

heroScope

THE BATTLE OF
ALL TIME

FOR 2 OR MORE PLAYERS
(Rise of the Valkyrie™ Master Set Required)
AGES 8+

EXPANSION SET THAELENK TUNDRA

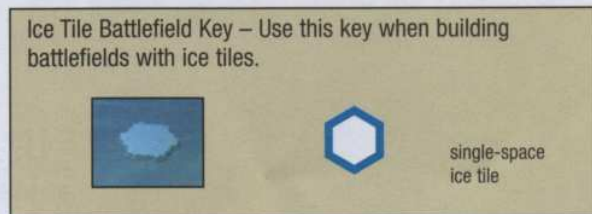


- Contents:** • 3 Dzu-Teh Hunters • 1 Dzu-Teh Army Card
 • 12 Single-hex Snow Tiles • 12 Double-hex Snow Tiles
 • 21 Single-hex Ice Tiles • 6 Glacier Mountains with bases

FIRST TIME YOU PLAY

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

ICE TILES



Building with Ice Tiles: You can link them and stack them the same way you link and stack water tiles. Ice Tiles cannot be stacked on water, other Ice Tiles, or other tiles that are considered to have no height.

Rules for the Basic Game

Figures may move on Ice Tiles by counting each hex as 1 space. Ice Tiles do not add height. Do not count Ice Tiles when moving up or down.

Rules for the Master Game

Figures may move on Ice Tiles by counting each hex according to the type of ice specified in the scenario. Ice Tiles do not add height when counting levels. Do not count for height when moving up or falling down.

There are 2 different types of Ice Tiles that may be specified for any scenario. Both are explained below.

Normal Ice: Move on Normal Ice counting each hex as 1 space.

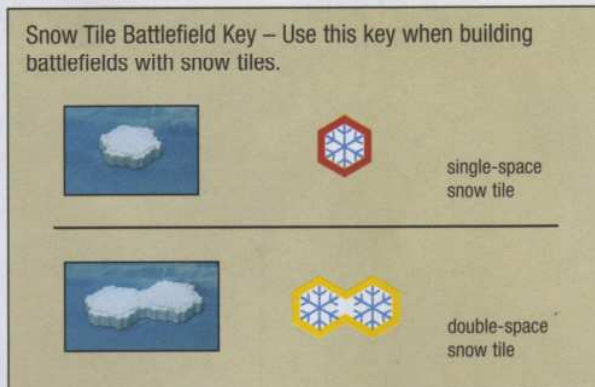
Slippery Ice: Move on Slippery Ice counting each hex as 2 spaces. Figures may fly or leap over Slippery Ice, counting each hex as 1 space.

Double-space figures may move on Slippery Ice using the lead end of the base to count spaces.

Landing on Slippery Ice: A single-space figure that lands on Slippery Ice (from flying, leaping, falling, dropping, etc.) must count the landing as 2 spaces. Double-space figures also only count the landing as 2 spaces, whether the landing is on one Slippery Ice space or two.

Falling onto an Ice Tile: Unlike Water Tiles, figures that fall onto an Ice Tile may receive wounds. See Falling in the Master Game Guide.

SNOW TILES



Building with Snow Tiles: You can link and stack them the same way you link and stack other terrain tiles such as grass, sand, and rock tiles. Snow Tiles cannot be stacked on water, ice, or other tiles that are considered to have no height.

Rules for the Basic Game

There are no special rules for moving onto or through Snow Tiles.

Rules for the Master Game

Figures may move on Snow Tiles by counting each hex according to the type of snow specified in the scenario. Normal rules for counting levels applies to all types of Snow Tiles.

There are 2 different types of Snow Tiles that may be specified for any scenario. Both are explained below.

Light Snow: There are no special rules for moving onto or through Light Snow Tiles.








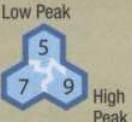




Heavy Snow: Move on Heavy Snow counting each hex as 2 spaces. Figures may fly or leap over Heavy Snow counting each hex as 1 space.

Double-spaced figures may move on Heavy Snow using the lead end of the base to count spaces.

Landing on Heavy Snow: A single-space figure that lands on Heavy Snow (from flying, leaping, falling, dropping, etc.) must count the landing as 2 spaces. Double-space figures also only count the landing as 2 spaces, whether the landing is on one Heavy Snow space or two.

Glacier Mountains and Glacier Bases

Glacier Mountains and Glacier Bases Battlefield Key – Use this key when building battlefields with Glaciers. A Glacier Mountain must always sit on a Glacier Base when placed on the battlefield. Glacier Mountain icons shown on battlefield setups always represent Glacier Mountains with matching Glacier Bases.

Glacier Mountains		Glacier Bases
Each number refers to height level of different peaks		as ice spaces
 <p>Six-Space Glacier</p>		
 <p>Four-Space Glacier</p>		
 <p>Three-Space Glacier</p>		
 <p>One-Space Glacier</p>		

Building with Glacier Mountains: Glacier Mountains with Bases may be stacked on terrain such as grass, rock, or sand. Do not stack them on terrain such as water, ice or other terrain that is considered to have no height.

Building with Glacier Bases: Glacier Bases may be used alone, without a Glacier Mountain, to represent ice spaces. Glacier Bases cannot be stacked on water, ice or other tiles that are considered to have no height.

Rules for the Basic Game

Figures may not land on or move through Glacier Mountains. If Glacier Bases are used as Ice Tiles, follow the Rules for the Basic Game for Ice Tiles on page 2.

Rules for the Master Game

Glacier Mountains are towers of ice that block normal movement and line of sight. Figures may not land on or move through Glacier Mountains. If Glacier Bases are used as Ice Tiles, follow the Rules for the Master Game for Ice Tiles on page 2.



Required Sets: Rise of the Valkyrie™ Master Set and The Thaelenk Tundra Set.

The Thaelenk Tundra is an unfriendly region of ice and snow that stretches into the Dragon Head Sea. Previous travelers tell tales of monstrous snow hunters that hide in the mountains coming out to swing their weapons and hurl boulders of ice at them. Travel in the tundra is wisest during the summer solstice, even though the mountain snow never melts and sudden storms of ice and wind make every journey here a perilous one. It is common to see frozen souls entombed in monoliths of ice along the way.



LEVEL
02



LEVEL
05



LEVEL
03



LEVEL
06



LEVEL
04



GLACIERS
& Ruins





Master Game – Storm of Frozen Shards

(2 Players)

Approaching the tundra from the valley floor is a formidable sight. Spires of ice tower above the landscape and pierce the sky ominously, while the Dzu-Teh scream their warcries. However, where the valley meets the tundra, it is the Storm of Frozen Shards that is the most deadly foe. Warm valley winds swirling with the tundra frigidness form frozen shards of ice that spiral down from the sky like stalactite spears, some as large as the warriors themselves.

Goal: Player 1 must defend the Glacier. Player 2 must take over control of the Glacier.

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

Player 1 drafts or brings a pre-made 450-point army which must contain at least one Dzu-Teh squad. Player 2 drafts or brings a pre-made 650-point army.

Player 1 starts on any Ice or Snow space, but may not start on the Glyph of Brandar. Player 2 starts in the purple starting zone.

Special Rules: Treat all Snow Tiles as Heavy Snow and treat all Ice Tiles as Normal Ice. See page 2 for rules.

At the end of each round, before order markers are placed, the last player in the round to take a turn rolls the 20-sided die to determine if the Storm of Frozen Shards affects the round. If you roll 15-20, nothing happens and play continues normally. If you roll 1-14, the storm suddenly engulfs the battlefield. In turn order, affected players must roll 6 attack dice and assign any skulls rolled to one or more figures as wounds that are undefendable by normal defense or special powers.

If the damage destroys a figure, remove it from the battlefield. You cannot assign more skulls than are needed to destroy a figure. If a player is eliminated during the storm, the other player immediately wins the game.

The Glyph of Brandar is an artifact that provides a protective aura from the Storm of Frozen Shards for a player's entire army. If a player has a figure on the glyph, he/she is not affected by the storm.

Victory: Completely destroy the other player's army to win. If the game reaches the end of round 12, roll for the Storm of Frozen Shards as normal. Then each player counts only the number of figures that he/she has left on any ice or snow space. The player with the most figures wins the game. If there is a tie or no figures are left on any ice or snow space, Player 1 wins the game.

ROUND MARKER TRACK





Players 1 and 3 each draft or bring a pre-made 450-point army. Player 2 drafts or brings a pre-made 625-point army. Player 1 starts in the orange starting zone. Player 2 starts in the blue starting zone. Player 3 starts in the red starting zone.

Special Rules: If a player occupies the Glyph of Brandar, the power of any other glyph that he/she occupies, becomes multiplied by 3. For example: If a player has one figure on the Glyph of Brandar and one figure on the Glyph of Astrid, the power of the Glyph of Astrid is Attack +3 for all of his/her figures.

Treat all Snow Tiles as Light Snow and treat all Ice Tiles as Slippery Ice. See page 2 for rules.

Victory: Destroy all of your opponents' figures to win the game.

If the game reaches the end of round 8, a violent, unforgiving storm rages through the battlefield. Each player rolls the 20-sided die. Starting with the lowest roller and continuing clockwise, each player rolls 6 attack dice. Players must assign any skulls rolled to one or more figures as wounds that are undefendable by normal defense or special powers.

If the damage destroys a figure, remove it from the battlefield. You cannot assign more skulls than are needed to destroy a figure.

After all players have rolled their 6 attack dice, roll the 20-sided die again to determine a new low-roller. Play continues until only one player is left. The last player to survive the storm wins the game.

ROUND
MARKER
TRACK

1

2

3

4

5

6

7

8

Master Game – The Deadly Frozen Wellspring

(3 Players)

Violent storms have kept all but the most determined armies from occupying the wellspring in the Thaelenk Tundra. This wellspring is so powerful, that it is not unusual for warriors who drink from it to triple their powers. Some warriors think it is because the water has been frozen. Others think it is the strange aura that glows from the glaciers. The only thing that is agreed upon is that the tundra is inhospitable and the winter storms can decimate an entire army very quickly.

Goal: Control the frozen wellspring by destroying all of your opponents' figures. Use the Glyph of Brandar to triple your powers.

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



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