

# heroScape

THE BATTLE OF  
ALL TIME

MASTER SET

3

BATTLE FOR THE UNDERDARK

AGES 8+

For 2 Players

**Start Playing in Minutes**

with quick & easy Basic Game rules.



## DUNGEONS & DRAGONS

**EXPLORE THE PERILS OF AN ANCIENT UNDERDARK!**

Valhalla: A world of treacherous terrain, dark mysteries, and ancient artifacts.  
A world of cosmic clashes between warriors of unimaginable power.  
A world of spectacular defeats and hard-won victories.  
A world that you create!



# Introduction

In the world of Valhalla, a battle rages. Warriors from all worlds and all times are summoned to fight in a war that could determine the fate of us all. The Valkyrie Generals Jandar, Ullar, Finar, Vydar, and Aquilla have allied against the evil Valkyrie Utgar, as they seek to find and control the fifteen mystic wellsprings that hold the power to open up portals to other worlds.

In their quest for the hidden wellsprings, the allied Valkyrie have discovered the remains of an ancient civilization buried deep underground. A party of skilled adventurers has been summoned from the world of Toril to explore these underground ruins. As they delve into their twisting depths, they find that they are not alone . . .

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# Basic Game Guide

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This Game is designed to introduce the novice player to the turn sequence and the basic rules of movement and combat.

### Master Game Guide ..... p. 6

In this game of added complexity and strategy, your Army figures have special powers and special rules for moving and battling.

### Glossary ..... p. 16

### Battlefields and Game Scenarios ..... p. 20

This section features four different battlefields that you can create using your Master Set. Each battlefield includes level-by-level building instructions and game scenarios.

## Game Contents

- 10 painted figures • 2 dungeon tiles (24 hex)
- 3 dungeon tiles (7 hex) • 2 dungeon tiles (3 hex)
- 2 dungeon tiles (2 hex) • 2 dungeon tiles (1 hex)
- 3 rock tiles (7 hex) • 2 rock tiles (3 hex)
- 1 rock tile (2 hex) • 1 rock tile (1 hex)
- 3 sand tiles (7 hex) • 1 sand tile (2 hex)
- 1 sand tile (1 hex) • 1 grass tile (3 hex)
- 1 grass tile (2 hex) • 1 grass tile (1 hex)
- 12 water tiles (1 hex) • 8 shadow tiles (1 hex)
- 1 rock outcrop with shadow base (3 hex)
- 3 rock outcrops with shadow bases (1 hex)
- 4 Treasure Glyphs • 23 wound markers • 20-sided die
- 8 combat dice • 8 Army Cards • 8 order markers • 1 sticker sheet

## The First Time You Play

Remove your game parts from their wrappings.  
Discard the extra materials.

**Object:** Create a battlefield, choose your Army, then wage war against your opponent. To win, be first to achieve your victory objective.

## Get Ready to Play a Basic Game

### 1. SET UP YOUR BATTLEFIELD AND YOUR ARMY

To do this, use the *Battlefields and Game Scenarios* Section starting on page 20. It features four battlefields with step-by-step instructions for building them. It also provides a Basic Game scenario to get you started. More Basic Game scenarios are available at [www.heroscape.com](http://www.heroscape.com).

After you've chosen a Basic Game scenario and built the battlefield, choose an Army. (Player 1 is the Good Army; Player 2 is the Evil Army.) Place your Army Cards in front of you, and then place your figures on the battlefield.

### About Your Army Cards

In this game, you'll use the Basic Game side of the Army Cards. The other side is used in the Master Game. There are two types of Army Cards: Hero Cards, which show one (usually very powerful) warrior; and Squad Cards, which show two or more (usually less powerful) warriors.

Let's say you built the *Ancient Sanctum: Room 1* battlefield, and chose the *Ambush* game scenario on page 22. Example 1 shows which Army Cards you chose; Example 2 explains the boxed numbers on them.

### EXAMPLE 1: Your Army Cards (Basic Game Side)

You've chosen an Evil Army with two Heroes (Pelloth and Feral Troll) and one Squad (three Deepwyrms). You've taken your three Army Cards and placed them in front of you, and you've placed your Army (all five figures) on their starting positions on the battlefield.



### EXAMPLE 2: Army Card Numbers

**MOVE 6** - The Deepwyrms Drow each have a maximum move of 6 spaces.

**RANGE 1** - Each Deepwyrms Drow has a dagger. The daggers are melee weapons that can attack only from adjacent spaces.



**ATTACK 4** - The daggers the Deepwyrms Drow carry are coated with powerful poison. For each attacking Deepwyrms Drow, you roll 4 attack dice.

**DEFENSE 3** - The Deepwyrms Drow are adept at hiding from their opponents. Each time one is attacked, you roll 3 defense dice.

## 2. THE COMBAT DICE

Place the 8 combat dice near the battlefield and within reach of both players. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).

Unless otherwise directed by your chosen game scenario, you don't need any other game parts for the Basic Game. Just place them aside, out of play.

## The Battle Begins!

Each player rolls 6 combat dice. The player who rolls the most skulls takes the first turn. (Re-roll if there's a tie.) Players then alternate turns until the game is over.

### ON YOUR TURN

Usually, you'll do three actions on your turn, in this order:

**Action 1. Choose an Army Card**

**Action 2. Move Figure(s) on Your Army Card**

**Action 3. Attack with Figure(s) on Your Army Card**

All three of these actions are explained in detail in the following sections.



# Basic Game Guide

## Action 1. Choose an Army Card

First, choose any one of your Army Cards to use on your turn.

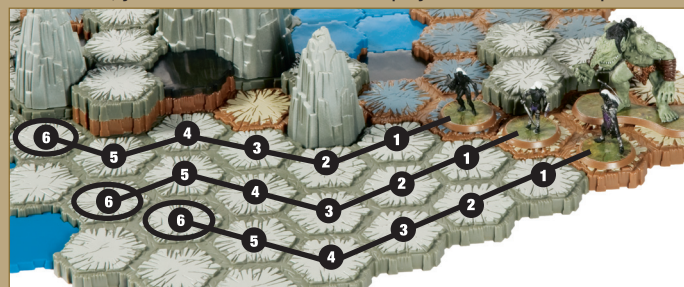
## Action 2. Move Figure(s) on Your Army Card

Now you may move any or all figures on your chosen Army Card, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction up to the Move number on its Army Card. For example, with a Move number of 6, the Deepwyrms Drow can each move 0, 1, 2, 3, 4, 5, or 6 spaces. (Uneven terrain and water might limit their movement, as you'll soon see.) Example 3 shows basic movement.

### EXAMPLE 3: Basic Movement

On this turn, you choose to move each Deepwyrms Drow its full 6 spaces.



- **Order of movement:** Move Squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a figure you control on it; but you can't move through a space with an opponent's figure on it. Never end a move on a space with any other figure.
- **Moving up and down:** When you move to a higher level, count the side of each higher level as one space (as well as the space you land on). When you move to any lower level, you don't need to count sides on the way down. Examples 4 and 5 show how to move up and down.

### EXAMPLE 4: Moving Up

Count 6 spaces for your Deepwyrms Drow to move up onto this ledge.



### EXAMPLE 5: Moving Down

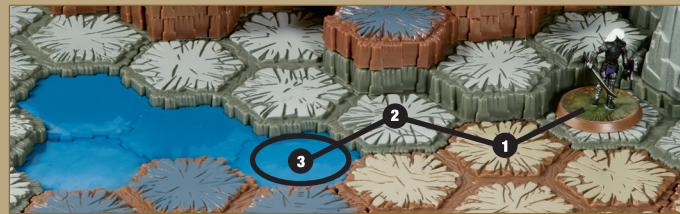
To get down from this ledge, your Deepwyrms Drow counts only 1 space on its move.



- **Moving into water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 6A.

### EXAMPLE 6A: Moving onto Water

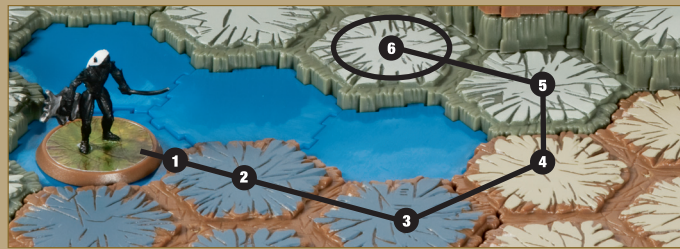
When moving onto the water space, your Deepwyrms Drow must stop after moving only 3 spaces.



- **Moving onto shadow spaces:** Unlike moving onto water, when you move onto a shadow space from any other space, you may continue moving if you have moves left.
- **Moving from water or shadow spaces to land:** For water spaces or shadow spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water or shadow spaces to land, count the side of each land space as you move. See Example 6B.

### EXAMPLE 6B: Moving out of Water

When moving from the water space to the adjacent land space, the Deepwyrms Drow must count 2 spaces.



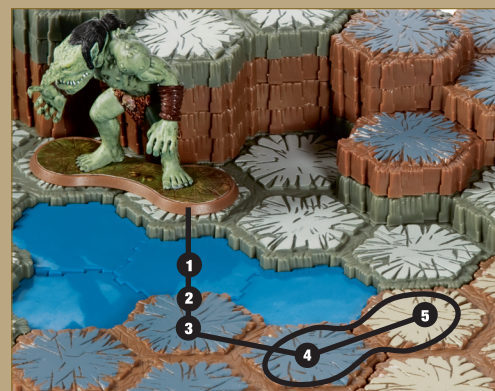
- **Moving a double-space figure:** Some figures, such as Othkurik or a Feral Troll, take up two spaces. When moving a double-space figure, decide which side to lead with (for example, the left side or the right side). Then move the figure so that the other side follows the same spaces that the leading side just occupied.

Always end a double-spaced figure's move on two same-level spaces. The only exception to this rule is when one of two same-level spaces has a water or shadow tile in it. A double-spaced figure can end its movement on those two spaces because they are considered to be on the same level.

Example 7 shows how to move a double-space figure. A double-space figure does not have to stop when it moves over one water space between two land spaces, but it does have to stop when it moves down onto two adjacent water spaces.

### EXAMPLE 7: Moving Double-space Figures

The Feral Troll moves 5 spaces left side first, with its right side following along the same spaces. Notice that the Feral Troll counts the side of the land space when moving up from the water space. Its move ends across the water on two same-level spaces.





# Basic Game Guide

## Action 3: Attack with Figure(s) on Your Army Card

Now it's time for your Hero or Squad to attack any figures in your opponent's Army that they can.

**Who can attack?** Any figure(s) on your chosen Army Card within Range of an opponent's figure, and with a clear Line of Sight, can attack. If no figure on your Army Card meets these two conditions, you can't attack and your turn is over.

To see if a figure can attack, check the figure's Range and Line of Sight as explained below.

- **Range:** A targeted figure must be within the attacking figure's Range: For example, with a Range of 5, Erevan Sunshadow can attack any enemy within 5 spaces from him.

A figure with a Range of 1 can attack a figure only from an adjacent space.

A double-space figure, such as Othkurik or a Feral Troll, can attack from either space it occupies.

When checking a figure's Range, don't count extra spaces for higher levels. (However, being on a higher level is an advantage during an attack.) If the distance between your figure and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), then you must count the spaces along the edge of the battlefield to check the Range.

- **Line of Sight:** To attack a targeted figure, your figure must be able to "see" it from its location. If the targeted figure is (for example) behind a stack of tiles, so that the attacker can't see any part of it, then no attack is possible.

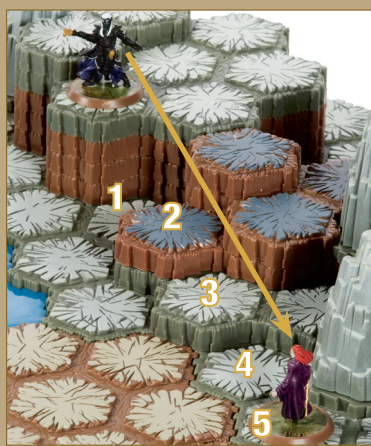
Unlike Range, Line of Sight is an imaginary straight line that has nothing to do with the spaces on the battlefield. The best way to tell if your Attacker has a clear Line of Sight is to get behind its head and look at the targeted figure. If you can see any part of it from the Attacker's head, you have a clear Line of Sight. *Note:* It doesn't matter if the Line of Sight goes off the edge of the battlefield, with no spaces below it.

Example 8 shows how to determine if a targeted figure is within an Attacker's Range and Line of Sight.

### EXAMPLE 8: Range and Line of Sight

You want Pelloth to attack Ana Karithon.

1. First, you count the spaces from Pelloth to Ana Karithon: Ana Karithon is 5 spaces away, so she is just within Pelloth's Range.



2. Then, you check for a clear Line of Sight. Pelloth can "see" Ana Karithon, so Pelloth can attack.

## ATTACKING

If you're attacking with a Squad, each figure on your chosen Army Card can attack one at a time, in any order. Each figure can attack only once per turn. Different figures may attack the same opposing figures or different opposing figures.

For each Attacker, follow the rules below.

1. Announce which one of your figures is the Attacker and which figure it's attacking. The attacked figure becomes the Defender.

2. Check the Attack number on your Attacker's Army Card, and then roll that number of attack dice. After you roll, your opponent rolls the number of defense dice on his Defender's Army Card.

**Height Advantage:** If the base of one figure is higher than the base of the other figure (no matter what their actual size), the higher figure rolls 1 extra die.

3. For every skull you roll for your Attacker, your opponent must roll at least one shield for his Defender to block it. **IMPORTANT:** For attack rolls, the Attacker counts only skulls. For defense rolls, the Defender counts only shields.

- If you roll more skulls than the Defender rolls shields, your attack is successful and the Defender is destroyed. The player who controls it places it out of the game.
- If the Defender rolls an equal number or more shields than you rolled skulls, then your attack is unsuccessful. The attacking and defending figures stay where they are, and that attack is over.

After you attack with every figure that can attack, your turn is over.

Example 9 shows an attack and its outcome.

### EXAMPLE 9: The Deepwyrms Draw Attack!

Two of your three Deepwyrms Draw are within range of Erevan Sunshadow. You choose one Deepwyrms Draw to launch the first attack.

#### THE FIRST DEEPWYRM DROW ATTACKS

Deepwyrms Draw have an Attack number of 4, which means you roll 4 attack dice. But this Deepwyrms Draw has a height advantage over the Defender, so you roll 1 extra attack die (a total of 5 dice):



The Defender has a Defense number of 3. Your opponent rolls 3 defense dice:



The Defender blocks the attack. Both figures stay where they are. Now your second Deepwyrms Draw can attack.

#### THE SECOND DEEPWYRM DROW ATTACKS

You decide to attack the same Defender. This attacking Deepwyrms Draw also has a height advantage, so again you roll 5 attack dice:



For the Defender, your opponent rolls 3 defense dice:



You win the attack! Your opponent takes his destroyed Erevan Sunshadow figure out of the game.

#### THE THIRD DEEPWYRM DROW CANNOT ATTACK

No opposing figure is within Range of your third Deepwyrms Draw, so you cannot attack with your third Deepwyrms Draw. You have no more attacks to make, so your turn is over.

## Ending the Battle

Keep playing until one player achieves the victory objective of the chosen game scenario. That player wins the battle!

### Create Your Own Battlefield

With experience, you may want to build your own battlefields and create your own game scenarios, Armies, and victory conditions. Good luck; may the best Valkyrie General win!



# Master Game Guide

In the Master Game, your Army figures get serious, with special powers and special rules for moving and battling. Because of their extra strength and powers, these warriors can't be defeated so easily. As a Valkyrie General, your mission is to gather a well-balanced Army, lead them boldly into battle, and wage war strategically to conquer the enemy. Good luck. And may the best Valkyrie General win!

**Contents:** See page 3 for a list of contents.

**Object:** Create a battlefield and choose your Army, then fight the battle of all time! To win, be the first to achieve your victory condition.

**For First-Time Players:** If this is your first time playing the Master Game, we recommend that you set up Ancient Sanctum: Room 1 on page 22 and play the *Dungeon Adventure 1: Ancient Sanctum Campaign Master Game* on page 23.

## Get Ready to Play

### 1. SET UP YOUR BATTLEFIELD

To do this, choose a battlefield and a Master Game Scenario from the *Battlefields and Game Scenarios* section starting on page 20. After you've played several games, you may want to create your own battlefields and game scenarios.

**Playing with more than two players:** You can play the scenarios in this Master Set with three or more players, including teams. See page 15 for special rules.

**Playing with Multiple Master Sets and/or Expansion Sets:** There are a few special rules for doing this. They're explained on page 15.

### About the Army Cards

In this game, you'll use the Master Game side of the Army Cards (shown below).

As in the Basic Game, each Army Card features either a Hero or a Squad, with Move, Range, Attack and Defense numbers. But you'll notice that the Master Game side of each card has much more information about the figure(s). As you play, you'll become more familiar with how all of this information figures into the gameplay. Example 1 explains the Army Card information.

### EXAMPLE 1: Your Army Cards (Master Game Side)

**Unique/Uncommon/Common:** Unique Army Cards— When selecting cards to put in your Army, you cannot select two of the same Unique Army Card. Common Army Cards and Uncommon Army Cards— When selecting cards to put in your Army, you can include two or more of the same Common or Uncommon Army Card.

**Hero/Squad:** Hero Cards feature a single (usually powerful) figure. Squad Cards feature two or more (usually less powerful) figures. Your Army can include all Heroes, all Squads, or any combination.

**Valkyrie:** The Valkyrie General that the Hero or Squad follows (Jandar, Utgar, Ullar, Vydar, Aquilla or Einar).

**Species:** Biological classification of the figure(s).

**Class:** The type of figure(s).

**Personality:** Dominant characteristic.

**Size/Height:** The size of the Hero or Squad, and the number of levels high.

**Special Power(s):** Most figures have special powers that allow them to "break the rules" when moving, attacking, and defending.

**Points:** The value of an Army Card, based on the power of its figure(s).

**Target Point:** The green dot shows the area from where you determine Line of Sight.

**Hit Zone:** The red area shows what part of the figure(s) can be attacked. Used when checking Line of Sight.

**Life:** The number of wounds it takes to destroy the figure(s).

**Move:** The maximum number of spaces the figure(s) may move.

**Range:** The number of spaces away that the figure(s) can attack.

**Attack:** The number of dice you roll for a normal attack.

**Defense:** The number of dice you roll to defend.



# Master Game Guide

## 2. GATHER AND PLACE YOUR ARMY

For the Master Game Scenarios, you can use a pre-made Army or a pre-set Army, or you can draft an Army. These three ways of gathering an Army are explained below.

As you gather your Army, make sure that the total point value doesn't exceed the one listed in your chosen game scenario. (It can be lower, but not higher.) Players don't need to have the same number of Army Cards; for example, you might have three Army Cards, while an opponent might have four or five Army Cards.

**Army Card colors:** In the Master Game, the loyalties of good and evil warriors may become neutral or even shift to the other side; therefore, your Army can include Army Cards of mixed colors.

### Using a Pre-Made Army

Experienced players might know exactly which Armies they want based on the game scenario, the point values, their favorite figures, or other factors. If you've already chosen (or brought along) your Army, place your cards in front of you. Then players roll to see who places his Army on the battlefield first. Re-roll ties. The highest roller will place his entire Army first; placement then passes to the left. You must place your entire Army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

### Using a Pre-Set Army

Some scenarios have the Armies chosen for you. As in the Basic Game, you choose the pre-set Army that you want to control. After choosing your Army, place your Army Cards in front of you, then place your figures on the battlefield.

### Drafting an Army

Drafting is a fair and fun way for players to choose their Army Cards for a well-balanced game. When you select an Army Card, take the figure or figures shown on the card and place them in a starting zone immediately, before the next player selects an Army Card. You must place your entire Army in the same starting zone. You cannot place any figures in an enemy-occupied starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

### For a two-player game, players draft as follows:

1. Both players roll the 20-sided die. Re-roll any ties. The higher roller drafts first, by choosing one Army Card.
2. The other player then chooses two Army Cards.
3. Each player, in turn, then chooses one Army Card, until both players' Armies have been completely chosen and placed.

Let's say you're playing the *Dungeon Adventure 1: Ancient Sanctum Campaign Master Game* on the Room 2 battlefield (page 25). This game calls for each player to gather a pre-set Army. Example 2 shows the Armies that you and your opponent were given, and where you placed them.

### EXAMPLE 2: You Gather and Place Your Armies

**Your Army:** You were given this pre-set Army from the Room 2 scenario and placed them where shown.



**Your Opponent's Army:** Your opponent was given this pre-set Army from the Room 2 scenario and placed them where shown.



### ORDER MARKERS

Each player takes four order markers: 1, 2, 3, and X. On each round, you'll place these on your Army Card(s) to mark the order in which your figures will move and attack.



### WOUND MARKERS AND DICE

Place all of the wound markers and the 8 combat dice near the battlefield. The combat dice are used as attack dice (rolling for skulls) and also as defense dice (rolling for shields).



### TREASURE GLYPHS

These "magical" enchantments and equipment are placed on certain spaces in several of the game scenarios (as directed in the *Battlefields and Game Scenarios* Section). Most of them grant special powers to a figure that activates or picks them up. But beware! Most Treasure Glyphs are protected by traps. See Treasure Glyphs, on page 14.





# Master Game Guide

## The Battle Begins!

The game is played in several rounds. A round consists of three turns for each player.

### A ROUND OF PLAY

**The Round Marker Track:** In the *Battlefields and Game Scenarios* Section, some game scenarios feature a numbered line where players keep track of the rounds they've played. Before starting the first round, place a round marker (or any other marker you would like to use as the round marker) on the "1." At the end of each round, move the round marker ahead to the next number.

Each round of play consists of the following four steps:

1. Place Your order markers.
2. Roll for initiative.
3. Players take their turns one at a time, until each player has taken three turns.
4. Move the round marker ahead to the next number.

All of these steps are explained in detail below.

### 1. PLACE YOUR ORDER MARKERS

On a turn, you'll move and attack with the figure(s) on one Army Card. Decide now which Army Card you'll use on which turn, then place an order marker on those cards (1 for the first turn, 2 for the second turn, and 3 for the third turn). You may place two or more order markers on the same card, if you want to use that card for two (or even all three) of your turns.

Players place their markers at the same time. Place your markers with the numbers facing you, so your opponents can't see them.

*The "X" order marker:* This extra marker is not used on any of your turns; it is only a decoy to prevent your opponents from knowing which three order markers you actually intend to use.

If your Army includes two or more of the same Common Army Card, you don't need to keep these figures separate (that is, keep track of which figures belong to which card). For example, if you're using two cards' worth of Deepwyrms Drow figures, each order marker placed on either Army Card activates any three of them.

Uncommon Army Cards, however, are unique to each figure, so you must keep track of which figure belongs to which Army Card. You can use the stickers provided in this Master Set to track your Uncommon figures. (See also: *Uncommon Figures* in the Glossary.)

*Note:* More competitive players can take turns placing all of their markers. To do this, roll the 20-sided die. The high roller places all of his order markers first; then the player to the left places all of his order markers; and so on, until all order markers have been placed.

Examples 3 shows where you decided to place your order markers.

#### EXAMPLE 3: You Place Your Order Markers



On this round, you decide to mobilize Ana Karithon (first turn), Darrak Ambershard (second turn), then Ana Karithon again (third turn). You place the X order marker on Erevan Sunshadow, to "fake out" your opponent.

### 2. ROLL FOR INITIATIVE

At the beginning of a round, each player rolls the 20-sided die for initiative. The player with the highest roll will get to take each of his turns first. Play then passes to the left. If there's a tie for highest roll, the tying players re-roll.

### 3. ON YOUR TURN

During a round, each player will take three turns. Usually, you'll do three actions on your turn, in this order:

**Action 1. Reveal Your order marker (Always)**

**Action 2. Move Figure(s) on the Army Card (Optional)**

**Action 3. Attack with Figure(s) on the Army Card (Optional)**

All three of these actions are explained in detail in the following sections.

**Action 1. Reveal Your order marker (Always)**

Start your turn by revealing your order marker for that turn, then laying it number-side up on the Army Card. *Note:* Later in the game, it's possible that the figure(s) on that Army Card will have been destroyed earlier in the round. In such a case, you lose your turn.

**Action 2. Move Figure(s) on Your Army Card (Optional)**

Now you may move any or all figures on your chosen Army Card, if you want to. Follow these rules for moving each figure:

- **Check the Move number:** You can move a figure in any direction up to the Move number on its Army Card. For example, with a Move number of 5 a figure can move 0, 1, 2, 3, 4, or 5 spaces. (Uneven terrain and water might limit movement, as you'll soon see.) Example 4 shows basic movement.
- **Order of movement:** Move Squad figures in any order, one at a time.
- **Passing and landing on other figures:** You can move through a space with a friendly figure on it (one of your own or a teammate's) unless the figure is engaged (see **Engagement Rules** on page 11). You can't move through a space with an opponent's figure on it, or end your move on a space with any other figure.

#### EXAMPLE 4: Basic Movement

Darrak Ambershard has a Move number of 5. You advance him the full 5 spaces. *Note:* Darrak Ambershard may move through Ana Karithon because she is a friendly figure.



- **Moving up:** When you move to a higher level, count the side of each higher level as one space, as well as the space you land on. Example 5 shows how to do this. If your figure can't move enough spaces to reach the top of a ledge, then it can't move there.

*Note:* Glyphs, water tiles, and shadow tiles do not add height to any spaces on which they're placed. They are considered to have the same height as the space below them.



# Master Game Guide

## EXAMPLE 5: Moving Up

Count the side of each level as you move Tandros Kreel to the top of the first ledge. *Note:* Tandros Kreel cannot move to the top ledge because it would take a move of 7, and his Move number is only 5.



**Height limit:** A figure cannot move up a number of levels equal to or higher than its Height number (height) all at once. See Example 6.

## EXAMPLE 6: Height Limit for Moving Up

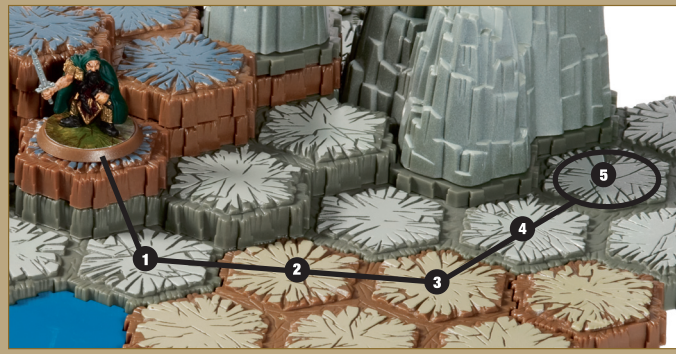
Darrak Ambershard cannot move up to the space marked with an "X" because it would take 5 moves to reach the top, and Darrak Ambershard's Height number is 4.



- **Moving down:** When you move to a lower level, you don't need to count sides on the way down (but there could be a penalty for moving to a much lower level; see Falling). Example 7 shows a figure moving down.

## EXAMPLE 7: Moving Down

To move Darrak Ambershard down from this ledge, you don't need to count the sides of the levels.



**Falling:** When a figure moves down to a much lower level, it might get wounded. Falling does not stop a figure's movement, but it could wound or destroy it. *Note:* Falling rules do not apply if a figure falls onto a water space. A figure can fall onto a water space from any level. However, all falling rules apply if a figure falls onto a shadow space.

A fall is defined as follows:

If a figure moves down onto a level that is equal to or higher than the figure's height, you must roll one combat die immediately to see if it was wounded.

**Major fall:** If the drop is 10 levels more than the figure's height, you must roll 2 additional dice (for a total of 3 dice).

For each skull you roll, add one wound marker to the figure's Army Card. (See **Life**, on page 13.)

**Extreme fall:** If the move is 20 levels more than the figure's height, you must roll the 20-sided die. If you roll 19 or 20, the figure survives without taking any falling damage. If you roll 1–18, the figure is destroyed.

## EXAMPLE 8: Falling

When you move Darrak Ambershard down from this 4-level cliff, you roll 1 attack die for the fall, because the cliff is equal to or higher than his Height number of 4. You don't roll a skull, so Darrak Ambershard is safe.



Example 8 shows a figure falling.

- **Moving onto water:** When you move onto a water space from any other space (even from another water space), you must end your move there. See Example 9. *Note:* Double-space figures can move past one water space that's between two non-water spaces without stopping; they must stop only if they move onto two water spaces.



# Master Game Guide

## EXAMPLE 9: Moving onto Water

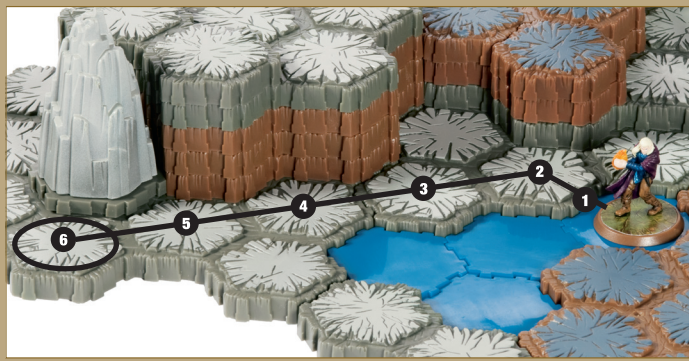
When you move Darrak Ambershard onto a water space, he must stop there.



- **Moving onto a shadow space:** Unlike moving through water, when you move onto a shadow space from any other space, you may continue moving if you have moves left.
- **Moving from water or shadow spaces to land:** For water spaces or shadow spaces that are lower than their adjacent land spaces, the “moving up” rule applies. When moving from water or shadow spaces to land, count the side of each land space as you move. See Example 10.

## EXAMPLE 10: Moving out of Water

When moving Erevan Sunshadow from the starting water space up onto the adjacent land space, you count 2 spaces because the water is considered a level lower than the land space. Erevan Sunshadow then moves 4 additional spaces for a total move of 6.

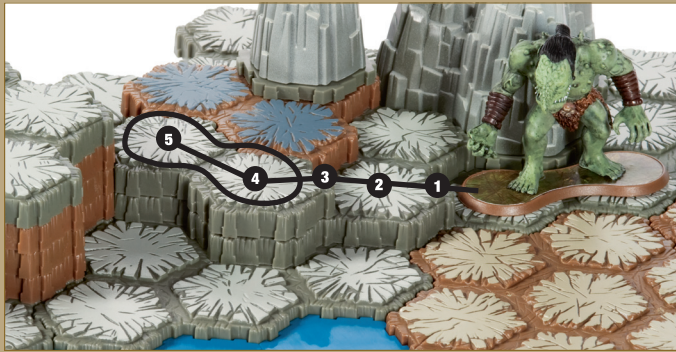


- **Moving double-space figures:** Some figures, such as Othkurik or a Feral Troll, take up two spaces. When moving a double-space figure, decide which side to lead with (for example, the left side or the right side). Then move the figure so that the other side follows the same spaces that the leading side just occupied. Always end a double-space figure's move on two same-level spaces. Example 11 shows how to move a double-space figure.

*Note:* Glyphs, water tiles, and shadow tiles do not add height to any spaces on which they're placed. Because of that, a double-space figure can have one side on a land space and one side on a glyph, water, or shadow tile placed on top of an adjacent space of the same level. They are considered to have the same height as the space below.

## EXAMPLE 11: Moving Double-Space Figures

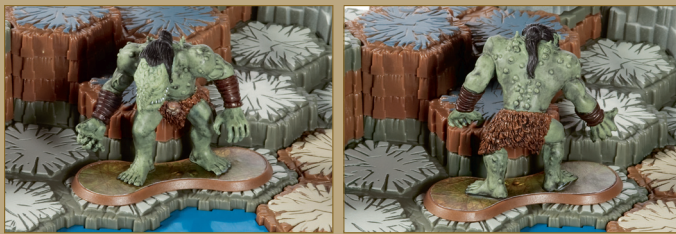
From its starting spaces (top picture), this Feral Troll moves 5 spaces right side first, with its left side trailing along the same spaces as its right side. Counting the sides of the edges, the Feral Troll ends its move at the top, on two same-level spaces.



- **Flipping a double-space figure:** Anytime during a double-space figure's move, you can flip it. See Example 12. To flip a double-space figure, turn the figure around while keeping it on the same two spaces. The flip is free: It does not count as part of your move. The double-space figure does not take any leaving engagement attacks when flipping, since the figure is staying on the same two spaces. Leaving engagement attacks are explained later on page 11.

## EXAMPLE 12: Flipping a Double-Space Figure

A Feral Troll flips to face the other direction.



- **Overhangs:** An overhang exists when one or more tiles are above another tile with space in between. Figures that are small enough to do so may move under overhangs (Example 13 shows an overhang).

## EXAMPLE 13: Moving Under an Overhang

On this battlefield, notice that Darrak Ambershard can move under this overhang, but Othkurik cannot.



Figures can also move up onto low overhangs. When you move a figure up a low overhang, count the nearby support tiles. See Example 14.



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## EXAMPLE 14: Moving Up onto a Low Overhang

The Deepwyrms Drow counts the nearby support tile as it moves onto this overhang.



- **Keep the base on the space:** When you end a figure's move, make sure its base lies flat and is on that space only (or spaces, in the case of double-space figures). No part of its base may overlap another space or an area between spaces.
- **Tight quarters:** Some battlefields have narrow passageways, rock outcrops, and overhangs that might limit the movement of some figures. A figure can't move through or onto a space that it can't fit completely onto. Example 15 shows a figure in tight quarters.

## EXAMPLE 15: Othkurik Moves into Tight Quarters

Left picture: Othkurik can't move onto this space, because his tail keeps him from standing completely flat on the spaces.



Right picture: However, he can move onto this space by leading with his back side.

## ENGAGEMENT RULES

A figure becomes engaged when it moves adjacent to an opponent's figure.

**Adjacency Exceptions:** Most of the time, if a figure is next to another figure, they are adjacent. Here are the exceptions to the rule:

- If one figure's base is on a level equal to or higher than the height of the other figure, they are not adjacent and therefore not engaged. See Example 16, below.

## EXAMPLE 16: Not Adjacent

Darrak Ambershard is not adjacent to the Deepwyrms Drow because the Deepwyrms Drow is on a ledge that is equal to Darrak Ambershard's Height number of 4.



- If an obstacle such as a ruin, stone wall, or battlement is between two figures, to be engaged both figures' heights must be higher than the obstacle. If both figures' heights are lower than the obstacle, or only one figure's height is lower, they are not engaged.

**Leaving an engagement:** Your figure may move around an opponent's figure that it is engaged with, but as soon as your figure moves away (onto a space that's not adjacent), the opponent's figure may take a "leaving engagement attack" on your figure. To do this, the player who controls the opponent's figure rolls 1 die to attack. (You do not roll any dice to defend your figure.) If a skull is rolled, your figure takes 1 wound. Place 1 wound marker on its Army Card (see **Life**, on page 13.)

**Multiple engagements:** Your figure may become engaged with more than one figure at the same time. As you leave each engagement, your opponent's figure may roll 1 attack die. For each skull rolled, your figure takes 1 wound. Example 17 shows a multiple engagement.

## EXAMPLE 17: Multiple Engagement

When you move Darrak Ambershard away from two opposing Deepwyrms Drow, your opponent may roll 1 die for each Deepwyrms Drow. Two skulls are rolled, inflicting 2 wounds. You place 2 wound markers on Darrak Ambershard's Army Card.





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## Action 3. Attack with Figure(s) on the Army Card (Optional)

Now it's time for you to attack with your Hero or Squad.

**Who can attack?** Any figure(s) on your chosen Army Card within Range, and with a clear Line of Sight (if necessary; see below), can attack. If no figure on your Army Card meets these two conditions, then no attack is possible.

**Looking for hidden figures:** At any time, feel free to walk around the battlefield to find out which figures are hiding where: behind raised terrain areas or a rock outcrop, for example. (As you do this, other players might want to shield their order markers so you can't see them.)

Before attacking with a figure, check the Range and Line of Sight as follows:

- **Range:** A targeted figure must be within the Attacking figure's Range: for example, with a Range of 5, Pelloth can attack any figure within 5 spaces from him.

A figure with a Range of 1 can attack a figure only from an adjacent space.

A double-space figure can attack from either space it occupies.

When checking the Range, don't count extra spaces for any difference in levels. If the distance between your figure and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you may still attack it, but you must count the spaces along the battlefield to check the Range.

**Engaged figures:** If one of your figures is engaged with one or more other figures, your figure may attack only those figures. *Note:* A figure does *not* need Line of Sight to attack a figure that it is engaged with or adjacent to.

**Attacking around other figures:** You may attack figures even if other figures are between your figure and the targeted figure, but you must have a clear Line of Sight to attack.

- **Line of Sight:** To attack a targeted figure, your figure must be able to "see" it from its location. Unlike Range, the Line of Sight is an imaginary straight line between your attacking figure's Target Point and the targeted figure's Hit Zone; it has nothing to do with the spaces on the battlefield. If the targeted figure is (for example) behind a rock outcrop or a cliff, so that your figure can't "see" it, then no attack is possible. The only exception to this rule is if a figure is engaged with or adjacent to another figure. A figure does not need Line of Sight to attack a figure that it is engaged with or adjacent to.

To determine if there is a clear Line of Sight, check the Target Point (the green dot on your figure's Army Card) and the Hit Zone (the red area on the targeted figure's Army Card). Then get behind your figure and look to see if its Target Point can "see" any part of the targeted figure's Hit Zone. If so, there is a clear Line of Sight.

If players disagree about whether or not there is a clear Line of Sight, have an independent person make the call. If this is not possible, then roll the 20-sided die; the high roller wins the dispute.

**Adjusting figures:** Players may touch or move only their figures, and may do so only on their turns. For example, a player cannot move his figure out of the Line of Sight on an opponent's turn.

Example 18 shows how to determine if a targeted figure is within an Attacker's Range and Line of Sight.

## EXAMPLE 18: Range and Line of Sight

You want Pelloth to attack Ana Karithon.



1. First, you count the spaces from Pelloth to Ana Karithon: Ana Karithon is 5 spaces away, so she is just within Pelloth's Range.



2. Then, you check for a clear Line of Sight from Pelloth's Target Point to Ana Karithon's Hit Zone. Tandros Kreel is in the way, but Pelloth can still see part of Ana Karithon's Hit Zone, so he can attack.

## ATTACKING

The figures on your chosen Army Card attack one at a time, in any order. Each figure can attack only once, but each figure can attack the same figure or a different figure. *Note:* Some figures have special powers that allow them to attack more than once.

Before attacking, consider height advantage, special powers, and Glyphs (if any), as explained below. (*The you-snooze-you-lose rule:* If you forget to do this, tough luck. Maybe next time, you'll remember!)

- **Height advantage:** If the base of one figure is higher than the base of the other figure (no matter what their actual size or height), the higher figure has height advantage and rolls 1 extra die for either attack or defense. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure instead rolls 2 extra dice for either attack or defense.

When figuring height advantage, remember that Glyphs, water tiles, and shadow tiles do not add height to the spaces they're on.



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- **Special powers and special attacks:** Many figures have special powers or abilities that help them move, attack, defend, and more. Check your figure's Army Card to see what special powers or abilities (if any) your figure can use. If your Army Card includes a special attack (a special power with the words "Special Attack" in the name), you may use this attack instead of a normal attack. Page 15 explains special powers and special attacks.
- **Glyphs:** Some Glyphs give the Attacker or the Defender an advantage. Glyph powers are explained on page 14.
- **Shadow spaces:** When a small, medium, or large figure is defending and is on at least one shadow space, that figure rolls 1 additional defense die.

## To carry out the attack, follow these steps:

1. Announce which figure is the Attacker and which figure is the Defender.
  2. Check the Attack number on your Attacker's Army Card, adding any extra dice for height advantage, special powers, or Glyphs. Then roll that number of attack dice. After you roll, the Defender rolls the number of defense dice on his Defender's Army Card, adding any extra dice for height advantage, shadow spaces, special powers, or Glyphs.
  3. Every skull the Attacker rolls counts as one hit. For every skull (hit) the Attacker rolls, the Defender must roll at least one shield to block it. *Important:* For attack rolls, the Attacker counts only skulls. For defense rolls, the Defender counts only shields.
- If the Defender rolls an equal number or more shields than the Attacker rolled skulls, the attack is unsuccessful. The Attacking and Defending figures stay where they are, and that attack is over.
  - If the Attacker rolls more skulls (hits) than the Defender rolls shields, the attack is successful. For each unblocked skull (hit) the Attacker rolled, 1 wound marker must be placed on the Defender's Army Card.

**Life:** When a figure has as many wound markers as the Life number on its Army Card, it is destroyed. (A figure with only 1 Life is destroyed by only 1 wound.) The player who controls the destroyed figure places it on the Army Card. When all figures on an Army Card have been destroyed, the Army Card is out of play. Do not reveal any unrevealed order markers that are on that card for that round of play. On future rounds, you can't take any turns for that card. At the beginning of the next round, any order markers still on that Army Card come back into play and can be placed in future rounds.

**Destroying a Common figure when your Army includes two or more of the same Army Card:** If your Army includes two or more of the same Common Army Card, follow this rule when a Common figure is destroyed: When any figure on your Common Army Card is destroyed, you may place it on any matching Army Card, if you do not have any of these figures destroyed. If a Common Army Card already has a destroyed figure on it, you must fill up that card first before placing the destroyed figure on an empty card.

After you've finished attacking, your turn is over. The player to your left then takes a turn. Example 19 shows an attack and its outcome.

## EXAMPLE 19: An Attack

Your Pelloth attacks Ana Karithon. You roll 3 attack dice.

Ana Karithon has a minor height advantage, so she adds 1 die to her defense number. Your opponent rolls 4 defense dice.

You roll two skulls.



Your opponent rolls no shields.



Ana Karithon takes 2 wounds. Place 2 wound markers on her Army Card.

Ana Karithon already has 3 wound markers from previous attacks. She now has 5 wound markers and is destroyed. Your opponent places Ana Karithon on her Army Card, leaving the order marker there (he must skip his turn for Ana Karithon on this round).

## ENDING A ROUND

After the last player takes his third turn, the round is over. Move the round marker ahead one space on the track (if no one has won yet). Players then begin a new round by placing their order markers, then rolling for initiative.

## ENDING THE BATTLE

The game scenario sets the victory conditions for each game. However, if the game hasn't ended by the time you've played a certain number of rounds, you may decide that the player (or team) with the most points wins. See **Scoring**, below.

## SCORING

In cases where scoring is necessary, each player scores points for each Army Card with figures still on the battlefield. Score the full points listed on the Army Card, even if there is only one surviving Squad figure.



# Master Game Guide

## Glyphs

Depending on the scenario, Glyphs (available in other Heroscape Master Sets and Small Expansions) and/or Treasure Glyphs (available in this Master Set) are placed on top of battlefield spaces either power-side up or symbol-side up. Glyphs are stationary unless otherwise stated in a scenario. When one of your figures moves onto a Glyph that is symbol-side up, stop there and turn the Glyph power-side up; the powers on the Glyph take effect immediately. When your figure lands on a power-side up Glyph, it must stop. *Note:* A double-space figure must stop when its leading side moves onto a Glyph.

Some Glyphs grant temporary powers, while others grant longer-lasting ones.

### TREASURE GLYPHS

Treasure Glyphs, which are available in this Master Set, are a special type of Glyph. Treasure Glyphs are normally mobile and can be carried by a Unique Hero unless otherwise stated in a scenario.

Treat Treasure Glyphs as normal Glyphs with the following exceptions. Some scenarios may break these rules.

1. Only Unique Hero figures can attempt to pick up or activate Treasure Glyphs. Remember that Uncommon figures are considered Unique for all special powers and Glyphs. Other figures can land on spaces with Treasure Glyphs on them, but they cannot attempt to pick them up or activate them unless otherwise stated. *Note:* Any figure may choose to stand on a Treasure Glyph and not activate it or pick it up, preventing others from gaining access to it.
2. Treasure Glyphs do not force figures to stop when moving onto them. However, a Unique Hero figure that ends its movement on a space with a Treasure Glyph may attempt to pick it up or activate it, depending on the Treasure Glyph's individual rule.
3. When attempting to pick up or activate a symbol-side up Treasure Glyph, you always roll for a trap before revealing it. You never roll for a trap on a power-side up Treasure Glyph.
4. Treasure Glyphs that have been placed on a figure's Army Card affect only the figure that is carrying them unless otherwise stated.
5. Treasure Glyphs cannot be traded between figures. Treasure Glyphs must first be dropped by one figure (either voluntarily while moving, or by the figure being destroyed—see below), and then picked up by another figure at a later time.
6. A Unique Hero can carry any number of Treasure Glyphs.

**Traps:** When one of your Unique Heroes ends its movement on a Treasure Glyph that is symbol-side up, you may attempt to pick the Treasure Glyph up or activate it (depending on the scenario). If you do, that figure might be caught by the scenario-specific trap. Roll the 20-sided die.

- If you roll a 1–5, you set off the trap. Leave the Treasure Glyph symbol-side up. The scenario-specific trap takes effect.
- If you roll a 6 or higher, you did not set off the trap, and the figure that landed on the Treasure Glyph now picks up or activates the Treasure Glyph. Turn the Treasure Glyph power-side up, remove it from the battlefield, and place it on the figure's corresponding Army Card (unless otherwise stated in the scenario). That figure now controls that Treasure Glyph.

*Note:* You do not roll for a trap when landing on a Treasure Glyph that is power-side up.

**Dropping Treasure Glyphs:** At any point during a figure's movement, you may announce that the figure is dropping a Treasure Glyph. Announce which Treasure Glyph the figure is dropping, and place it power-side up onto a space the figure currently occupies. That figure may now continue its movement.

*Note:* You cannot drop a Treasure Glyph onto a space that already has another Glyph or Treasure Glyph on it.

**Losing Treasure Glyphs:** If a figure that is carrying a Treasure Glyph is destroyed, the Glyph is placed power-side up onto a space the figure last occupied. If the space (or spaces for double-space figures) already has a Glyph or Treasure Glyph on it, the Treasure Glyph the figure was carrying is removed from the game. If a figure that is carrying more than one Treasure Glyph is destroyed, that controlling player can choose which Treasure Glyph to place on the space that figure occupied. Once each space the figure occupied has a Treasure Glyph on it, the remaining Treasure Glyphs (if any) are removed from the game.

**Permanent Treasure Glyphs:** The power of each permanent Treasure Glyph is in effect for as long as a figure carries it. **Exception:** The Brandar's Chest Treasure Glyph is an artifact. It usually represents an object as directed by the specific game scenario.



#### Heroic Rune (Attack +1)

This figure adds 1 additional attack die when making a normal attack.



#### Talisman of Defense (Defense +1)

This figure adds 1 additional defense die when defending.



#### Brandar's Chest (Artifact)

The rules for this Treasure Glyph vary, depending on the game scenario.

**Temporary Treasure Glyphs:** The power of each temporary Treasure Glyph takes effect at a time of your choosing, so choose wisely. A figure must be carrying the Treasure Glyph to activate its temporary effect. Once the effect completes, the Treasure Glyph is removed from the game.



#### Potion of Healing (Heal 3 wounds)

This figure may drink this potion after revealing an order marker on its Army Card. Remove up to 3 wound markers from that figure's Army Card.



# Master Game Guide

## Special Powers

The special powers of the figures keep each game exciting, challenging, and unpredictable. Always be aware of the special powers your figures possess; they can make a big difference in your game.

**Attack dice and defense dice:** Any time an Army Card refers to attack dice or defense dice, use combat dice. For example: Ana Karithon's card states that all figures you control within 3 clear sight spaces of Ana Karithon add 1 to their defense dice when defending against Utgar figures. These defending figures would roll 1 additional combat die when rolling for defense.

**Shadow spaces:** A shadow space is NOT a type of water space. Any special power that applies to a figure on a water space will not work on a shadow space. However, when a small, medium, or large figure is standing on at least one shadow space, it rolls 1 additional defense die when defending.

**Special Attacks:** Special attacks can never be modified by Glyphs, height advantage, or other special powers. A special attack is used instead of a normal attack.

### Special Power References on Army Cards

Some special powers make reference to the Species, Personality, Valkyrie, Unique/Common/Uncommon, Hero/Squad, and/or Class of other figures. For example, Ana Karithon's Turn Undead Special Attack references Undead figures. Undead figures will be released in future expansion sets. As well, previous **Heroscape** expansion sets contain Undead figures, such as the Zombies of Morindan (Collection 6), and Cyprien Esenwein (Collection 7).

### Simultaneous Special Powers

If you and an opponent are using the same Army Cards with special powers that happen at the same time, you must roll the 20-sided die to see who gets to use them first.

## Playing with More Than Two Players

You can easily adjust the scenarios included in this Master Set to play with three or more people, including teams. A few special rules apply.

### When Drafting an Army:

**For a three- or more-player game, players draft as follows:**

1. All players roll the 20-sided die. Re-roll any ties. The highest roller drafts first, by choosing one Army Card.
2. The player to the left then chooses one Army Card, and so on. The last player to draft chooses two Army Cards.
3. Drafting goes back around the table (it reverses direction). The last player (the player who drafted first) chooses two Army Cards. The draft reverses direction again.
4. If at any time a player cannot pick another Army Card because choosing it would exceed the total Army point limit, that player must pass. If you pass, you have completed your Army.
5. Continue going back and forth around the table, with the last player in each direction choosing two Army Cards and reversing the draft direction, until all players have completed their Armies.

**Roll for Initiative:** With three or more players, roll the 20-sided die. The highest roller takes the first turn, and then play passes to the left. If there's a tie for highest roll, the tying players re-roll.

For example, Dan, Ben, and Mike are playing. Dan rolls a 2, Mike rolls a 15, and Ben rolls a 17. For the first turn (using order marker 1), Ben will go first; then play will pass to the left until all three players have played their first turns. Because he won initiative, Ben will then take his second turn (using order marker 2) before Dan and Mike. The round ends after each player has taken three turns. The players replace their order markers and roll for initiative for the next round.

In cases where the roll for initiative is affected by a special power or a Glyph, the power applies to re-rolls as well. See Glyphs, above.

## TEAM PLAY

**Team seating and play:** If you're playing a team game, teammates should sit next to each other on one side of the table, facing their opponent(s). Unless stated otherwise in the game scenario, teammates start in the same starting zone

Teammates play the game separately, but they can discuss strategy, offer suggestions, and so on. (Teammates can look at each other's order markers.) Victory conditions for teams vary with the game scenario, but in most games they work together toward a common goal.

**Team scoring:** In cases where scoring is necessary, each team scores points for each Army Card with figures still on the battlefield. Score the full points listed on the Army Card.

## Using Multiple Game Sets

Combining two or more Master Sets, or collecting expansion sets, gives you lots of new options. You can create a super-sized battlefield and play with any number of players. You can even boost the point value of your Armies, to match the bigger battlefield. But along with that extra excitement come a few special rules.

**Unique Army Cards:** If you're combining two sets of Army Cards, make sure that no player has more than one of the same Unique Army Card in their Army. (For example, your Army can't include two Ana Karithon figures.) However, you and an opponent can both have the same Unique Army Card(s). For example, you and your opponent can each have one Ana Karithon in your Armies.

**Uncommon Army Cards:** This Master Set contains one Uncommon Army Card. More will be released in expansion sets. Your Army can include two or more of the same Uncommon Army Card. If so, follow these special rules:

- Unlike Common Army Cards, you must keep track of which figures belong to which Uncommon Army Card. Use the stickers provided in this Master Set to track which Uncommon figure belongs to which Uncommon Army Card.
- Besides that one difference, Uncommon Army Cards are treated exactly the same as Unique Army Cards for all other rules and special powers on all Army Cards and Glyphs.

**Marking Your Figures:** If you are playing with multiple sets or expansion sets, you may want to use a permanent marker to initial the underside of your figures' bases to remember who owns which figure.



# Glossary

See below for a detailed look at many of the terms used in a standard Heroscape game. Visit [www.heroscape.com](http://www.heroscape.com) for more information, including frequently asked questions (FAQ).

## A

**Adjacent:** Figures are adjacent when they occupy spaces that are next to each other, unless one figure's base is on a level equal to or higher than the height of the other figure. Friendly figures that are next to each other are usually considered adjacent. Unfriendly figures (opponents) that are next to each other are usually considered engaged. Ruins, fortress walls, ladders, and other factors can affect adjacency or engagement. See also: Engagement.

**Army:** An Army is a group of one or more Heroes and/or Squad figures that each player has in front of them. This includes figures that are destroyed and those not yet on the battlefield.

**Army Card:** There are four different types of Army Cards:

- **Common Army Cards:** Each player's Army is allowed to have more than one Common Army Card of the same name. See also: Common Figures.
- **Uncommon Army Cards:** Each player's Army is allowed to have more than one Uncommon Army Card of the same name. See also: Uncommon Figures.
- **Unique Army Cards:** A player's Army is allowed to have only one Unique Army Card of a particular name. See also: Unique Figures.
- **Destructible Object Army Cards:** These Army Cards always represent specific destructible objects. An object could be controlled by either (or neither) player, depending on the scenario. See also: Destructible Object.

**Attack:** An attack happens when one figure tries to destroy or adversely affect one or more figures or objects on the battlefield using a normal attack, a special attack, or most special powers. Each Army Card has an Attack number that specifies the number of attack dice to roll for a normal attack. Glyphs, height advantage, special powers, or other factors can affect the Attack number. Special attacks are never modified unless otherwise stated in the wording of the power. See also: Special Attack and Special Power.

**Aura:** An Aura is a special power that usually has a specific effect within a certain Range.

## B

**Bonding:** Bonding is a special power that usually allows a player to take a turn with another Army Card before taking a turn with the Army Card that has the order marker on it.

## C

**Class:** Class denotes the type of figure(s) represented on the Army Card. Various special powers interact with certain classes.

**Common Figures:** Each Army may have any number of a Common Army Card with the same name. If your Army has two or more of the same Common Army Card, you do not have to keep these figures separate (that is, keep track of which figures belong to which card). For example, if you are using two Army Cards of Deepwyrms Drow figures, each order marker placed on either Army Card activates any three of them. See also: Army Card, Unique Figures, and Uncommon Figures.

**Clear Sight:** To determine if a figure has clear sight to another, check that figure's Target Point. If you can see any part of another figure that it wants to affect (including gray non-Hit Zones), then that figure has clear sight. Just make sure that it is within the specified range for the power.

## D

**Defense:** When a figure is attacked, it is usually allowed to defend against the attack by rolling defense dice. Each Army Card has a Defense number that specifies the number of defense dice to roll for defense. Glyphs, height advantage, special powers, or other factors can affect the Defense number.

**Destructible Object:** A destructible object is an object that can be targeted and attacked much the same way a figure is targeted and attacked. See also: the FAQ section at [www.heroscape.com](http://www.heroscape.com).

**Dice:** There are several types of dice mentioned in the rules and on different Army Cards.

- **Combat Dice:** The general term for dice that are used for attack and/or defense.
- **Attack Dice:** The specific term for combat dice when used for an attack.
- **Defense Dice:** The specific term for combat dice when used or defense.
- **Valkyrie Dice:** Special dice that come with the Crest of the Valkyrie Expansion Set. Instead of a blank face, each die has a symbol matching a particular Valkyrie.



# Glossary

## E

**Engagement:** A figure is normally considered engaged with another figure if the two figures are both adjacent and unfriendly. See also: Adjacent.

**Extreme Fall:** See: Falling.

## F

**Falling:** If a figure moves down from one space to another space that is equal to or greater than the Height number of the figure, it is considered to be falling. One combat die must be rolled to determine if the figure takes any falling wounds.

- **Major Fall:** If the fall is 10 levels more than the figure's height, 2 additional combat dice must be rolled to determine falling wounds.
- **Extreme Fall:** If the fall is 20 levels more than the figure's height, it is considered an extreme fall. A 20-sided die must be rolled for an extreme fall (1–18 destroys the figure).

*Note:* Figures that land on a water space do not take falling damage.

**Friendly Figures:** All figures that are in your army and in your teammates' armies are considered friendly figures. See also: Opponent's Figures.

## G

**Glyphs:** A Glyph usually grants a variety of extra powers to the Army whose figure occupies the space with the Glyph. It might also represent an object. Glyphs can be permanent, remaining on the battlefield for the entire game, or temporary; a temporary Glyph is removed after a figure lands on the space that the Glyph occupies, or when a Hero carrying the Glyph activates its effect. See Also: Treasure Glyphs.

## H

**Height:** Each Army Card has a Size/Height designation for the figure(s) on the card. The Height number (often shortened to "height") is measured in levels and is used when determining factors such as adjacency, engagement, height advantage, and falling. A figure's height may also be used with certain special powers. See also: Levels.

**Height Advantage:** If the base of one figure occupies a space on a level that is higher than the space that another figure occupies, the figure whose base is higher has height advantage. When rolling

combat dice for a normal attack or defense, the higher figure rolls 1 additional combat die. If the base of the higher figure is 10 or more levels higher than the height of the lower figure, the higher figure rolls 2 additional combat dice.

**Hero Army Card:** Each Hero Army Card features a single figure. Hero Army Cards can be Unique (only one allowed per Army) or Common or Uncommon (more than one allowed per Army). See also: Army Card and Squad Army Card.

**Hit Zone:** Each Army Card shows the Hit Zone (in red) for the figure(s) on the card. When checking for Line of Sight, the Hit Zone shows what part of the figure(s) can be targeted for an attack. If an attacking figure can "see" any part of the defending figure's Hit Zone, the defending figure can be attacked.

## I

**In Play:** "In play" may refer to a figure or an object. A figure is "in play" if it has at least one Life left, has the ability to occupy a space on the battlefield, or may take a turn under the control of a player. An object is "in play" if it has not been destroyed and/or removed from the battlefield.

**Initiative:** Normally, at the beginning of every round, each player rolls the 20-sided die for Initiative. The highest roller takes the first turn for each of the three order markers.

## L

**Leaving Engagement Attack:** A figure that moves out of an engagement with another figure may become subject to a "leaving engagement attack." Normally, 1 attack die is rolled against the leaving figure, and no defense is allowed. Stealth, Flying, and Disengage special powers (among others) allow a figure to leave an engagement without taking an attack. If a figure receives 1 or more wounds from a leaving engagement attack, for the sake of rules resolution, it is considered to have received the wounds while on the last space in which it was engaged with the figure that rolled the leaving engagement attack. See also: Engagement.

**Levels:** Levels are used to measure height. Each level is the equivalent height of one side of a hex-shaped land tile. Levels are used to count movement as well as to measure height when determining factors such as adjacency, engagement, height advantage, and falling. See also: Height.



# Glossary

**Life:** Life is the number of wounds needed to destroy each figure shown on the Army Card.

**Line of Sight:** Line of Sight is the imaginary straight line between an attacking figure's Target Point and a defending figure's Hit Zone. If the attacking figure can "see" any part of the defending figure's Hit Zone, the attacking figure can attack.

**Lob XX:** Lob followed by a number (XX) is a restriction to the height of an attack. The number represents the number of levels from the base of the attacking figure to the maximum height that the attack can reach. An example of a Lob attack is the Grenade Special Attack by the Airborne Elite (Rise of the Valkyrie Master Set).

## M

**Major Fall:** See: Falling.

**Move:** Each figure, on its turn, may normally move space to space up to the Move number shown on the Army Card. Terrain rules, special powers, or other factors can affect movement.

**Multiple Targets:** When an attack targets more than one figure at the same time, the Attacker decides the order in which the Defender will roll defense dice for each figure affected. *Exception:* Mimring's Fire Line Special Attack does not follow this rule (Rise of the Valkyrie Master Set).

## N

**Normal Attack:** A normal attack is an attack that uses the Range and Attack numbers from the right-hand column of the Army Card. Normal attacks are modified by Glyphs, height advantage, special powers, or other factors.

## O

**Object:** An object is a general term for something that a figure may use or affect during its turn, such as a destructible object or an object that is found when landing on a Glyph. See also: Destructible Object and Glyph.

**Obstacle:** An obstacle is considered part of the battlefield and is not affected by special powers or Glyphs. It can also block clear sight and Line of Sight, or prevent two figures from becoming engaged because it prevents them from being adjacent. Figures cannot move through obstacles. Trees, glaciers, and rock outcrops are examples of obstacles.

**Opponent's Figures:** Any figure that is in an army controlled by a player that is neither you nor a teammate is considered an opponent's figure. See also: Unfriendly Figures.

**Order Marker:** Order markers are marked 1, 2, 3, and X, and are normally placed on Army Cards at the beginning of every round. Placing an order marker on an Army Card determines what Army Card may be used in the round and in which turn(s) (1–3) it may be played. See also: Turn and Round.

## P

**Personality:** Each Army Card has a Personality, which denotes the dominant characteristic of the figure(s) on that card. Some special powers interact with figures that have certain personalities.

## R

**Range:** On each Army Card is a Range number that corresponds to a number of spaces on the battlefield. In order to attack, the targeted figure must be within the attacking figure's Range.

**Round:** Every game is played in rounds. Each round is played in turns, and there are three turns in each round. At the beginning of every round, after placing order markers, each player rolls for Initiative to determine which player takes the first turn. A round normally ends when all players have taken three turns. See also: Turn and Initiative.

## S

**Size:** Each Army Card has a Size/Height designation for the figure(s) on the card. The Size of a figure may be small, medium, large, or huge; it is followed by the Height number. Some special powers affect figures of specific sizes. See also: Height.

**Space:** A space is considered any place where a figure can legally stand or stop its movement, such as any hex-shaped tile or any ladder rung.

**Special Attack:** Some special powers are in the form of a "Special Attack." A special attack is a type of special power that can be used only instead of a figure's normal attack. However, special attacks are covered under a separate set of rules from special powers: They can never be modified by height advantage, Glyphs, or other special powers. See also: Special Powers.

**Special Powers:** Special powers are a wide range of abilities that may enhance the figures in your Army or affect the figures of your opponents.



# Glossary

Some special powers are in the form of a “Special Attack,” which is covered under a separate set of rules. Special powers are not bound by engagement rules as normal attacks and special attacks are, and therefore can be very powerful and game-changing when used. See also: Special Attack.

**Species:** Each Army Card has a Species designation, which is the biological classification of the figure(s) on that card. Some special powers interact with figures of certain Species.

**Squad Army Card:** Squad Army Cards feature two or more figures. Each time you reveal an order marker on a Squad Army Card, you activate the entire squad of figures featured on that card to take a full turn (move and attack). Squad Army Cards may be Unique (only one allowed per Army) or Common (more than one allowed per Army). See also: Army Card and Hero Army Card.

## T

**Target Point:** Each Army Card shows the Target Point (a green dot) for the figure(s) on the card. The Target Point shows the area from where you determine Line of Sight or clear sight from your figure(s). See also: Clear Sight and Line of Sight.

**Target:** A figure with a Range of more than 1 must always target a figure it is attacking unless the two figures are engaged. Certain special powers may be triggered while a figure is targeting or is targeted. *Note:* A figure is not declaring an attack while targeting, and a figure may target one or more figures before it actually attacks. See also: Line of Sight.

**Teammate:** Teammates are players who have the same goals and victory conditions. Figures in teammates’ Armies are considered friendly to each other. See also: Friendly Figures.

**Treasure Glyphs:** Treasure Glyphs (available in the Battle for the Underdark Master Set) are a special type of Glyph. Treasure Glyphs are normally mobile and can be carried by a Unique Hero unless otherwise stated in a scenario. See Also: Glyph.

**Turn:** Each round normally consists of three separate turns per player. Each turn consists of three basic actions.

- Action 1: Reveal your order marker for the appropriate turn;
- Action 2: Move figure(s) on the Army Card;
- Action 3: Attack with figure(s) on the Army Card.

Between these actions, other special powers or special attacks might trigger. Powers that state “before attacking”, “before moving”, or “after attacking” do not require actually doing those actions. For example, Erevan Sunshadow’s Fey Step states “before moving normally,” but Erevan Sunshadow can use Fey Step and choose not to move normally that turn. Such notes exist only to point out when during a figure’s turn a special power will take place. See also: Round.

## U

**Uncommon Figures:** Each Army may have any number of an Uncommon Army Card with the same name. If your army has two or more of the same Uncommon Army Card, you must keep those figures separate (that is, keep track of which figure belongs to which card). For example, if you are using two Feral Trolls, you must clearly mark each Feral Troll figure and a matching Feral Troll Army Card so you can tell which Feral Troll is being activated by which order markers and which wound markers belong to which Feral Troll. Uncommon figures are considered to be Unique figures in every other way. See also: Army Card, Unique Figures, and Common Figures.

**Unique Figures:** Each Army is allowed to have only one of each Unique Army Card with a particular name. See also: Army Card, Common Figures, and Uncommon Figures.

## Y

**You Control:** Figures that “you control” are figures that are in your Army (either permanent or temporary) and are on the battlefield. If a figure is destroyed or waiting to be placed onto the battlefield, it is not considered a figure that you control, but is still a part of your Army. See also: Army.

## V

**Valkyrie General:** There are six Valkyrie Generals. Each General has many figures that follow it within the world of Valhalla. The Valkyrie Generals are: Jandar, Utgar, Einar, Ullar, Vydar, and Aquilla.



# Battlefield and Game Scenarios

## Battlefield Key

The graph below shows the type and color of each tile. As you build your battlefield, notice the center colors and border colors, so you'll know which ones to use.

Notice center and border colors	<b>DUNGEON</b> gray-green centers	<b>SAND</b> golden centers	<b>ROCK</b> gray centers	<b>GRASS</b> green centers	<b>WATER</b> blue centers	<b>SHADOW</b> black or gray centers
<b>24 space</b> tan borders						
<b>7 space</b> purple borders						
<b>triple space</b> black borders						
<b>double space</b> yellow borders						
<b>single space</b> red or blue borders						
<b>rock outcrop bases</b> blue borders						

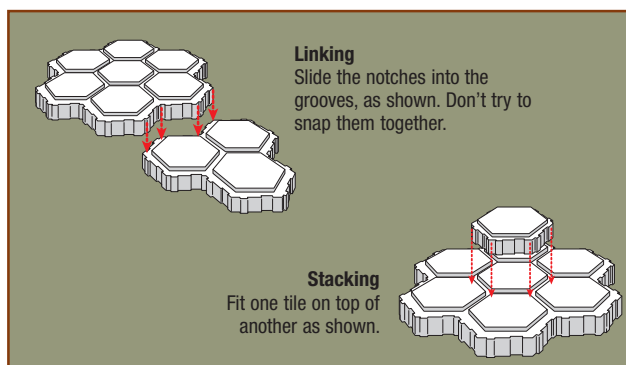
  

<p><b>Rock Outcrops</b> Each number refers to height level of different peaks</p> <p>Low Peak High Peak</p>	<p><b>BUILDING WITH ROCK OUTCROPS:</b> Rock outcrops with bases may be stacked on any terrain such as grass, rock, sand, or dungeon. Do not stack them on terrain such as water spaces, shadow spaces, or any other terrain that is considered to have no height.</p> <p><b>Building with Rock Outcrop bases:</b> Rock outcrop bases may be used alone, without a rock outcrop, to represent additional shadow spaces on your maps. Rock outcrop bases cannot be stacked on water spaces, shadow spaces, or other tiles that are considered to have no height.</p>
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A rock outcrop must always sit on a rock outcrop base when placed on the battlefield. Rock outcrop icons shown on battlefield setups always represent rock outcrops with matching rock outcrop bases.

### The Tiles

The hex-shaped tiles come in various sizes and colors. You'll link them and stack them, as shown on the following pages, to build your battlefields. The illustrations below show how to link and stack them.



### The Glyphs

In the battlefield diagrams, Glyphs are represented by their key letters. When you build a battlefield that includes Glyphs, follow the Glyph Key below to see which ones to use.





# Battlefield and Game Scenarios

## CAMPAIGN MASTER GAME RULES Dungeon Adventure 1: Ancient Sanctum

*An unnatural gust of wind extinguishes your torch. You stumble in the sudden darkness. Two of your party members cry out, but their cries are immediately muffled—then gone. In the silence you call out, and in the distance one of your companions responds. There are two of you remaining: Ana Karithon the cleric and Tandros Kreeel the fighter. You were sent to explore, but your goals have quickly shifted. You must find your missing party members and make it back to the surface with your lives.*

**Special Campaign Rules:** If you are playing each battle in Dungeon Adventure 1 in order as a campaign, the following rules apply:

**Death:** If a figure in Player 1's Army is destroyed in any of the dungeon rooms, that figure is removed from the campaign. The figure does not continue into the next room with the rest of the adventurers. **EXCEPTION:** The adventurers carry one Vial of Resurrection with them. Once per campaign, Player 1 may use the Vial of Resurrection to revive a party member that had been destroyed in the previous room only. The Vial of Resurrection **MUST** be used when placing figures onto starting zones for a new room.

**Wounds:** When Player 1 continues onto a new room in the dungeon, all wound markers are removed from each of Player 1's Army Cards.

**Equipment (Treasure Glyphs):** When Player 1 continues onto a new room in the dungeon, the figures in Player 1's Army retain control of any Treasure Glyphs they control, and gain control of any that are power-side up on the battlefield. Player 1 may redistribute Treasure Glyphs only when placing figures onto starting zones for a new room.

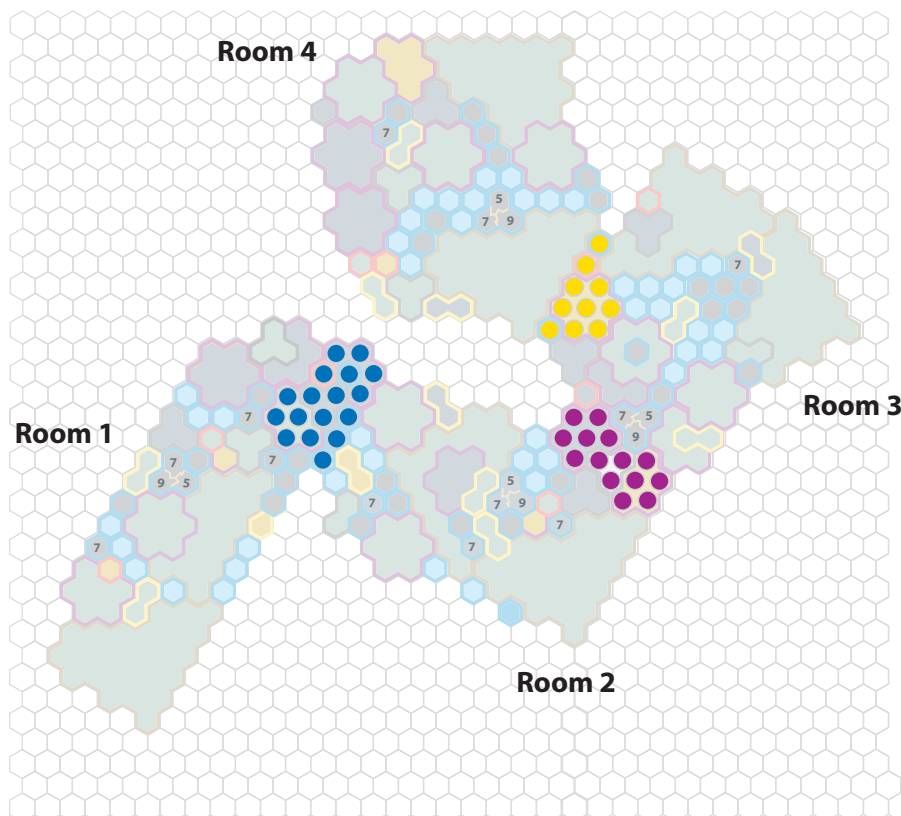
**Random Treasure Glyphs:** This Master Set comes with four Treasure Glyphs, three of which are mobile: Talisman of Defense, Heroic Rune, and Potion of Healing. Rooms 2, 3, and 4 of this campaign each call for a random Treasure Glyph. At the beginning of each of those rooms, pick one of the three mobile Treasure Glyphs at random. (Do not use the same Treasure Glyph more than once per campaign.) Each random Treasure Glyph is kept symbol-side up (hidden) until it is revealed.

**Connected Rooms:** If you look below, you will see that the end of each room in the Ancient Sanctum is the beginning of the next. If you own multiple sets of this Master Set, you can create all four connected rooms at once. However, when playing the campaign, you cannot skip ahead. Player 1 must accomplish the victory conditions of each room before venturing into the next room.

### Ancient Sanctum Connected Rooms

If you own multiple sets of this Master Set and want to connect the rooms in Dungeon Adventure 1, use this guide. Build each battlefield according to the diagrams on the previous pages, and connect them as shown below.

●	Shared tiles between rooms 1 and 2
●	Shared tiles between rooms 2 and 3
●	Shared tiles between rooms 3 and 4

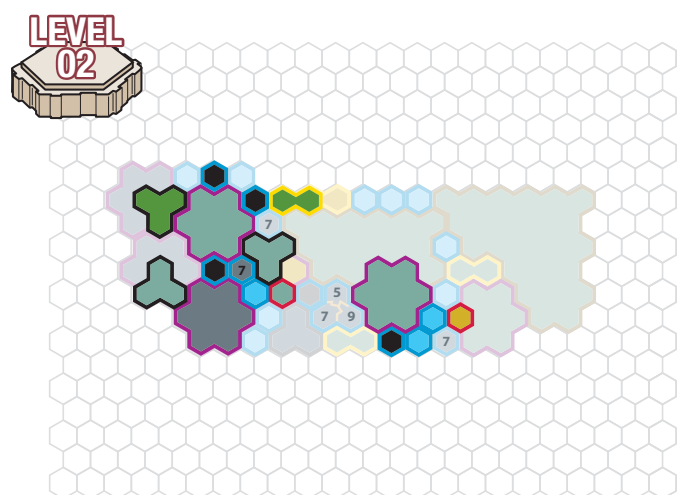
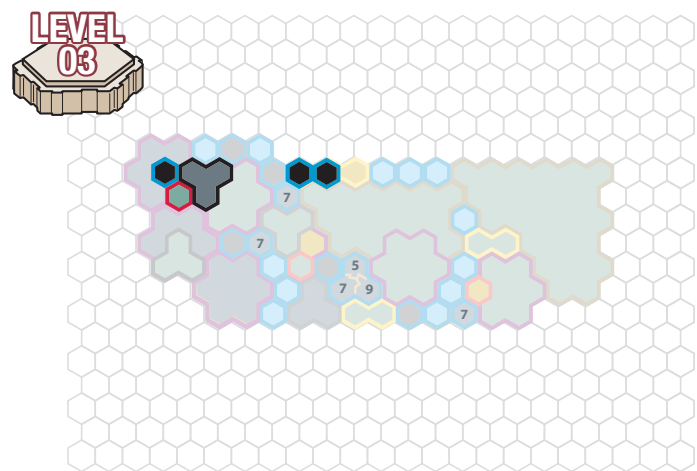
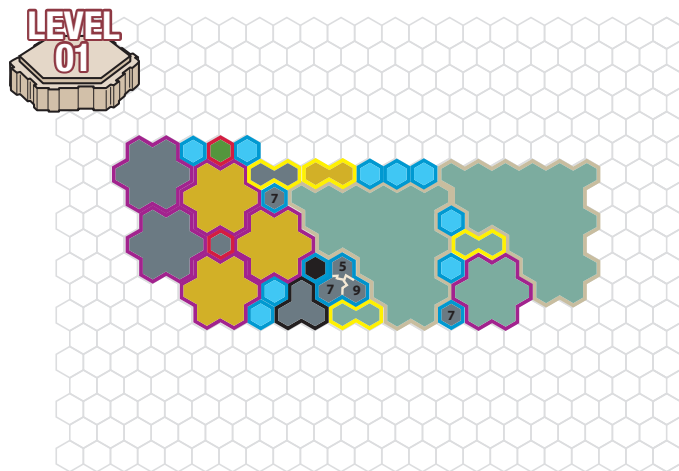
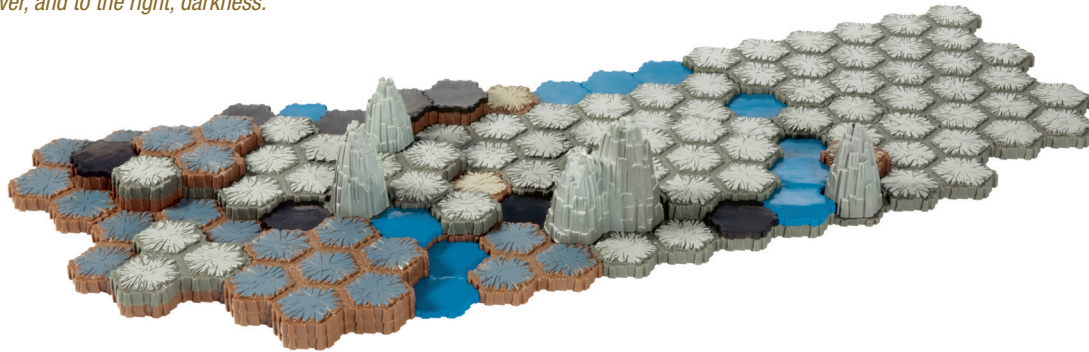




# Battlefield and Game Scenarios

## ROOM 1: THE LAIR

The room is cast in hues of purple from the glow of bioluminescent plants and in an eerie green from mystic flames dancing along the walls. On the far side of the room is a small river, and to the right, darkness.



## BASIC GAME—AMBUSH

(2 players)

*You knew entering the lair of a dragon would be dangerous, but you never guessed it would be waiting for you. Almost as if you were the prey . . .*

**Goal:** Destroy all of your opponent's figures.

**Setup:** Place figures where shown.

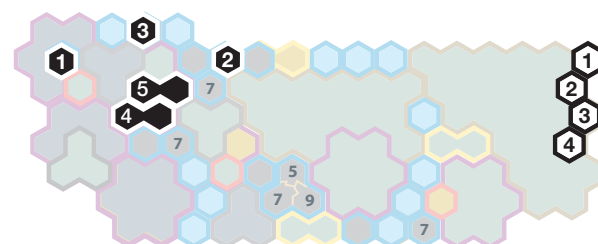
**Victory:** Destroy all of your opponent's figures to win.

### Player 1

- 1 Tandros Kreel
- 2 Darrak Ambershard
- 3 Erevan Sunshadow
- 4 Ana Karithon

### Player 2

- 1 2 3 Deepwyrn Drow
- 4 Feral Troll
- 5 Othkurik





# Battlefield and Game Scenarios

## CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum

### Room 1: The Lair

*You grope along the walls, feeling your way forward through darkened corridors, and notice splashes of green and purple light ahead. As you move forward, the narrow tunnel that you've been following opens up into a larger room. The room is cast in hues of purple from the glow of bioluminescent plants and in an eerie green from mystic flames dancing along the walls.*

*As you cross into the room, you see the back of a hulking green troll bent over an iron cage. The troll looks like it comes from your home world. It seems that you and your fellow adventurers were not the only beings summoned from Toril.*

*The troll shifts its weight, and you catch a glimpse of Erevan Sunshadow, the eladrin wizard from your adventuring party. He is locked in the cage, his eyes closed, as the troll pokes at him with the end of a wooden stick. You call out Erevan's name, and his eyelids jerk open, revealing the purple orbs of his eyes. The troll growls in irritation and turns to face you. As it turns, it reaches out its arm and bats the cage backward into a pool of water.*

*Erevan Sunshadow is trapped under the water. He can't breathe. You must save him and defeat the feral troll.*

**Player 1's Goal:** Player 1 must try to save Erevan from drowning by the beginning of Round 5. Player 1 must also defeat the Feral Troll to advance into the next room.

**Player 2's Goal:** Player 2 must destroy Player 1's figures.

**Setup:** Place figures where shown. The Brandar's Chest Treasure Glyph is placed symbol-side up. Erevan Sunshadow is part of Player 1's army, but he does not start on the battlefield.

**Special Rules:** Brandar's Chest represents the cage that holds Erevan Sunshadow. To free Erevan, Player 1's Hero must activate Brandar's Chest and not set off the trap. Player 2's Heroes cannot activate Brandar's Chest. At the end of Round 4, if Player 1 has not successfully activated Brandar's Chest, remove it from the game. Erevan has been destroyed.

**Treasure Glyph Trap:** If you roll a 1–5, Player 2 can remove one unrevealed order marker (if any) from the figure that just attempted to activate Brandar's Chest, and Brandar's Chest stays symbol-side up. If you roll a 6 or higher, place Erevan Sunshadow on any empty space adjacent to the figure that successfully activated Brandar's Chest.

**Victory:** Player 2 wins when all of Player 1's figures have been destroyed. Player 1 wins when the Feral Troll has been destroyed. *Note:* If Player 1 destroys the Feral Troll before Round 5 and Erevan Sunshadow has not yet been freed, Player 1 may continue taking turns for each round to attempt to free Erevan (the trap still takes effect on a roll of 1–5). If Player 1 cannot activate Brandar's Chest before the beginning of Round 5, Erevan Sunshadow is still destroyed.

**CAMPAIGN CONTINUES:** If at least one of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 2* on page 25.

### ROUND MARKER TRACK

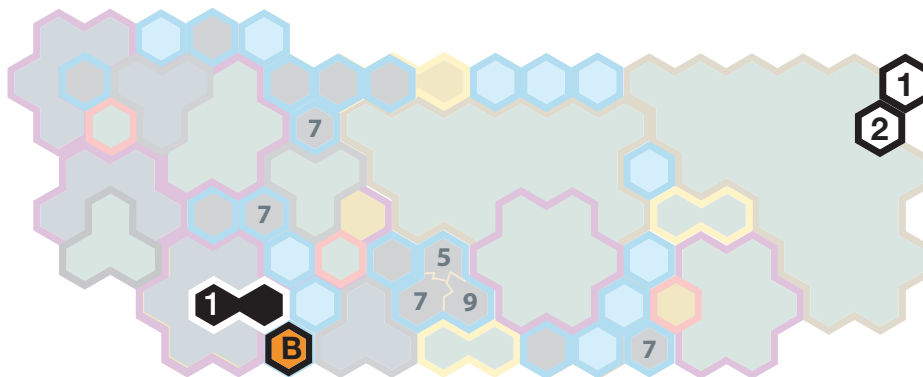


### Player 1

- 1 Tandros Kreel
- 2 Ana Karithon
- 3 Erevan Sunshadow (Erevan does not start on the battlefield)

### Player 2

- 1 Feral Troll

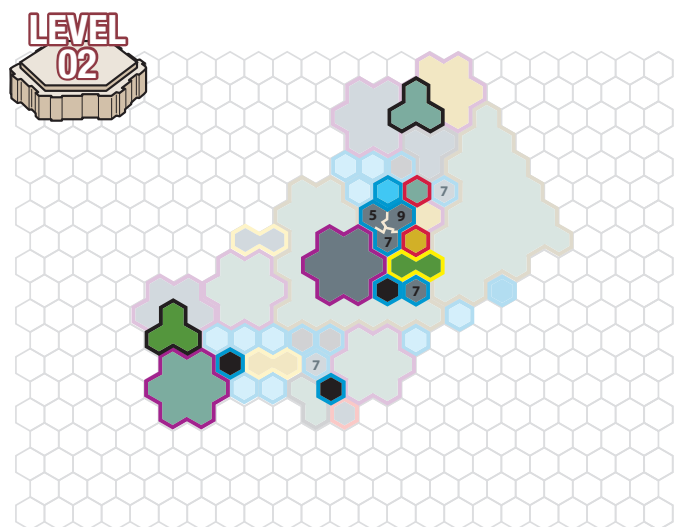
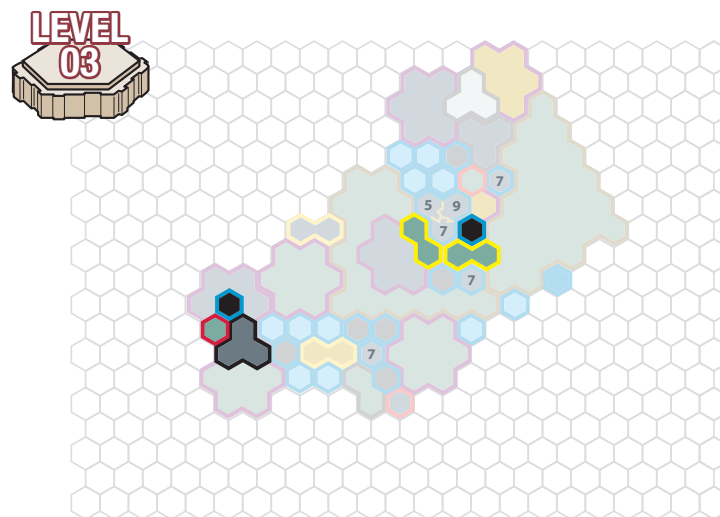
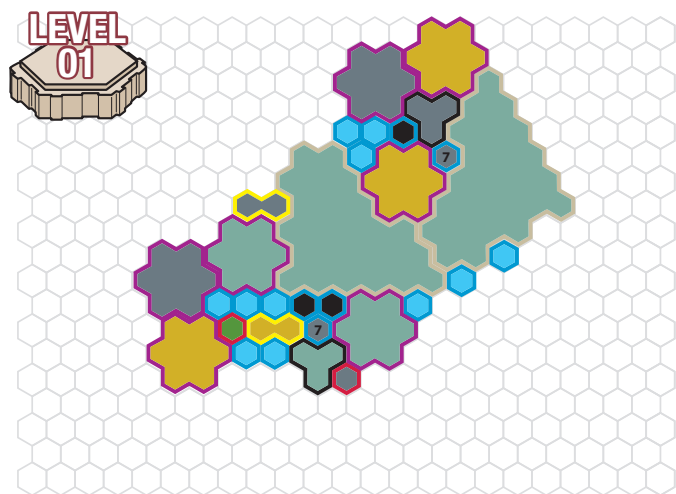
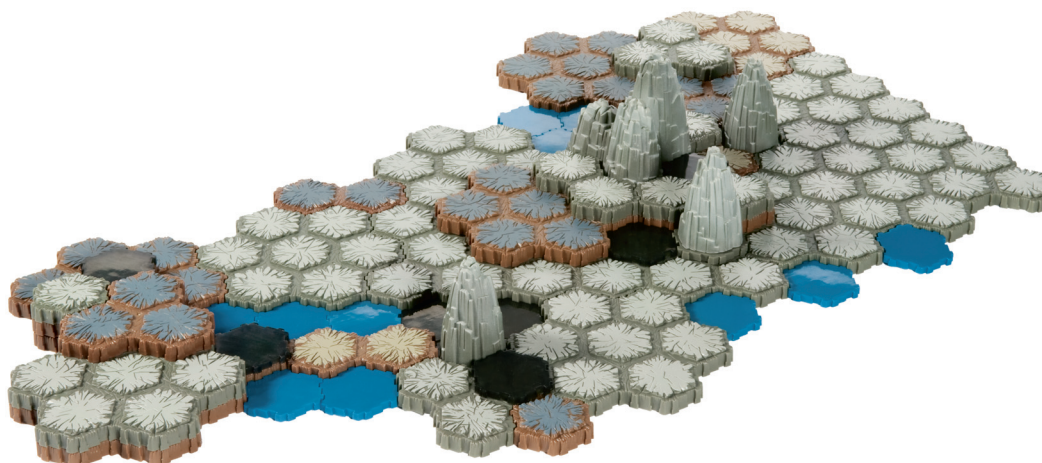




# Battlefield and Game Scenarios

## ROOM 2: DROW AMBUSH

*The room has no naturally occurring light. It is a complete mystery.*





# Battlefield and Game Scenarios

## CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum

### Room 2: Drow Ambush

*The troll lurches forward. It groans and then collapses to the ground with a booming thud.*

*As you wipe away the sweat on your brow, you hear a voice in the distance. You move toward the voice, and as you do, it grows clearer. "Hey! You let me out of this blasted thing! By Avandra, I will gut you creepy freaks when I get out of here. Are you listening to me? You will all taste the sting of my blade before this day is through!"*

*The voice is that of Darrak Ambershard, a dwarf rogue and the fourth member of your party. You move through the cavern, following the sound of Darrak's angry ranting.*

*As you move forward, the light behind you begins to fade away. Soon you find yourself in total darkness. You reach out your hand to feel your way along, but as soon as your fingertips touch the wall you recoil as dozens of small spiders crawl up your arm. Repulsed, you frantically swat at the crawling sensations.*

*Just as you feel like you've rid yourself of most of the spiders, you see a purple glow emanating from a small stone. The unnatural light outlines the shadow of a figure in the dark. At the edge of the ring of light you see the unmistakable dark skin and white hair of a drow. It begins to back out of the light, and you can hear movement in the darkness, but you cannot see to attack. You must get to the stone and use its light to your best advantage.*

**Goal:** Destroy all of your opponent's figures.

**Setup:** Place figures and Treasure Glyphs where shown. Brandar's Chest is placed power-side up. Darrak Ambershard is part of Player 1's army, but he does not start on the battlefield.

**Campaign Setup:** If you just played *Ancient Sanctum: Room 1* and you are continuing the campaign, place only Player 1's Hero figures that survived Room 1. Any wound markers on the surviving Heroes' Army Cards are removed.

#### Special Rules:

**Light Source:** The room is pitch black. In this scenario the Brandar's Chest Treasure Glyph represents a glowing stone that can be picked up just like a normal Treasure Glyph. It starts the game power-side up, so there is no trap to roll for when picking up the stone. Player 2's Heroes cannot pick up Brandar's Chest. Every figure that is not within 4 spaces of the stone (or the figure carrying it) has no visible Hit Zone. At the end of each round, any figure in Player 1's army that is not within 4 spaces of the stone (or the figure carrying it) is attacked by an unknown creature skulking in the dark. Roll 1 attack die against each figure in Player 1's Army that is outside the reach of the stone's light. If the result is a skull, that figure takes 1 wound.

**Darrak:** Before placing order markers at the beginning of Round 4, Player 1 places Darrak Ambershard on any unoccupied shadow space (he used the distraction of the battle to escape).

**Treasure Glyph Trap:** If you roll a 1–5, the figure attempting to pick up the Treasure Glyph receives 1 wound, and the Treasure Glyph stays symbol-side up. If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up.

**Victory:** Be the last player with at least one figure on the battlefield to win.

**CAMPAIGN CONTINUES:** If at least one of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 3* on page 27.

#### ROUND MARKER TRACK

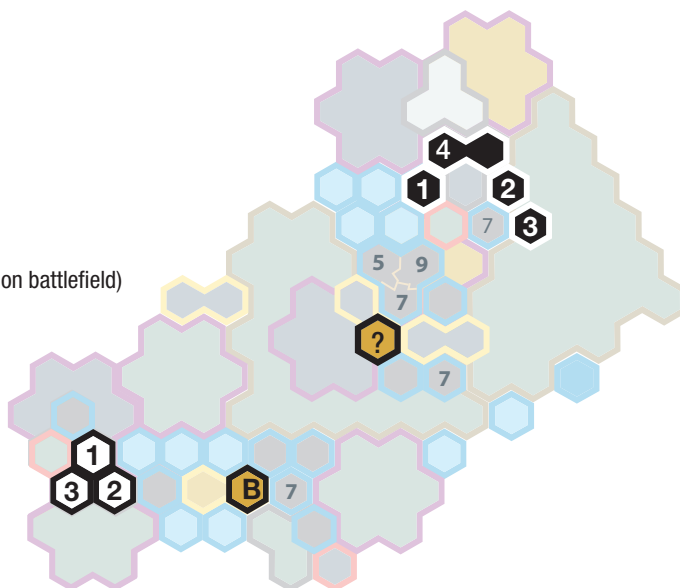


#### Player 1

- ① Tandros Kreel
- ② Ana Karithon
- ③ Erevan Sunshadow
- ④ Darrak Ambershard (Darrak does not start on battlefield)

#### Player 2

- ① ② Deepwyrms Drow
- ③
- ④ Feral Troll

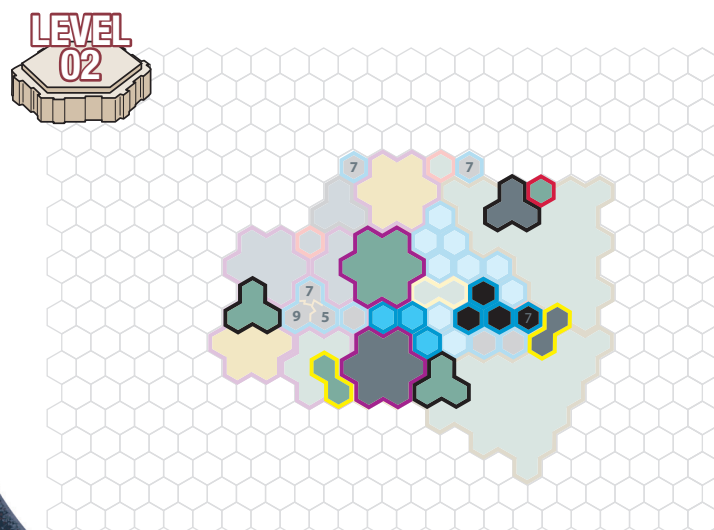
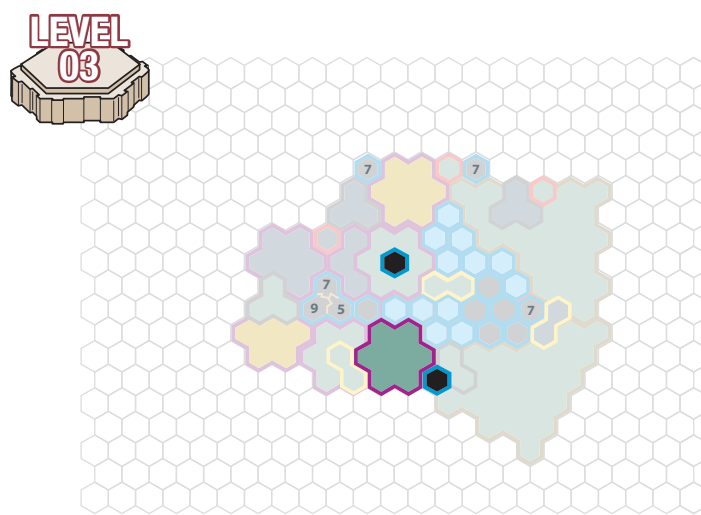
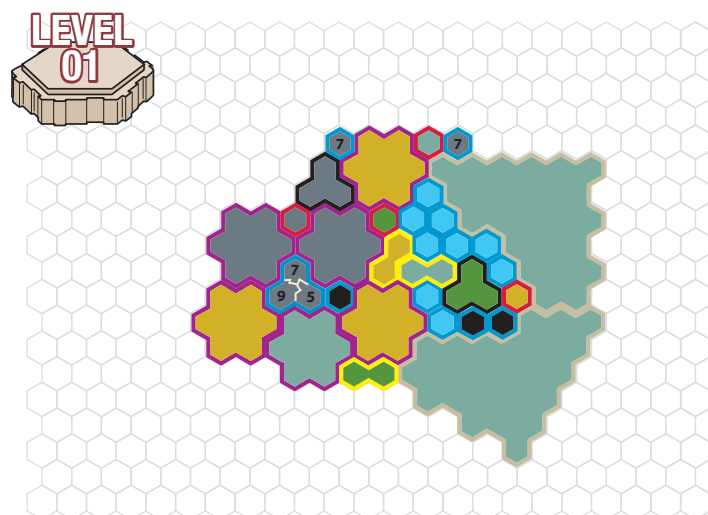
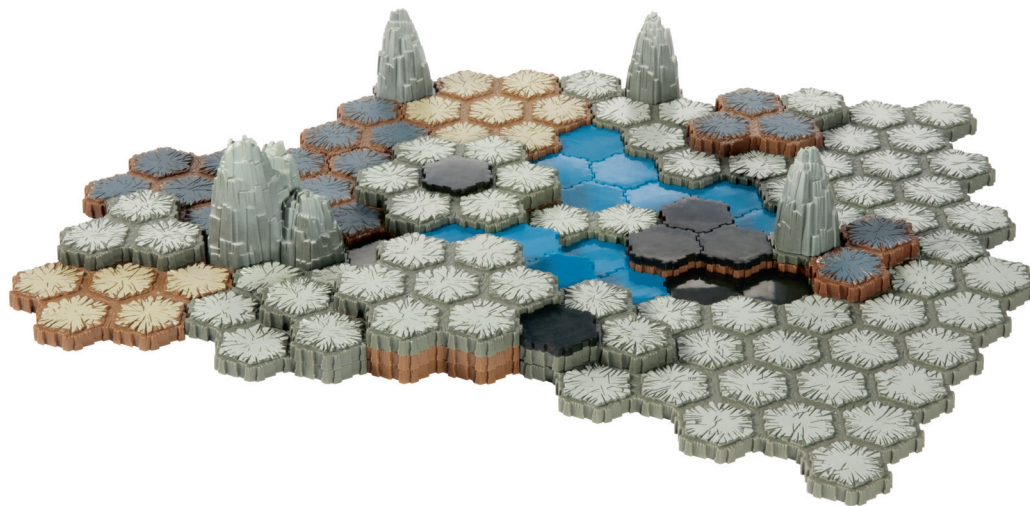




# Battlefield and Game Scenarios

## ROOM 3: THE PORTAL

*Hundreds of spiders crawl along the floor and the walls. A stagnant pool of water fills the center of the room. The smell of death and decay lingers here.*





# Battlefield and Game Scenarios

## CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum Room 3: The Portal

*As the last of your enemies fall, you hear one of the drow warriors cry out in its death throes, "Pelloth will avenge us! You will not live to see daylight again!"*

*The darkness of this room is overwhelming and disorienting. It crowds in on the light from the stone, and despite your experience with enclosed spaces, you feel a sudden pang of fear—as though the walls are closing in around you. You move to one of the walls, following it wherever it leads, wanting only to get out of the darkness.*

*As you move forward, you see a familiar purple glow coming from more of the luminescent plants that you encountered earlier. They start off as sparse thin vines, but as you move forward, more and more of the plants entwine with one another until the walls and floors are thick with them, lighting the entire room ahead in a purple glow. In your driving desire to leave the darkness behind, you rush toward the light. As you break upon the room, your heart sinks. The room is filled with more drow and yet another troll.*

*A drow dressed in dark robes and carrying a staff steps forward. "Kill them!" the drow spits in a hatred-laced voice. "The portal is nearly open. We cannot allow them to interfere."*

**Goal:** Destroy all of your opponent's figures.

**Setup:** Place figures and the Treasure Glyph where shown.

**Campaign Setup:** If you just played *Ancient Sanctum: Room 2* and you are continuing the campaign, place only Player 1's figures that survived Room 2. Any wound markers on the surviving Heroes' Army Cards are removed, and any Treasure Glyphs (excluding Brandar's Chest) that were held by Player 1's surviving figures or were power-side up on the battlefield at the end of Room 2 can be placed on any of Player 1's Army Cards.

**Special Rules:** For the first round, do not roll for initiative. Player 1 goes first.

Player 2's Heroes cannot pick up the symbol-side up Treasure Glyph. However, if it is dropped and is power-side up on the battlefield, Player 2's eligible figures can pick it up.

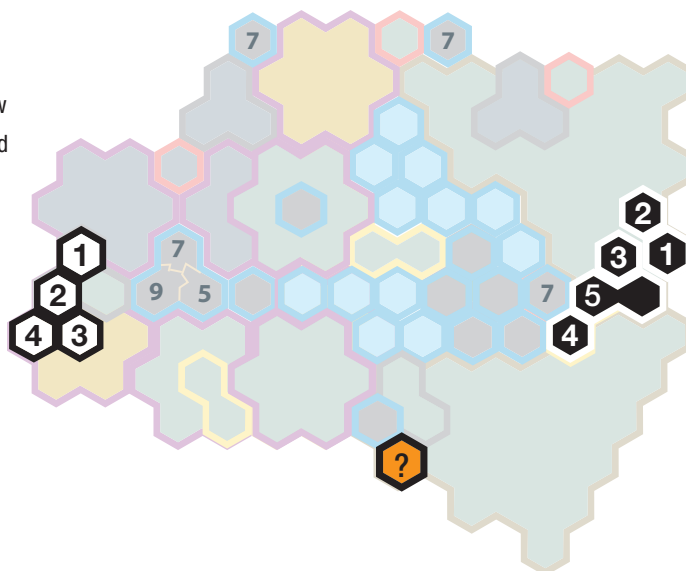
**Treasure Glyph Trap:** If you roll a 1–5, the figure that is attempting to pick up the Treasure Glyph loses the rest of its turn, the Treasure Glyph stays symbol-side up, and Player 2 may take a free turn with the Deepwyrms if there are any still on the battlefield. If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up.

**Victory:** Be the last player with at least one figure on the battlefield to win.

**CAMPAIGN CONTINUES:** If at least 1 of Player 1's Heroes survived the battle, you may continue the campaign by playing *Ancient Sanctum: Room 4* on page 29.

### Player 1

- 1 Tandros Kreel
- 2 Ana Karithon
- 3 Erevan Sunshadow
- 4 Darrak Ambershard



### Player 2

- 1 2 3 Deepwyrms Drow
- 4 Pelloth
- 5 Feral Troll

### ROUND MARKER TRACK

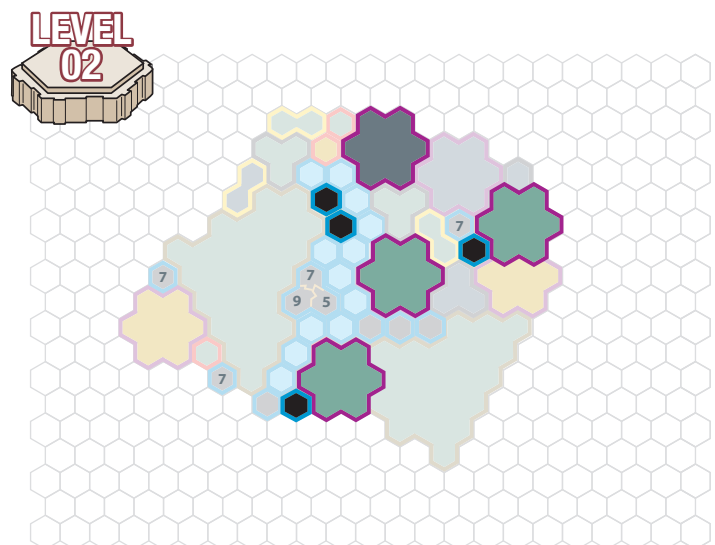
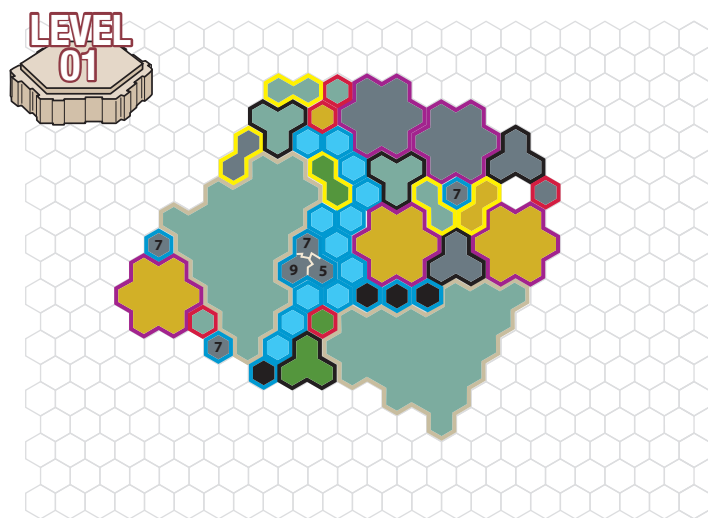
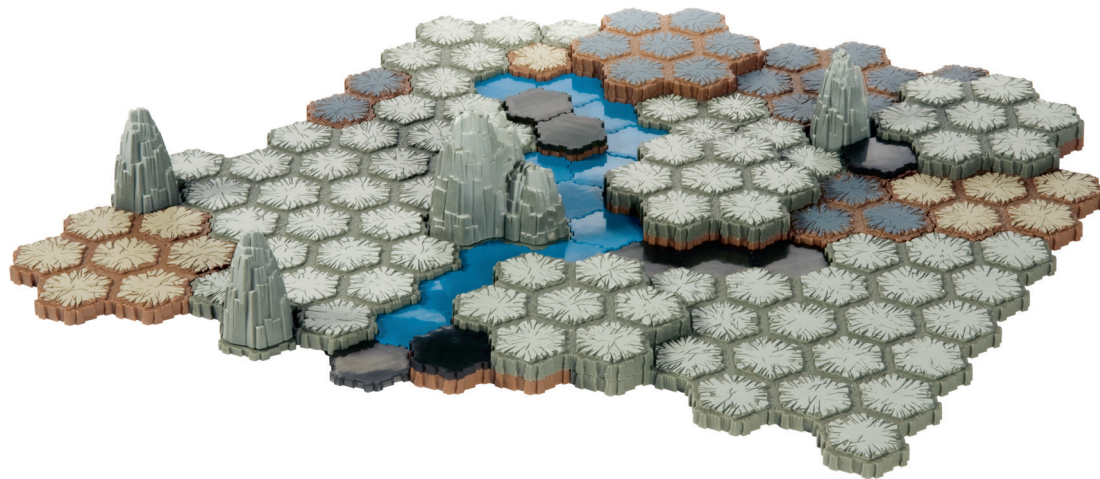




# Battlefield and Game Scenarios

## ROOM 4: THE ANCIENT SANCTUM

*The room's walls are lined with bright glowing lines of script, in a language that you cannot read but do recognize. It is the same script that encircled the wellspring used to summon you into this world. This room contains power. That much is clear.*





# Battlefield and Game Scenarios

## CAMPAIGN MASTER GAME Dungeon Adventure 1: Ancient Sanctum Room 4: The Ancient Sanctum

*Your limbs burn with exhaustion. You slump against a rock outcropping, breathing heavily. What could have brought so many villains to this one place? Could the portal that the drow mentioned be one of the wellsprings that Jandar spoke of?*

*Your thoughts are cut short as a brilliant white-blue light flashes through an entryway in the wall. The ground begins to shake, and a deafening tone reverberates through the room.*

*The tone dies down to a low rumble. Bits of the ceiling begin dropping down from all around you. You get up and race for the source of the light, dodging falling rubble as you go.*

*The entryway opens onto a large room. The room's walls are lined with bright glowing lines of script, belonging to a language that you cannot read but do recognize. It is the same script that encircled the wellspring used to summon you into this world.*

*At the back of the room a black dragon unfurls its wings as it stands up on its hindquarters. The dragon speaks in a triumphant voice. "Utgar will be pleased. The secret of the ancients has been unlocked."*

*A green liquid sprays out from the dragon's maw. You narrowly dodge the spray and watch as the bubbling fluid eats its way through the solid stone floor.*

**Goal:** Destroy all of your opponent's figures.

**Setup:** Place figures and the Treasure Glyph where shown.

**Campaign Setup:** If you just played *Ancient Sanctum: Room 3* and you are continuing the campaign, place only Player 1's figures that survived Room 3. Any wound markers on the surviving Heroes' Army Cards are removed, and any Treasure Glyphs that were held by Player 1's surviving figures or were power-side up on the battlefield at the end of Room 3 can be placed on any of Player 1's Army Cards.

**Special Rules:** Player 2's Heroes cannot pick up the symbol-side up Treasure Glyph. However, if it is dropped and is power-side up, Player 2's eligible figures can pick it up.

**Treasure Glyph Trap:** If you roll a 1–5, the Treasure Glyph stays symbol-side up, and Player 2 may add a squad of Deepwyrms to his Army and place them onto any unoccupied space adjacent to any of Player 1's figure(s). If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up. Player 2 can no longer place Deepwyrms onto the board.

**Victory:** Be the last player with at least one figure on the battlefield to win.

## VICTORIOUS HEROES

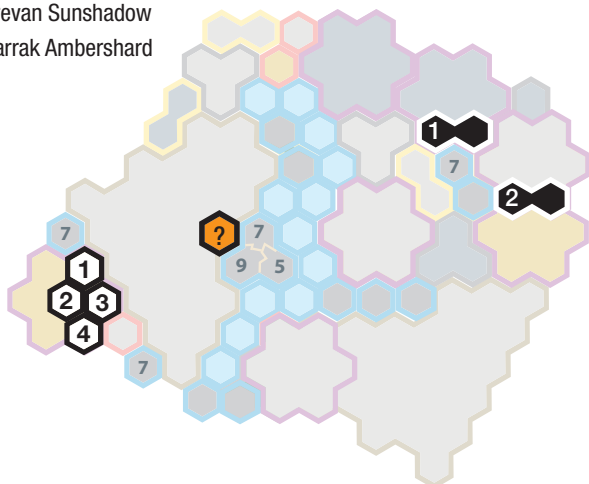
*The dragon writhes in pain and rage as it declares, "This is not over. The sanctuaries of the ancients spread out under the surface of this land like a web. Their knowledge and power will belong to Utgar."*

*As the dragon finishes speaking, the script on the walls shines out even brighter, dazzling your vision. The light then dies back down and goes out completely. The dragon has vanished.*

*A tingle prickles up your spine as you consider the dragon's words. You leave this place with a deep understanding that the war in Valhalla has changed drastically. How many more of these places has Utgar discovered, and what secrets do they hold?*

### Player 1

- 1 Tandros Kreel
- 2 Ana Karithon
- 3 Erevan Sunshadow
- 4 Darrak Ambershard



### Player 2

- 1 Othkurik
- 2 Feral Troll
- 3 4 Deepwyrms Drow
- 5 (Drow do not start the battlefield)

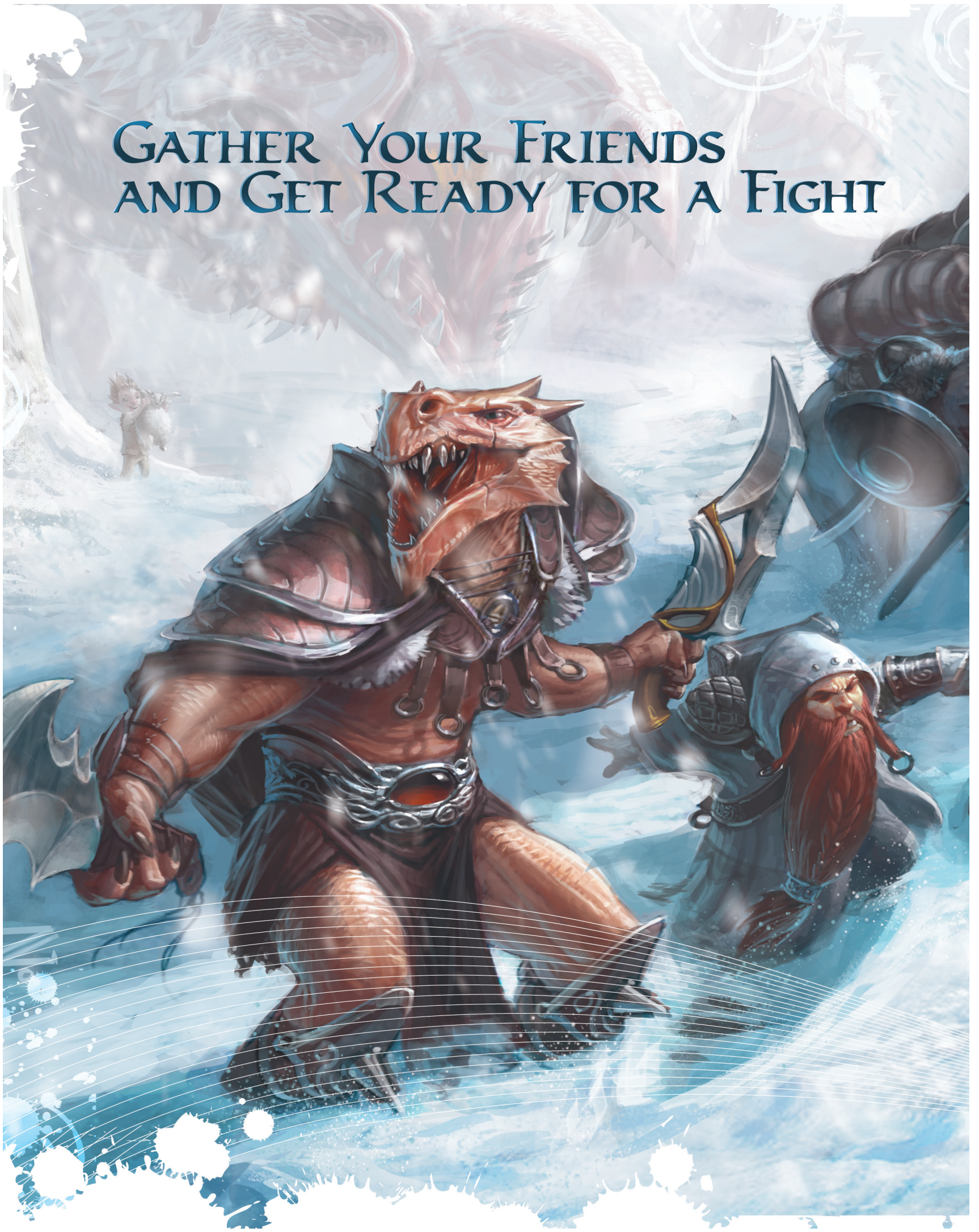
### ROUND MARKER TRACK







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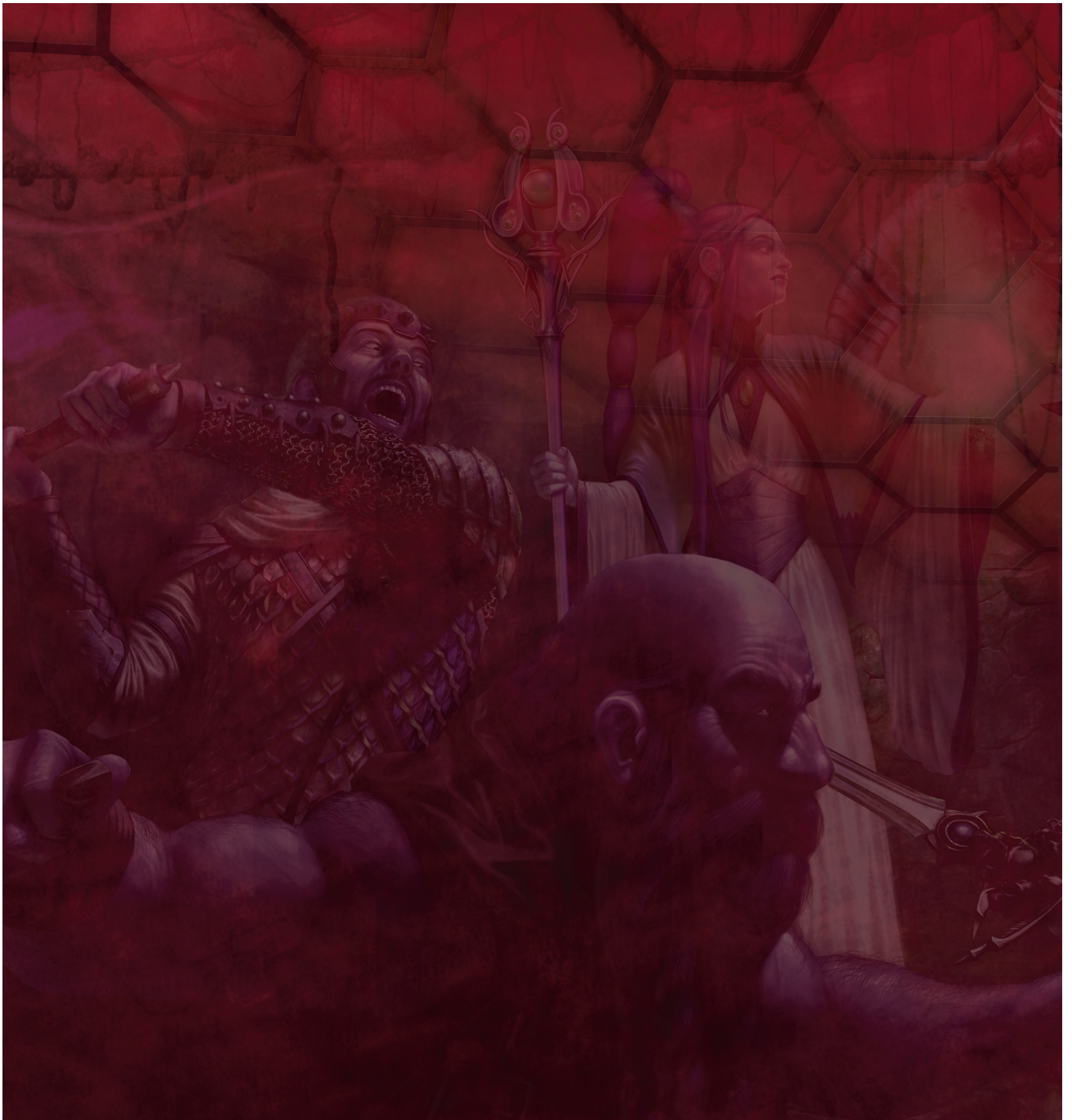


# DUNGEONS & DRAGONS

NEVER SPLIT THE PARTY

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