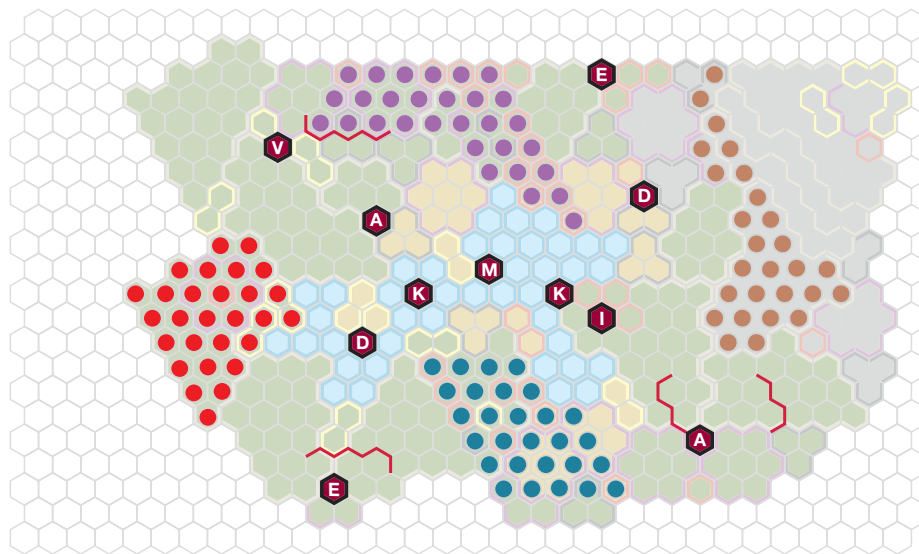


ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK

W01: The Unguarded Wellspring of Obsession

MASTER GAME – The Unguarded Wellspring of Obsession

Required sets: 2 Master Sets (2 to 4 Players)

A plague has invaded the wellspring and all that remains are ruins, rusting armor and broken weapons. The Wellspring of Obsession has remained unguarded for many months. Small groups of warriors are routinely sent to scout the battlefield to see if it is safe to occupy, some never making it back to base.

On this day, however, the air is clear and many other rival warriors have been thinking the same thing as they all arrive at the first light of dawn, looking to drink from the wellspring. It is a battle waiting to happen.

Goal: Destroy all of your opponents' figures for complete control of the wellspring before the plague comes back.

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

Two to Four Players: Each player drafts or brings pre-made 225-point armies.

Player 1 starts on the red starting spaces. Player 2 starts on the purple starting spaces. Player 3 starts on the teal starting spaces. Player 4 starts on the brown starting spaces.

Special Rules: All figures in a water space, receive +1 for normal attack and +1 for normal defense.

At the end of Rounds 1 & 2, all players receive reinforcements even if they have no figures alive on the battlefield. Starting

with the first player from the last round played, each player drafts and places reinforcements. Use the standard drafting procedure as outlined in the Master Game Guide. Each player rolls the 20-sided die and uses the table below to determine the amount of reinforcements.

Die Roll:	1-6	Reinforcements:	75 points
	7-13		100 points
	14-19		125 points
	20		175 points

Players may choose from any available army card, including those that were just destroyed in battle. Reinforcements may only enter the battlefield from the player's own unoccupied starting spaces. Figures may be placed adjacent to an enemy figure.

Victory: When you destroy all of your opponents' figures, you win. If the battle reaches the end of Round 8, the plague reappears at the battlefield. Starting with the first player from Round 8 and continuing clockwise, each player in turn order, rolls the 20-sided die. If a 1-13 is rolled, one figure is destroyed by the plague and must be removed from the battlefield. If you roll a 14-20, nothing happens. Players continue rolling in turn order for plague destruction until only 1 player is alive on the battlefield. The last player alive now controls the Wellspring of Obsession and wins the game.

