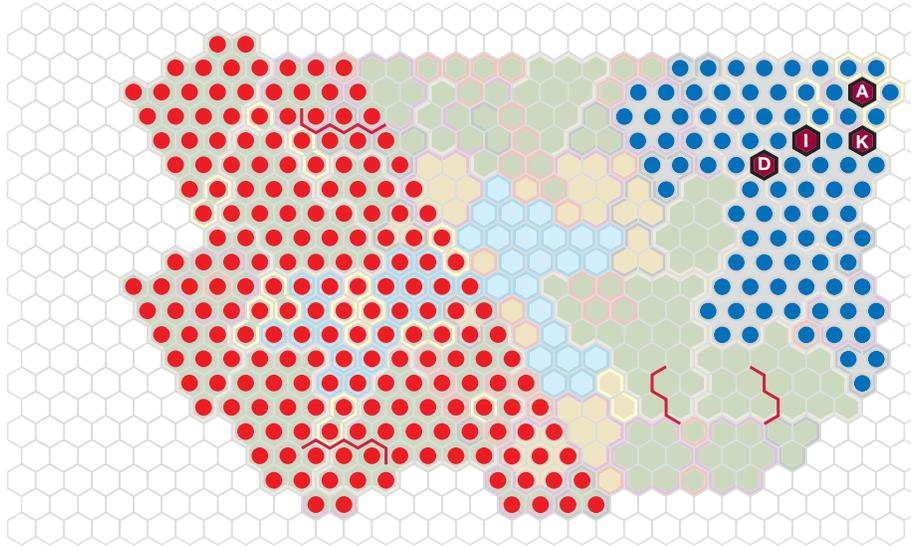




ONLINE EXCLUSIVE GAME SCENARIOS



ROUND
MARKER
TRACK

WO2: The Stand at the Wellspring of Obsession

MASTER GAME – The Stand at the Wellspring of Obsession Required sets: 2 Master Sets (3 or 4 Players)

The Wellspring of Obsession has been controlled by Syvarris and a battle-hardened army destroying all other armies that have challenged them. Now it is not a matter of gaining control of the wellspring, but of being the first to destroy Syvarris and create an everlasting reputation.

Player 1's Goal: Hold the hillside or destroy all of your opponents' figures.

Players 2, 3, & 4's Goal: Destroy all of Player 1's figures by the end of Round 7.

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

Three Players: Each player drafts or brings pre-made armies. If using pre-made armies, Player 1 must include Raelin and Syvarris as part of the army. If drafting, Player 1 starts with Syvarris and Raelin then drafts a 300-point army. Players 2 and 3 each draft 650-point armies and are considered friendly to each other.

Player 1 starts on any of the blue start spaces (any grey rock space). All other players start on any of the red start spaces.

Four Players: Each player drafts or brings pre-made armies. If using pre-made armies, Player 1 must include Raelin and Syvarris as part of the army. If drafting, Player 1 starts by

placing Syvarris and Raelin on any of the blue start spaces, then all players begin drafting an army. Player 1 drafts a 600-point army. Players 2, 3, and 4 each draft 400-point armies and are considered friendly to each other.

Player 1 starts on any of the blue start spaces. All other players start on any of the red start spaces.

Special Rules: All figures on water spaces, receive +1 for normal attack and +1 for normal defense.

Victory: At the end of Round 7, nighttime has fallen and it is too dark to safely identify the enemy. If Player 1 is still alive, surviving with at least 1 figure that occupies at least one blue start space, he/she wins the game. If Player 1 no longer occupies any blue start spaces at the end of Round 7, all the other players win the game. It is very unlikely, but Player 1 can also win by destroying all of his/her opponents' figures.