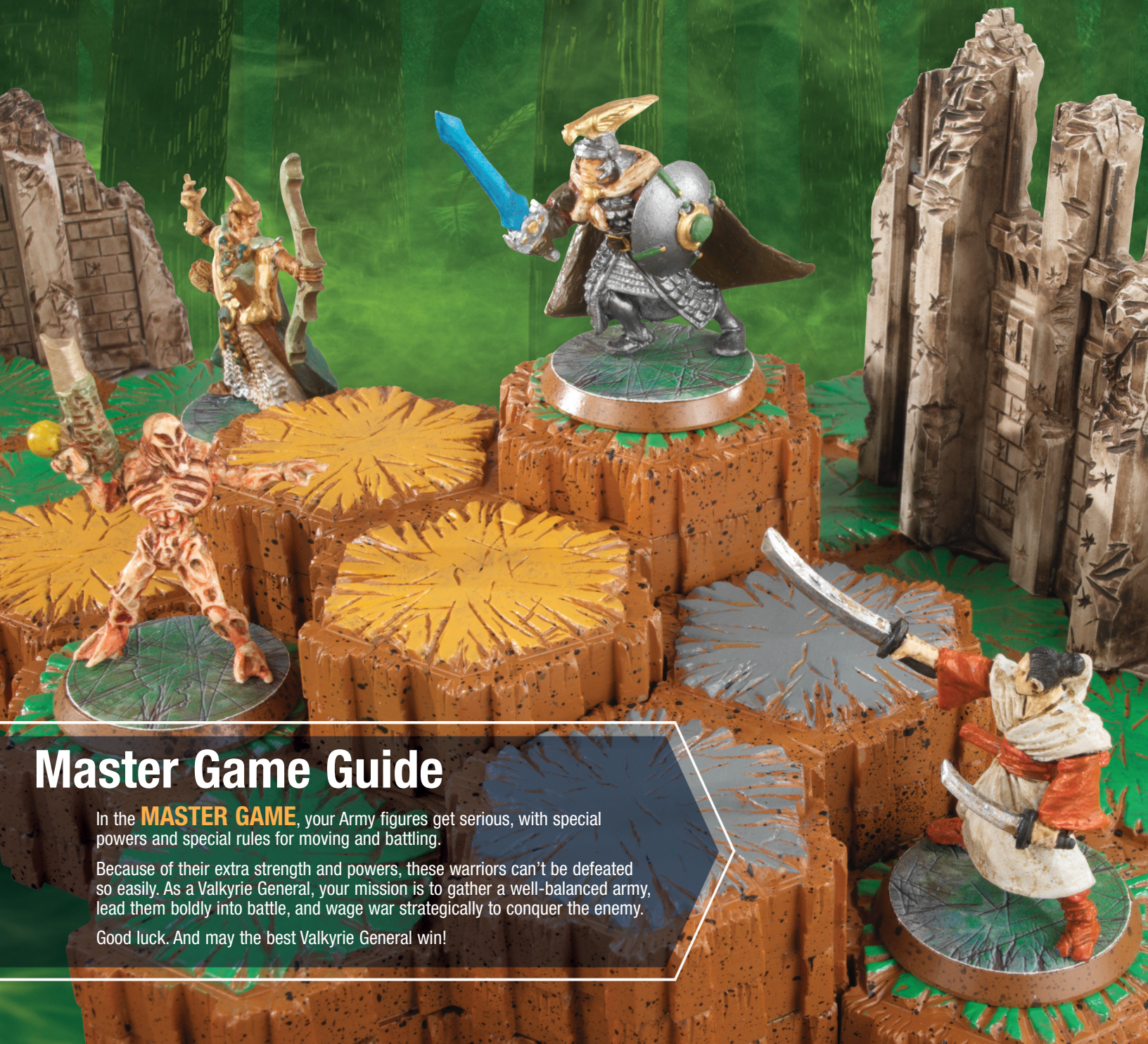


# HeroScape™

THE BATTLE OF  
ALL TIME

FOR 2 OR MORE PLAYERS  
AGES 8+



## 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!



Where to begin? My story is long, and I may not live to tell it again; so remember the words that I set forth in these journals, so that they may guide you in your journey.

My name first, and my origins. I am Thormun. Valhalla is my homeland, though I do not recognize the regions that I now dare to visit. My people, the Kyrie, lived peacefully here for thousands of years under the rule of our Archkyries. Then the wellsprings were found, and everything changed.

Ah, the mysterious wellsprings. Sixty-some years ago I discovered the first one quite by accident, in the Tarn of Volsunga. When I drank its water, I became stronger in body and mind; my wings grew to a wondrous size; I gained mystical powers; and to my astonishment, I stopped aging. Yet if I did not drink from the wellspring often, the powers faded.

I lived quite happily in this way for a time, except for the visions. You see, along with the powers came strange visions of armies at war on bleak, unknown battlegrounds. Their images were terrifying, and I lived in fear of them; yet I still drank the water.

I was not surprised to hear that other wellsprings had been found. Other Kyrie drank from them, gained powers from them, and saw the visions. They became a super-species; they named themselves Valkyrie, and they seized control of the wellsprings. Inevitably, there began a violent struggle over the precious waters. I fled before they could find me, for I was alone, and did not want war. My powers soon vanished, and the visions along with them.

As for the visions of the Valkyrie—they became a horrifying reality. The Valkyrie discovered that the images in those visions were of great heroes, warriors and creatures from other worlds, other eras. They devised ways to beckon them to Valhalla, and gathered them into powerful armies to fight for their side. Lush valleys and hillsides became military strongholds. Majestic mountains became vantage points for deadly attacks on those below. Armies marched, fought, claimed victory or were defeated, all for the wellsprings.



Alas, Valhalla, my once-serene homeland, has now become a war-torn and desolate ruin.

They are calling this age of war *The Rise of the Valkyrie*.™

I travel the land in secret, carrying little more than my journals and my heavy burden of guilt, for it all began with my innocent discovery.

I record all that I witness or hear about, for those who will come after me.

Indeed, if any do ...





**Object:** Create a battlefield and choose your Army, then fight the battle of all time! 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

To do this, choose a battlefield and a Master Game Scenario from the Battlefield & Game Scenario Booklet. After you've played several games, you may want to create your own battlefield and Game Scenarios.

**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).

Teammates play the game separately, but they can discuss strategy, offer suggestions, and so on. Victory conditions for teams vary with the Game Scenario, but in most games they work together toward a common goal.

**Playing with Multiple Master Sets and/or Expansion Sets:** There are a few special rules for doing this. They're explained on page 12.

### 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 each card has much more information about the figure(s). As you play, you'll become more familiar with how all of this information works during a game.

Example 1 explains the Army Card information, and how it works in the game.

#### EXAMPLE 1: Army Card Information

**Unique/Common:** All Army Cards and figures in the Master Set are unique (there's only one of each). Common Army Cards and figures appear only in expansion sets.

**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 who leads the Army (Jandar, Utgar, Ullar, Vydar, or Einar).

**Species:** Race of the figure(s).

**Class:** The type of figure.

HUMAN

UNIQUE HERO

AGENT

TRICKY

MEDIUM 5

**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.

**AGENT CARR**  
VYDAR

#### GHOST WALK

Agent Carr can move through all figures.

#### SWORD OF RECKONING 4

If Agent Carr is attacking an adjacent figure, add 4 dice to Agent Carr's attack.

#### DISENGAGE

Agent Carr is never attacked when leaving an engagement.

4

LIFE

MOVE 5

SPACES

RANGE 6

SPACES

ATTACK 2

DICE

DEFENSE 4

DICE

100

POINTS

**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 the figure(s) can take before being destroyed.

**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 (red) attack dice you roll to attack.

**Defense:** The number of (blue) defense dice you roll to defend.

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



## 2. GATHER AND PLACE YOUR ARMY

For the Master Game Scenarios, you can either use a pre-made Army, or you can draft an Army. Both 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 may choose three Army Cards, while an opponent chooses 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 may 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 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. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

### 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 on the battlefield 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. Unless stated otherwise in the Game Scenario, teammates start in the same starting zone. If there are more Army figures than spaces in the starting zone, you can't use the extra figures.

#### For a 2-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 2-player *Clashing Fronts* Game Scenario on the *Table of the Giants* battlefield. This game calls for each player to gather a 400-point Army. Example 2 shows the Armies that you and your opponent chose, and where you placed them.

#### For a 3 or more player game, players draft their Armies 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 another Army Card 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 the chain choosing two Army Cards and reversing the draft direction until all players have completed their Armies.

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

**Your Army:** You chose this Army for a 400-point total, and placed them where shown. Grimmak (the most powerful) is in front.



**Your Opponent's Army:** He chose this Army for a 390-point total, and placed them in their starting zone as shown. Syvarris and Deathwalker (figures with long Ranges for attack) are in the forefront.



### 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 show the order in which your figures will move and attack.



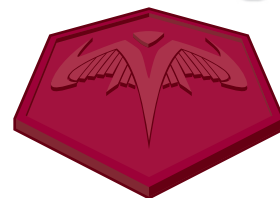
### WOUND MARKERS AND DICE

Place all of the Wound Markers and dice near the battlefield.



### GLYPHS

These "magical" enchantments are placed on certain spaces in several of the Game Scenarios (as directed in the *Battlefield & Game Scenario Booklet*). Most of them grant special powers when a figure lands on them. See Glyphs, on page 11.



## The Battle Begins!

The game is played in several rounds. A round consists of 3 turns for each player.

### A ROUND OF PLAY

**The Round Marker Track:** In the *Battlefield & Game Scenario Booklet*, each Game Scenario features a numbered line where players keep track of the rounds they've played. Before starting the first round, place the black 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 figures 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, 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 facing you, so your opponents can't see the numbers on them. (Teammates can look at each other's Markers.) The "X" Order Marker is a decoy: you can place it on any Army Card, just to keep your opponent guessing.

*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.

Example 3 shows where you and your opponent place your Order Markers.

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

**Your Order Markers:** On this round, you decide to mobilize Grimnak (first turn), your Marro Warriors (second turn), then Finn (third turn). You place the X Order Marker on the Zettian Guards, to "fake out" your opponent.



**Your Opponent's Order Markers:** On this round, your opponent decides to mobilize his two figures with long attack Range: Syvarris (first turn), then Deathwalker (second and third turns). He places the X Order Marker on his Krav Maga Agents.



### 2. Roll for Initiative

Now all players roll the 20-sided die. The highest roller takes the first turn, then play passes to the left. If there's a tie for highest roll, the tying players re-roll.

In cases where the roll for initiative is affected by a special power or a Glyph, the power applies to re-rolls as well. Glyph powers are explained later.

### 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

#### 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. Reveal Your Order Marker

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.

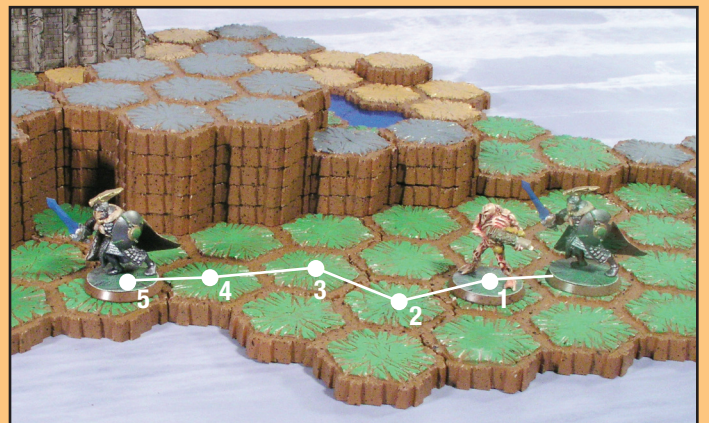
#### Action 2. Move Figure(s) on Your Army Card

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 1, 2, 3, 4, or 5 spaces. (Uneven terrain and water may 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 8). 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

Finn has a Move number of 5. You advance him the full 5 spaces toward the opposing figures. *Note:* Finn may move through the Marro Warrior because it is friendly.





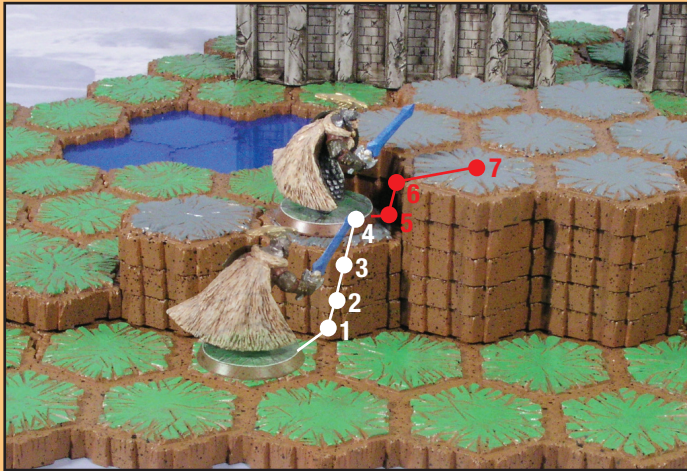
- **Moving up:** When you move to a higher level, count the side of each higher level as one space. Example 5 shows how to do this. If your figure can't move enough spaces to reach the top of a ledge, then it can't move there.

*Note:* Glyphs and water spaces do not add height to any spaces on which they're placed.

### EXAMPLE 5: Moving up

Count the side of each level as you move Finn to the top of the first ledge.

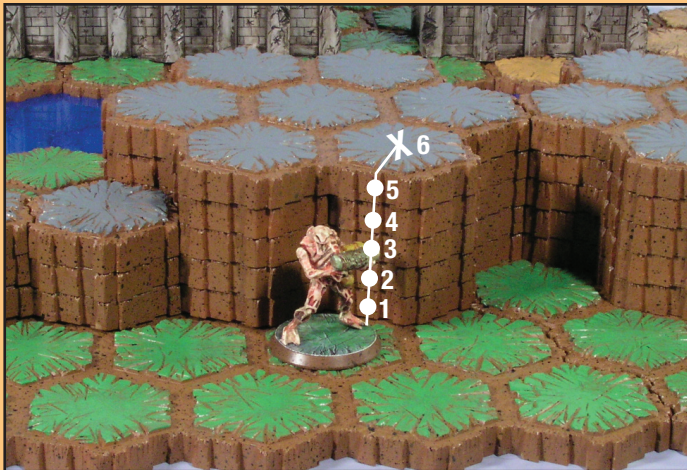
*Note:* Finn cannot move to the top ledge because it would take a move of 7, and his Move number is only 5.



**Height limit:** A figure cannot move up a number of levels higher than its Height number all at once. See Example 6.

### EXAMPLE 6: Height limit for moving up

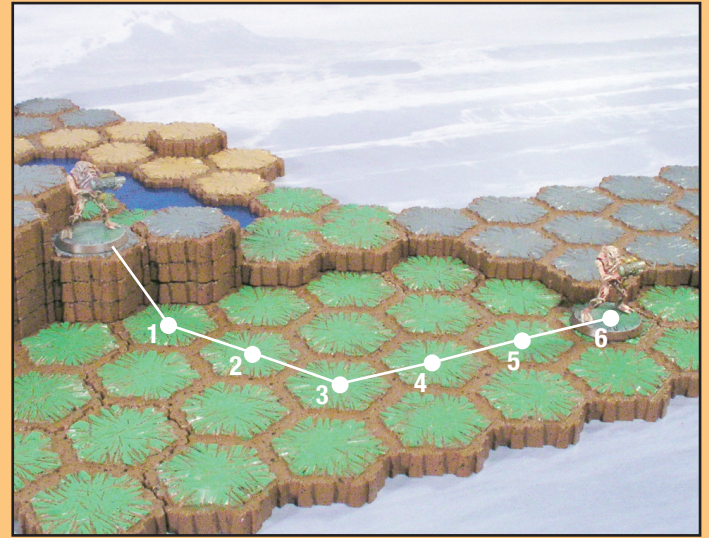
This Marro Warrior cannot move up to the space marked with an "X" because it would be 6 moves to the top, and the Marro Warriors' Height number is 4.



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

### EXAMPLE 7: Moving down

To move a Marro Warrior 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 may get wounded. (This rule does not apply if a figure drops onto a water space.) A fall is defined as follows:

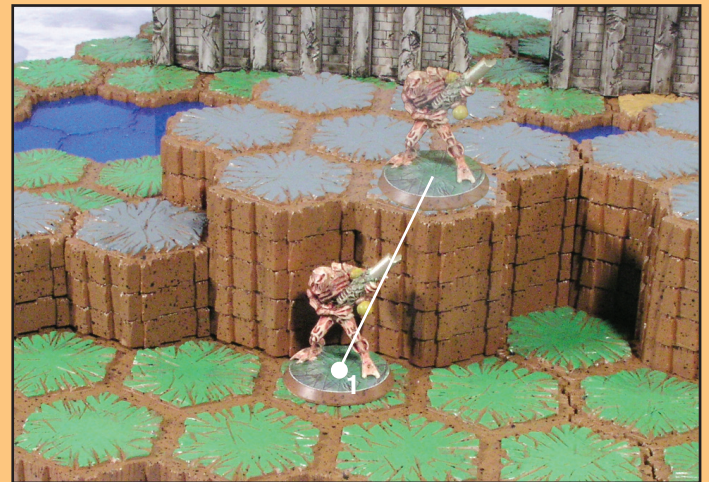
If the drop is equal to or more than the figure's height, you must roll one attack die after moving, to see if it was wounded. **Major fall:** If the drop is 10 levels more than the figure's height, you must roll an additional attack die (for a total of two attack dice).

For each skull you roll, add one Wound Marker to the figure's Army Card. (See **Life**, on page 10.)

Example 8 shows a figure falling.

### EXAMPLE 8: Falling

When you move a Marro Warrior down from this 5-level cliff, you roll one attack die for the fall, because the cliff is 1 higher than his height of 4. You don't roll a skull, so the warrior is safe.





- **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 9A. *Note:* Double-space figures can move past one water space that's between two land spaces without stopping; they must stop only if they move onto two water 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 9B.

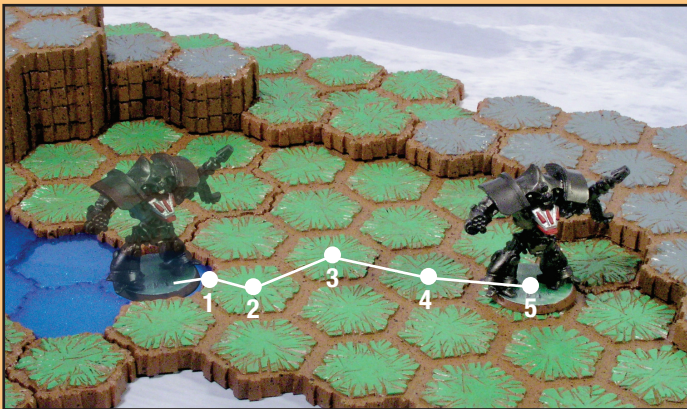
**EXAMPLE 9A: Moving into water**

When your opponent moves Deathwalker onto a water space, he must stop there.



**EXAMPLE 9B: Moving out of water**

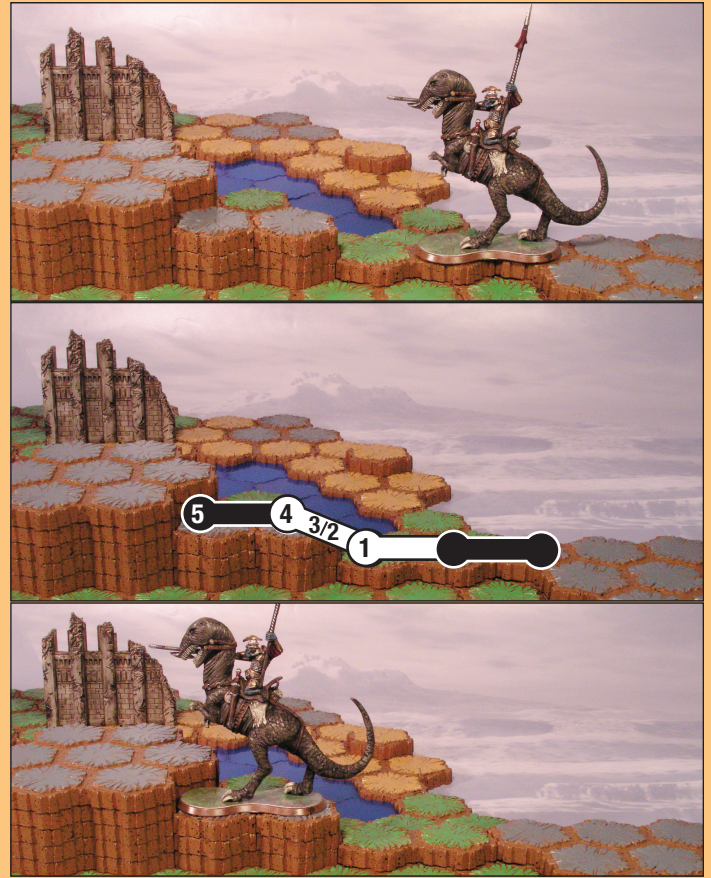
When moving Deathwalker from this water space to the adjacent land space, your opponent counts two spaces.



- **Moving double-space figures:** Some figures, like Grimnak and Mimirg, 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-space figure's move on two same-level spaces. Example 10 shows how to move a double-space figure.

**EXAMPLE 10: Moving double-space figures**

From his starting spaces (top picture), Grimnak moves 5 spaces head first, with his hind section trailing along the same spaces as his front section (middle picture). Counting the sides of the ledge, Grimnak ends his move at the top, on two same-level spaces (bottom picture).



- **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 11 shows an overhang).

**EXAMPLE 11: Moving under an overhang**

On the Migol's Tomb battlefield, notice that Finn can move under this overhang but Grimnak cannot.

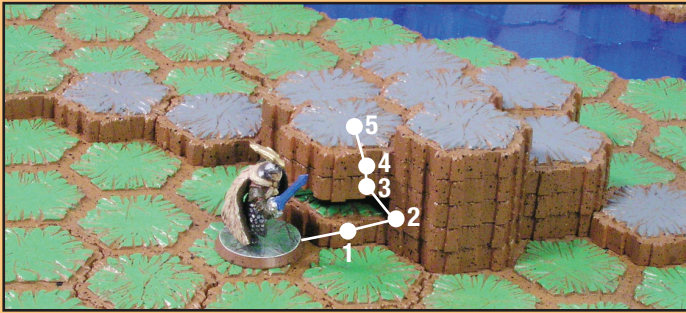




Figures can also move up onto low overhangs: when you move a figure up a low overhang, count the nearby support tiles. See Example 12.

### EXAMPLE 12: Moving up onto a low overhang

Finn counts the nearby support tile as he 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 on another space or area between spaces.
- **Tight quarters:** Some battlefields have narrow passageways, ruins and overhangs that may limit the movement of some figures. A figure can't move through or onto a space that it can't fit completely onto. Example 13 shows a figure in tight quarters.

### EXAMPLE 13: Grimnak moves into tight quarters

Grimnak can't back into this nook, because his tail keeps him from standing completely on the spaces.



However, he can move forward into the nook.



**Glyphs and special powers:** Glyphs and/or special powers may also affect a figure's movement. Check your figure's Army Card for special powers. Glyph powers are explained on page 11.

### ENGAGEMENT RULES

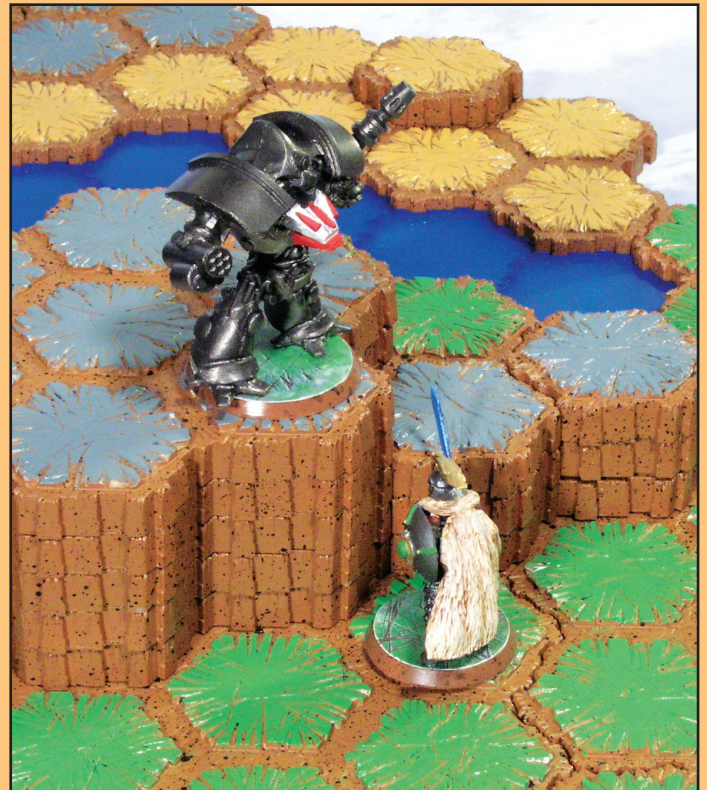
A figure becomes engaged when it moves adjacent to an opponent's figure.

**Adjacent 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 14, below.

### EXAMPLE 14: Not adjacent

Finn is not adjacent to Deathwalker because Deathwalker is on a ledge which is 5 levels high, and is equal to Finn's height of 5.



- If a ruin is between the two figures, both figures' heights must be higher than the ruin to be engaged. If both figures' heights are lower than the ruin, or only one figure's height is lower, they are not engaged. For example, a ruin has a height of 6. If Finn (height of 5) and Deathwalker (height of 7) are next to each other with a ruin between them, they are not engaged.

**Leaving an engagement:** You may move around a figure that you're engaged with; but as soon as you move away from it (onto a space that's not adjacent to it), the figure may take a "passing swipe" at your figure. To do this, the player who controls the figure rolls one attack die. (You do not roll a defense die for your figure.) If a skull is rolled, your figure takes one wound. Place one Wound Marker on its Army Card (See **Life**, on page 10).

**Multiple engagements:** Your figure may become engaged with more than one figure at the same time. As you leave each engagement, the engaged figure rolls one attack die. For each skull rolled, your figure takes one wound. Example 15 shows a multiple engagement.



### EXAMPLE 15: Multiple Engagement

When you move Finn away from two opposing Tarn Viking Warriors, your opponent rolls two attack dice (one for each Viking Warrior). Two skulls are rolled, inflicting two wounds. You place two Wound Markers on Finn's Army Card.



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

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

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

**Looking for hidden figures:** At any time, feel free to walk around the battlefield to find out which figures are hiding where: behind ruins or raised terrain areas, etc. (As you do this, other players may 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 6, your Marro Warrior can attack any figure within 6 spaces from it.

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

**Engaged figures:** If one of your figures is engaged with one or more other figures, that figure can attack only those figures.

A double-space figure can attack from either space.

When checking the 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**). 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 may still attack it, but you must count the spaces along the battlefield to check the Range.

**Attacking around other figures:** If other figures are between you and the targeted figure, you can't attack them, but you can attack the targeted figure if you have a clear Line of Sight.

- **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 you and the targeted figure; it has nothing to do with the spaces on the battlefield. If the targeted figure is (for example) behind a ruin or a cliff, so that your figure can't "take aim" at it, then no attack is possible.

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.

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

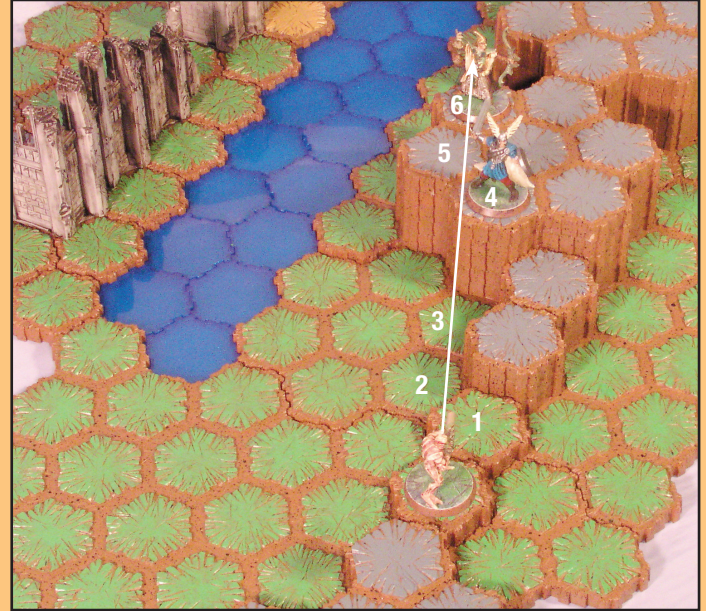
If players disagree about whether or not there is a clear Line of Sight, just roll the 20-sided die; the high roller wins the dispute.

Example 16 shows how to determine if a targeted figure is within an attacker's Range and Line of Sight.

### EXAMPLE 16: Range and Line of Sight

You want a Marro Warrior to attack Syvarris.

1. First, you count the spaces between them: there are 6, so Syvarris is within Range.



2. Then, you check for a clear Line of Sight from your figure's Target Point to Syvarris' Hit Zone. The Tarn Viking is in the way but your figure can still see part of Syvarris' Hit Zone, 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.

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 one extra 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 two extra dice.

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

- **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. Pages 11 and 12 show several examples of special powers and special attacks. *Warning:* Use your special powers and attacks strategically; some are so powerful that they may affect even friendly figures!

- **Glyphs:** Some Glyphs give the Attacker or the Defender an advantage. Glyph powers are explained on page 11.

### 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 (red) attack dice. After you roll, the Defender rolls the number of (blue) defense dice on his Defender's Army Card, adding any extra dice for height advantage, special powers or Glyphs.
3. For every skull the Attacker rolls, the Defender must roll at least one shield, to block it.
  - If the Attacker rolls 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.
  - If the Attacker rolls more skulls than the Defender rolls shields, your attack is successful. For each unblocked skull the Attacker rolled, one 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 one Life is destroyed by only one 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 Order Markers that are on that card for that round of play. On future rounds, you can't take any turns for that card.

After you've finished attacking, your turn is over. The player to your left then takes a turn.

Example 17 shows an attack and its outcome.

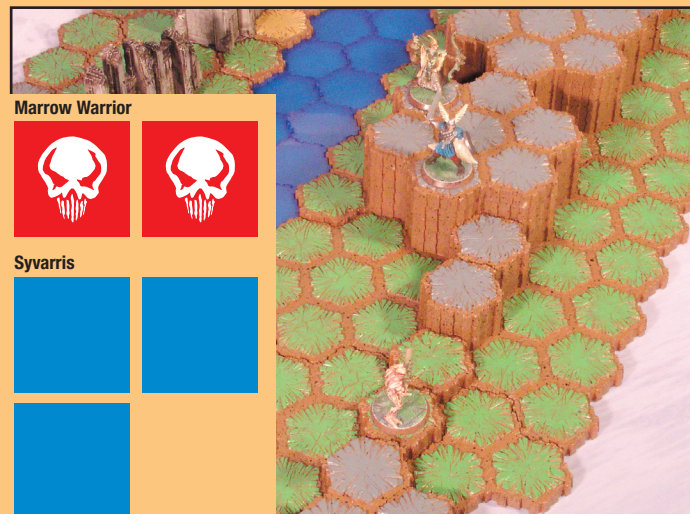
### EXAMPLE 17: An Attack

One of your Marro Warriors attacks Syvarris. You roll 2 attack dice.

Syvarris has a minor height advantage, so he adds one die to his Defense number. Your opponent rolls 3 defense dice.

You roll two skulls; Syvarris rolls no shields.

Syvarris takes two wounds. Place two Wound Markers on Syvarris' Army Card.



Syvarris had 2 wound markers from a previous attack. He now has four Wound Markers, and is destroyed. Your opponent places Syvarris on the Army Card, and leaves the Order Marker there (he must skip his turn for Syvarris 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 side) with the most points wins. See **Scoring**, below.

## SCORING

In cases where scoring is necessary, each player or team 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.



## GLYPHS

Depending on the Scenario, Glyphs are placed on top of battlefield spaces either power-side up or symbol-side up. 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 a figure lands on a power-side up Glyph, it must stop. *Note:* A double-space figure must stop when its leading end moves onto it.

Some Glyphs grant temporary powers, while others grant longer-lasting ones. For each Glyph your figure finds, follow the rules below.

### Permanent Glyphs

The power of each permanent Glyph is in effect for as long as a figure is standing on it. Exception: The two Glyphs of Brandar are artifacts, which represent objects as directed by the specific Game Scenario.

#### Glyph of Astrid (Attack +1)

For each of your figures, roll one extra attack die.



#### Glyph of Gerda (Defense +1)

For each of your figures, roll one extra defense die.



#### Glyph of Ivor (Range +4)

For each of your figures with a Range number of 4 or more, add 4 to the Range number.



#### Glyph of Valda (Move +2)

For each of your figures, add 2 to the Move number. (Do not use this power when moving off of the Glyph).



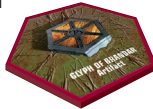
#### Glyph of Dagmar (Initiative +8)

When you roll for initiative, add 8 to your die roll.



#### Glyphs of Brandar (Artifact)

The rules for these two Glyphs vary, depending on the Game Scenario.



### Temporary Glyphs

The power of each temporary Glyph takes effect only once. When one of your figures moves onto any of these Glyphs, follow its rules, then remove it from the game.

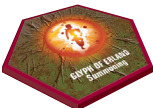
#### Glyph of Kelda (Healer)

Only figures with one or more Wound Markers may stop on this Glyph. When one of your figures stops here, remove all Wound Markers from its Army Card.



#### Glyph of Erland (Summoning)

When one of your figures stops here, you may “summon” any other figure (yours or your opponent’s) by moving it to a space adjacent to the figure on the Glyph. The summoned figure does not receive a leaving engagement roll if it was engaged. *Note:* If there is no empty adjacent space, you can’t use the Summon power.



#### Glyph of Mitonsoul (Massive Curse)

For each figure on the battlefield (yours and your opponents’), roll the 20-sided die. If you roll 1, the figure is destroyed. If you roll 2 through 20, the figure is safe.

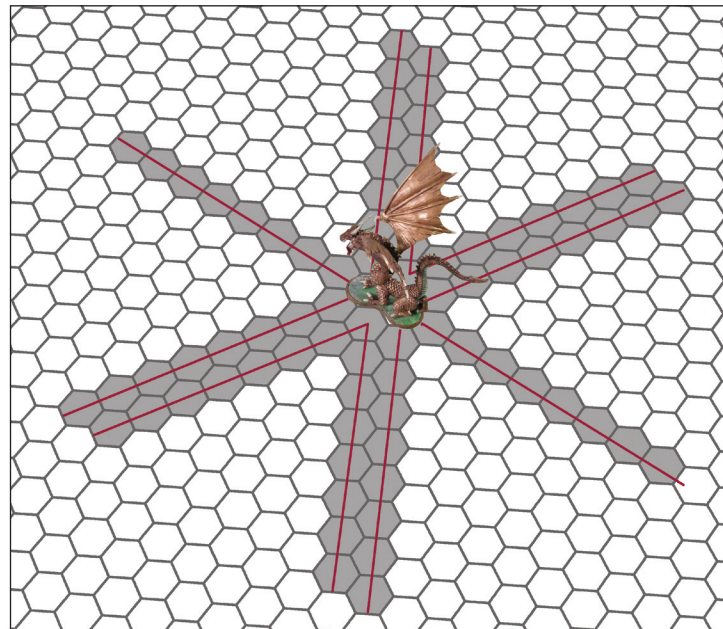


## Special Powers

The special power (or powers) of the figures keeps each game exciting, challenging, and unpredictable. Always be aware of the special powers of your Army figures; they can make a big difference in your game. The examples below demonstrate the special powers of some figures.

### Mimring’s Fire Line Special Attack

From either his front space or back space, Mimring’s Fire Line Special Attack can affect figures within 8 spaces in any direction (see the red lines). The affected figures can be on any level, as long as Mimring has a clear Line of Sight.



### Fire Line Special Attack into an Overhang

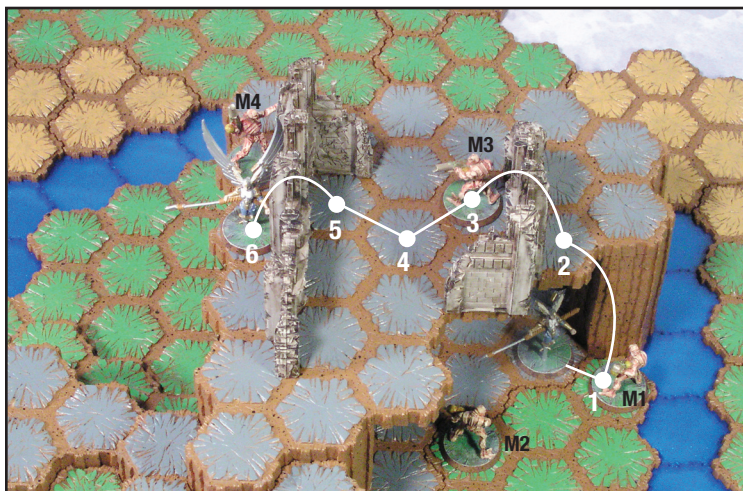
If Mimring uses his Fire Line Special Attack into an overhang, it affects the figures on all levels in the line of attack, as long as he can see them. As shown here, Airborne Elite figures A1, A2 and A3 are all affected by Mimring’s attack. They will all roll defense dice separately after Mimring rolls 4 attack dice once.





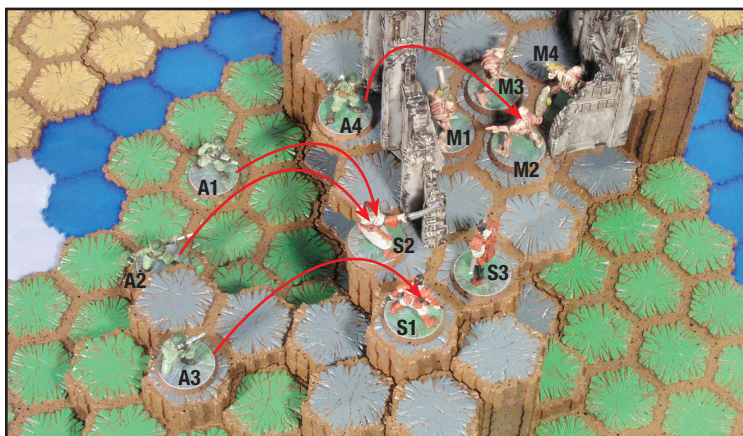
## Flying and Overhangs

As shown here, Raelin flies out of the overhang and onto the top, ignoring extra spaces for elevation. M1 will roll a leaving engagement die since she was engaged before starting her move; M3 will not, because she flies over him without landing. Notice that she also flies over the ruins.



## The Airborne Elite Lob Grenades

You decide to lob grenades at the Marro Warriors and the Samurai. Remove the Grenade Marker from the game. You target all figures within a Range of 5 and a Lob height of 12 levels or less. For example, the A1 Airborne Elite can't attack the M2 Marro Warrior, because the overhang is 10 levels high, and the ruin on top has a height of 6, for a total of 16. To lob a Grenade, a clear Line of Sight is not needed: only a clear area to lob the Grenade.



Here's how the special attack is carried out:

- **A1 attacks:** A1 lobs a grenade at S2. S1 and S3 are also affected, since they're adjacent to S2.

You roll 2 attack dice once for all 3 affected figures. You get 1 skull.

Your opponent rolls 6 defense dice for S2 (5 dice for its Defense number and 1 die for height advantage.). He gets 2 shields, so S2 is safe. He then rolls 3 shields for S1, so S1 is safe; and 0 shields for S3, so S3 is destroyed.

- **A2 attacks:** Next, A2 lobs a grenade at S2. S1 is also affected.

You roll 2 attack dice and get no skulls. Your opponent does not need to roll for either S2 or S1, because no skulls were rolled.

- **A3 attacks:** Next, A3 lobs a grenade at S1. S2 is also affected.

You roll 2 attack dice, and get 2 skulls.

Your opponent rolls 1 shield for S1, so S1 is destroyed. He then rolls 2 shields for S2, so S2 is safe.

- **A4 attacks:** A4 lobs a grenade at M2. M1, M3 and M4 are also affected.

You roll 2 attack dice, and get 1 skull.

Your opponent rolls 3 defense dice for M2, and gets 1 shield, so M2 is safe. He rolls 2 shields for M1, then 3 shields for M3, so M1 and M3 are safe. He then rolls no shields for M4, so M4 is destroyed.

## Special Power References on Army Cards

Some special powers make reference to the Species, Personality, Valkyrie, Unique/Common, Hero/Squad and or Class of other figures. For example, Deathwalker makes reference to Soulborg Guards; the Zettian Guards fall into this category. Also, Grimnak makes reference to Orc Warriors; the Orc Warriors appear in one or more of the expansion sets.

## Using Multiple Master Sets and/or Expansion 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 up to 8 players. You can "even up the playing field" by having the same Army as an opponent. You can even boost the point value of your Army, to match the bigger battlefield. But along with that extra excitement comes a few special rules. . .

**Unique Army Cards:** All of the Army Cards in a Master Set are Unique (there's only one of them).

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

**Common Army Cards:** These cards are included in expansion sets. Your Army can include two or more of the same Common Army Card. If so, follow these special rules:

- 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 Grut Swordsman figures, each order marker placed on either Army Card activates any 4 of them.

- When any figure on your Common Army Card is destroyed, you may place it on any matching Army Card.

## Simultaneous Special Powers

If you and an opponent are using the same Army Cards with powers that happen at the same time, you must roll the 20-sided die to see who gets to use them first. For example, if both you and your opponent are using the Airborne Elite figures, you'll have to roll to see who gets to use the Drop power first.

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