. Players 2, 3, and 4 each control 200 points worth of drafted or pre-made armies. Player 1 starts in the brown starting zone; the other players each start in either the navy, teal, or dark yellow starting zones.



Special Rules: Players 2, 3, and 4 have an uneasy alliance at the start of the game. This means their armies are all considered friendly. As soon as one of these players attacks another, the truce is off between all of them and cannot be remade.

Victory: If Player 2, 3, or 4 has a figure on the Artifact Glyph at the end of a round, then that player gets the map and wins. If no one has gotten the map by the end of Round 6, then Player 1 wins, even if Player 1 has no figures left on the battlefield.

ROUND
MARKER
TRACK



Migol's Tomb Scenarios (continued)

MASTER GAME – To Take Barrenspur

(2 players, or 4 players on 2 teams)

Under a bleak and unforgiving sky, all is silent. Everyone knows that blood will be spilled soon. Orders have come to take Barrenspur, to hold Migol's Tomb. Unfortunately, the orders have come from more than one Valkyrie General.

Goal: Destroy all of your opponents' figures.

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

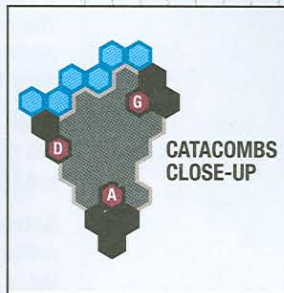
Two players: Each player drafts or brings pre-made 400-point armies.

Four players: Each player drafts or brings pre-made 300-point armies.

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

Special Rules: Due to the recent rains, all sand spaces have turned to mud. Each figure uses up 2 moves on each sand space.

Victory: When the other side has no figures left on the battlefield, your side wins. If the battle reaches the end of Round 12, then the battle is over and the player or team with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).



ROUND
MARKER
TRACK

1

2

3

4

5

6

7

8

9

10

11

12



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