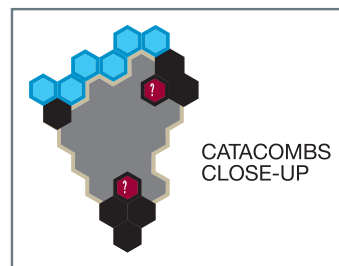
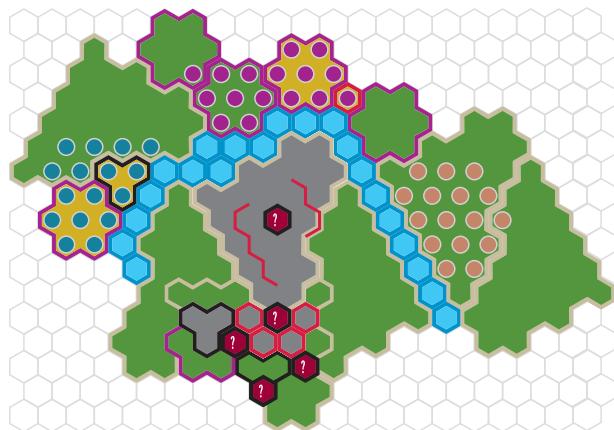




ONLINE EXCLUSIVE GAME SCENARIOS



ROUND MARKER TRACK



MASTER GAME Battle for Mimring (3 Players)

In the battle of Mimring's Fortress, Mimring was defeated and entombed in a secret Glyph of Brandar. It is understood that whoever finds this glyph and frees him from his entombment, Mimring will be grateful and forever loyal. Find the Glyph of Brandar to free Mimring to join your army on the battlefield of Migol's Tomb.

Goal: Uncover the Glyph of Brandar to free Mimring. Destroy all of your opponent's figures to control Migol's Tomb.

Setup: Mix the Glyphs of Ivor, Erland, Mitonsoul, Gerda, Valda, Dagmar and Brandar face down then randomly place them as shown.

3 Players: Each player drafts or brings pre-made 350 point armies.

One player starts in the navy starting zone; another player starts in the purple starting zone; and another player starts in the brown starting zone.

2 Players: Each player drafts or brings pre-made 420 point armies.

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

Special Rules: Mimring can not be part of any player's army at the beginning of the game.

To free Mimring from the Glyph of Brandar, you must end the round with one of your figures on the glyph. Mimring enters the battlefield by flying onto any non-glyph space at the end of the round. The Glyph of Brandar is removed from the game when Mimring enters the battlefield.

Victory: Destroy all of your opponents. If the battle reaches the end of the 12th round, the player with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).

MT1: Battle for Mimring at Migol's Tomb

