



FOR 2 PLAYERS  
AGES 8+



## BASIC GAME GUIDE

### Create a World of Epic Warfare!

*Valhalla: A world of treacherous terrain, dark mysteries, and hidden 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.*



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

**Contents:** See the *Battlefield & Game Scenario Booklet* for a list of contents.

## Get Ready to Play

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

To do this, use the *Battlefield & Game Scenario Booklet*. It features five Battlefields with step-by-step instructions for building them. It also provides 3 Basic Game Scenarios with their own victory conditions.

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, 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. 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 *Forsaken Waters* battlefield, and chose the *Dive the Dark Lakes* Game Scenario. Example 1 shows which Army Cards you chose; Example 2 explains the boxed numbers on them.

#### EXAMPLE 1: Your Army Cards

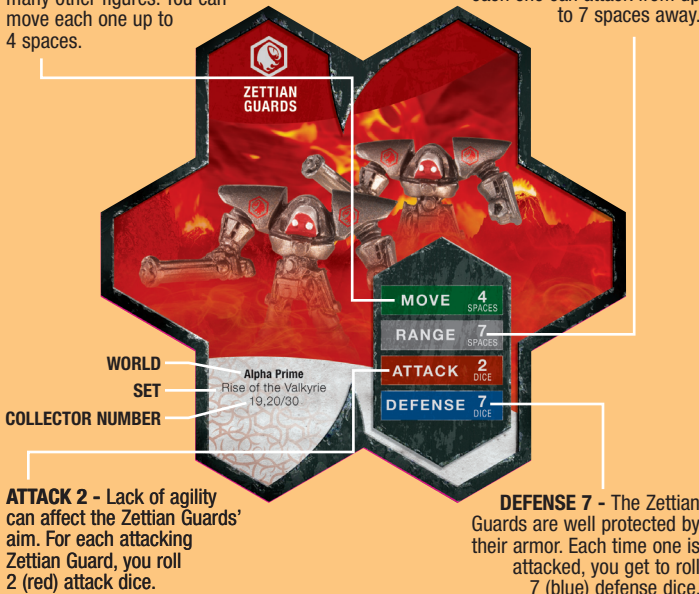
You've chosen an Evil Army with one Hero (Mimring) and two Squads (four Marro Warriors and two Zettian Guards). You've taken your three Army Cards and placed them in front of you, and you've placed your Army (all seven figures) on their starting positions on the battlefield.



#### EXAMPLE 2: Army Card Numbers

**MOVE 4** - Heavy armor makes the Zettian Guards slower than many other figures. You can move each one up to 4 spaces.

**RANGE 7** - Laser-powered weaponry gives the Zettian Guards a fairly long range; each one can attack from up to 7 spaces away.



### 2. THE ATTACK AND DEFENSE DICE

Place the 10 (red) attack dice and the 10 (blue) defense dice near the battlefield.

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 5 (red) attack 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 the Army Card**

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

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

#### Action 1. Choose an Army Card

First, choose any one of your Army Cards to use on your turn. The Hero figure or Squad figures on this card may move, then attack (if possible), on this turn.

**Which Army Card should you choose?** It depends on lots of things: the location of your figures, their Move, Range and Attack numbers, which enemy figure(s) you want to attack, and (of course) your Victory objective. As you play, you'll get a better feel for which Army Card to use on each turn.

For example, let's say you chose your Zettian Guard Squad on this turn. You want to attack the enemy (your opponent's Army figures) as soon as you can. The Zettian Guards have the farthest Range (7 spaces) and the best Defense (7 dice) in your Army; so you want to get them moving.

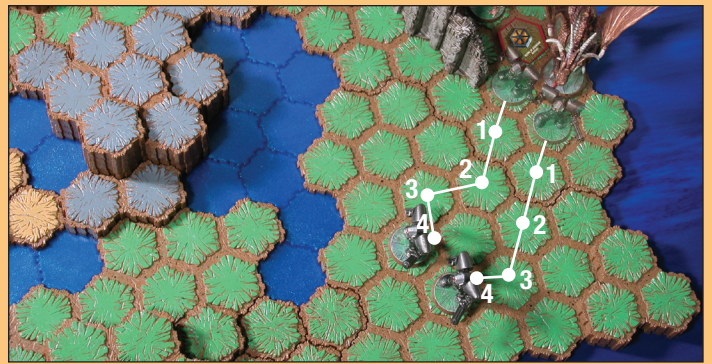
#### Action 2. Move Figure(s) on the Army Card

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 4, the Zettian Guards can each move 1, 2, 3 or 4 spaces. (Uneven terrain and water may 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 Zettian Guard its full four spaces toward the enemy figures on the other end of the battlefield.



- **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 (one of yours) 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. 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.

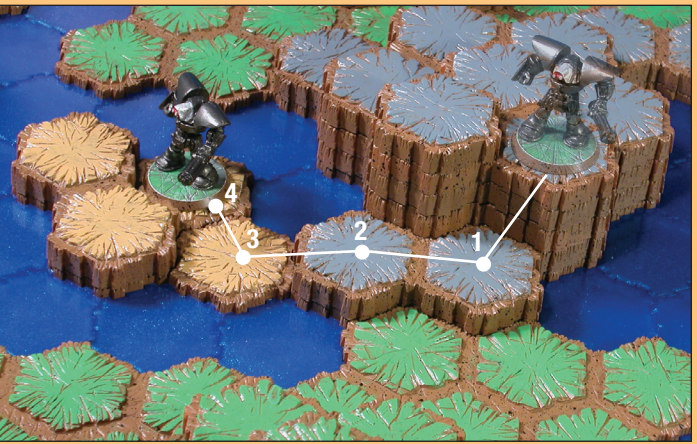
**EXAMPLE 4: Moving up**

Count four spaces for your Zettian Guard to move up onto this ledge.



**EXAMPLE 5: Moving down**

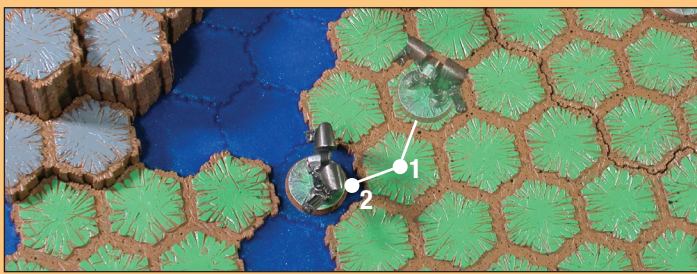
To get down from this ledge, the Zettian Guard counts only one space on his move.



- **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 into water**

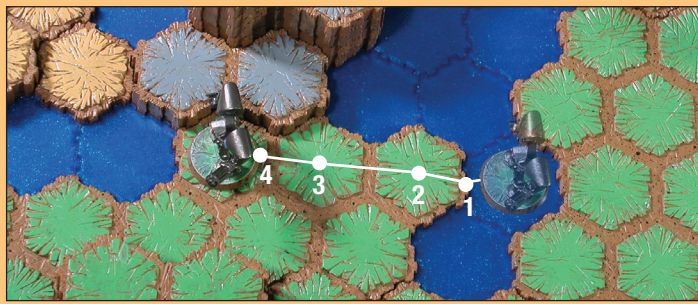
When he moves onto the water space, your Zettian Guard must stop after moving only two spaces.



- **Moving from water to land:** For water spaces that are lower than their adjacent land spaces, the "moving up" rule applies. When moving from water 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 Zettian Guard must count two spaces.

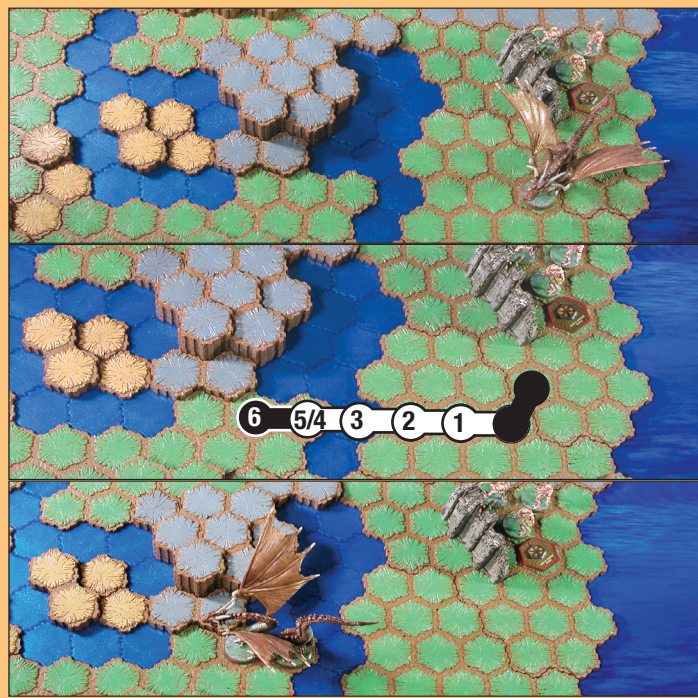


- **Moving double-space figures:** Some figures, like Grimnak and Mimring, take up two spaces. When moving a double-space figure, decide which end to lead with (for example, the front end or the back end). Then move the figure so that the other end follows the same spaces that the leading end just left. Always end a double-spaced figure's move on two same-level spaces. Example 7 shows how to move a double-space figure.

Double-space figures do not have to stop when moving over one water space between two land spaces; but they do have to stop when moving down onto two adjacent water spaces.

**EXAMPLE 7: Moving double-space figures**

From his starting spaces (top picture), Mimring moves six spaces headfirst, with his back section following along the same spaces (middle picture). Notice that Mimring counts the side of the land space when moving up from the water space. His move ends across the water on two spaces of the same level (bottom picture).



**Action 3: Attack with Figure(s) on the 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 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 7, a Zettian Guard can attack any enemy within 7 spaces from it.

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

A double-space figure can attack from either its front space or its back space.

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 (see **Height Advantage** under **Attacking**, below). Also, if the distance between you and the targeted figure includes an area with no spaces (for example, near the edge of the battlefield), you must count the spaces along 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 ruin or a ledge, so that the attacker can't see any part of it, then no attack is possible.

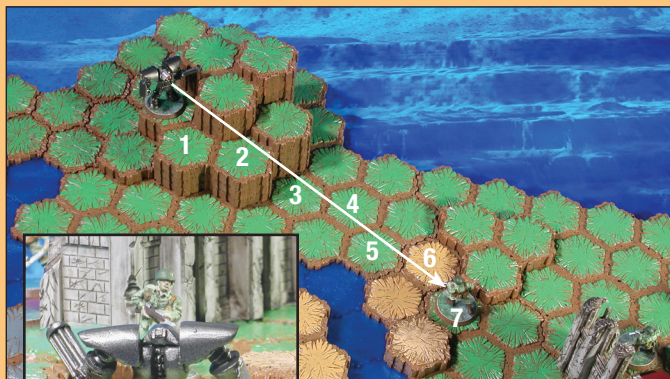
Unlike Range, Line of Sight is an imaginary straight line that has nothing to do with the spaces on the battlefield. The best way to tell if your Attacker has a clear Line of Sight is to get behind its head and look at the targeted figure. If you can see any part of it from its head, you have a clear 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 your Zettian Guard to attack an Airborne Elite figure.

1. First, you count the spaces between them: there are 7, so the figure is just within the Zettian Guard's Range.



2. Then, you check for a clear Line of Sight. Your Zettian Guard can "see" the top of the figure, so it 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 different figures can attack the same opposing figure.

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 the Attacker's Army Card, then roll that number of (red) attack dice. After you roll, your opponent rolls the number of (blue) 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 one 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.

- 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 you roll the same number of skulls or less than the Defender rolls shields, your attack is unsuccessful. The Attacking and Defending figures stay where they are, and the attack is over.

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

Example 9 shows an attack and its outcome.

### EXAMPLE 9: The Zettian Guards Attack!

Each Zettian Guard is within Range of an enemy Airborne Elite figure, and has a clear Line of Sight. You choose one Zettian Guard to launch the first attack.

#### FIRST ATTACK

Zettian Guards have an Attack number of 2, which means you roll 2 attack dice. But this Zettian Guard has a height advantage over the Defender, so you roll an extra attack die (a total of 3 dice):



The Defender has a Defense number of 2. Your opponent rolls 2 defense dice:



The Defender blocks the attack. Both figures stay where they are. Now your other Zettian Guard can attack.

#### SECOND ATTACK

You decide to attack the same Defender. This attacking Zettian Guard also has a height advantage, so again you roll 3 attack dice:



For the Defender, your opponent rolls 2 defense dice:



You win the attack! Your opponent takes his destroyed Airborne Elite figure out of the game. 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!

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

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