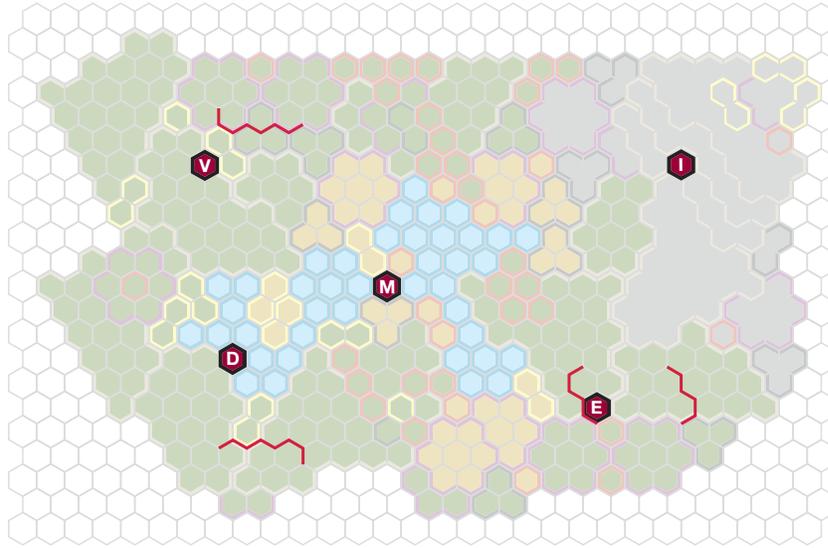




## ONLINE EXCLUSIVE GAME SCENARIOS



ROUND  
MARKER  
TRACK

### WO1: Melee at the Wellspring of Obsession

#### MASTER GAME – Melee at the Wellspring of Obsession

**Required sets:** 2 Master Sets (2 to 5 Players)

The Wellspring of Obsession is one of the most powerful wellsprings in Vallhalla. Warriors need not drink from this wellspring. They simply immerse themselves and grow stronger ... and more obsessed with its power. The Wellspring of Obsession is under constant battle because of this. Occupying warriors never want to leave and new warriors arrive hopeful that they can experience the power of the wellspring through victory.

**Goal:** Be the dominant army in the wellspring at the end of Round 5 or destroy all of your opponents' figures.

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

**Two to Five Players:** Each player drafts or brings pre-made 500-point armies.

All players may start on any Grass or Rock space. Figures cannot start on Sand spaces, Water spaces or Glyphs. Figures may not be placed adjacent to an opponent's figure.

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

During each round, after the last #3 order marker is played, if a unique hero is on a water space and the "X" order marker is on his/her army card, you may either 1) Remove 1 wound marker from his/her army card, or 2) Take another turn with this hero. When playing the "X" order markers, continue turns in order from the last #3 order marker played. Skip any player who cannot play.

**Victory:** When all of your opponents' figures are destroyed, you win. If the battle reaches the end of Round 5, the player with the most figures in the wellspring wins the battle. If there is a tie, the wellspring begins to consume the warriors. Each player rolls the 20-sided die. The lowest roller must eliminate a figure from the game. Re-roll any tied rolls. Continue until only 1 player is left alive. The last player wins the game.

