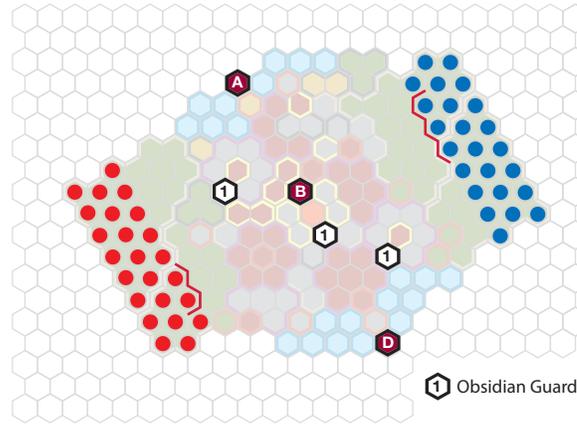




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SP1: Deadly Encounter



MASTER GAME – Deadly Encounter

Required sets: Master Set and Volcarren Wasteland Set (2 Players)

After Utgar had gained the allegiance of the Obsidian Guards through the theft and control of the Lava Stone of Volcarren, a troop of Minions was sent across the Fields of Fire to the southern army carrying the stone. They never arrived.

The loss of the stone and with it the Obsidian Guards' allegiance, could compromise the eastern flank of Utgar's southern army, making it too weak to hold long against its enemies.

Goal: Gather a band of warriors to recover the Lava Stone of Volcarren, and destroy any opposing force trying to recover the it for their own needs.

Setup: Place a unit of Obsidian Guards and glyphs power-side up where shown. Keep 10 molten lava tiles near the battlefield to be used later. Place the glyphs powerside up where shown.

Obsidian Guards cannot be chosen to be in players' armies.

Army Cards with "The Drop" special power ignore that power and are placed just like other figures.

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

One player starts in the red starting zone; the other player starts in the blue starting zone.

Special Rules: At the beginning of the 2nd round, the player who wins initiative immediately places a molten lava tile on any space within 5 spaces from the center molten lava tile. This space cannot contain a glyph, a water tile, a molten lava tile, or a figure with the "Lava Resistant" special power. Molten lava tiles are placed at the beginning of every round thereafter, until all 10 lava tiles have been used. Any figure occupying the space where a molten lava tile is placed is instantly destroyed and removed from the battlefield.

Instead of taking a turn with an army card that includes a figure standing on the Glyph of Brandar (Lava Stone of Vocarren), you may take a turn with the Obsidian Guards. If no figure occupies the Glyph of Brandar (Lava Stone of Vocarren) the Obsidian Guards are neutral. While they are neutral, you cannot attack Obsidian Guards or receive a disengagement attack from them.

Victory: If the other player has no figures left on the battlefield, or at the beginning of any round after 10 you have a figure on the Glyph of Brandar (Lava Stone of Volcarren,) you win.

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