



Game Contents

Miniatures:

Fia Bonny the Void Siren
Bok-Bur-Na
Killian Vane III
Ewashia, Master of Tides
Kita the Springrunner
Onshu the Welkineye

Contents:

• [2] 24-hex Grass Tiles • [3] 7-hex Grass Tiles • [2] 7-hex Rock Tiles • [3] 3-hex Grass Tiles • [2] 3-hex Rock Tiles • [4] 1-hex Grass Tiles • [2] 1-hex Rock Tiles • [6] Water Tiles • [7] Wellspring Water Tiles • [2] 14H Laur Jungle Trees • 6 Army Cards • 1 Glyph of Brandar • 8 Order Markers • 6 Combat Dice • 1 20-sided Die • 15 Wound Markers • 3 Powder Markers

Assembly Guide



To attach a canopy to a Jungle Tree, insert the canopy into the top of the Jungle Tree's trunk.

Building with Jungle Trees: When placed, a Jungle tree tile must have two or more of its six connecting sides attached to other hex tiles.

Rules for Master Game: Jungle Trees are obstacles. When a Small, Medium, or Large figure adjacent to a jungle tree is defending against an attack from a non-adjacent figure, it rolls one additional defense die.

Scenario Play

In this book you will find 3 battlefield maps and 4 Scenarios. Together, a battlefield and a matching Scenario will create a unique gameplay experience and set the stage for your epic battles. Some Scenarios use the Basic Game rules, while others are for the Master Game rules. Both sets of rules can be found in the *HeroScape Age of Annihilation Rulebook*.

The world of Valhalla is vast. Once you've played the Scenarios in this book, you are encouraged to create your own! Build your unique battlefields, scribe epic special rules, and share them with your friends as you charge forth into the Age of Annihilation.

Warriors of Valhalla

These brave combatants will take up arms in The Battle of All Time. Know them well; they may fight under your command, or endeavor to crush your ambitions.

Ewashia, Master of Tides – Aquilla's Wellspring-born power has allowed her to summon fantastic magical beings from across time and space to her side. The ferocious Ewashia, Master of Tides is one such warrior, who hails from the Dryan world of Arboreas. To her great pleasure, the waters of Valhalla respond to her magic just as those of her homeworld once did.



Until recently, no-one was aware Aquilla had such accomplished wizards at her beck and call. Ewashia and her fellows have kept to themselves, studying quietly in the heart of the Moon Tribe's mountains. But the time has come to reveal their true power. And Ewashia has been quietly eager to try her newest spells in real combat.

Onshu the Welkineye – Moved by her love of her own loyal companion, Sujoah, Aquilla often summons beasts to befriend her wizards and help them feel more at home on Valhalla. Onshu is one such summon. As a welkineye he understands little of what has happened to him, but his high-spirited and wild nature makes him beloved by many in Aquilla's lands.



Kita the Springrunner – It is said that upon her arrival, Ewashia petitioned Aquilla directly to summon the faithful Kita as well. This shy springrunner is easily frightened, and often employs her uncanny stealth to slip away from well-meaning wizards. Nevertheless, loyal Kita will stay with Ewashia and Onshu to the end. If the situation calls for it, she will give her all to save her friends.



Bok-Bur-Na – Marro, like any sentient species, have varied cultures. Some revel in a cruel caste system, engineering their own kin from birth to be servants and workers. But others are more egalitarian. To them, the hive is a source of comfort, and a way to feel belonging with their fellows in a harsh world.



When the sinister Valkyrie General Utgar summoned Marro indiscriminately to serve him, some were inevitably from different hives. Thus, Bok-Bur-Na has been separated from his kin. He misses them terribly. And he will do anything to make Utgar, and all the Valkyrie, pay dearly for the emptiness he now feels in his soul.

Killian Vane III – Killian Vane III is a simple man. He likes simple things, like excellent hats, and the smell of gunpowder, and lovely sunrises. He likes these things best when he is at home, on Earth, sitting on the deck of his very own pirate ship.



Killian Vane III does NOT care for being drafted into an eternal war on a distant world, where the sunrise is a little too green, and the gunpowder smells a little sour, and he can't find a suitable new feather for his hat on any of the strange beasts that live here. And he intends to make his grievances known.

Fia Bonny the Void Siren – Behind her mask, Fia silently wonders how long it will take the Valkyrie to realize they are not the only ones who can reach between worlds.



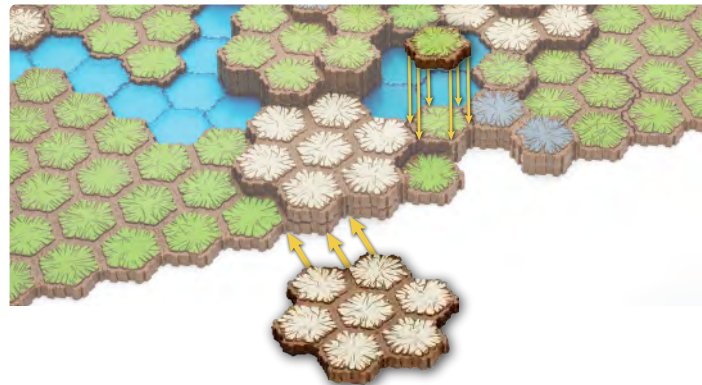
Battlefield Key

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

Notice centers and border colors	Grass dark green centers	Sand tan centers	Rock gray centers	Water blue centers
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space yellow borders				
1 space red or blue borders				
Special Tiles				
Wellspring Water blue borders, white centers 		Jungle Trees brown borders, gold centers number indicates tree height 		

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 dramatic battlefields. The illustrations below show how to connect your tiles.

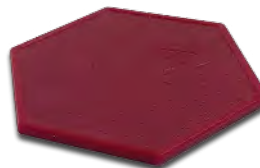


The Glyphs

In the battlefield maps, 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.



Power-Side Up



Symbol-Side Up

Glyphs Key

Placed Symbol-Side Up:

Placed Power-Side Up:

GLYPH OF BRANDAR:

Glyph Reference

The following Glyph is featured in the Scenarios in this Battle Box. Learn its abilities and use them to your advantage in battle!

Brandar (Artifact)

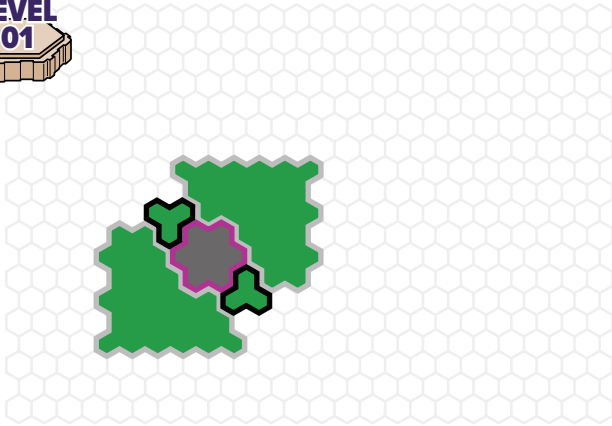
The rules of this Glyph vary, depending on the Scenario. Read carefully to discover what it does.



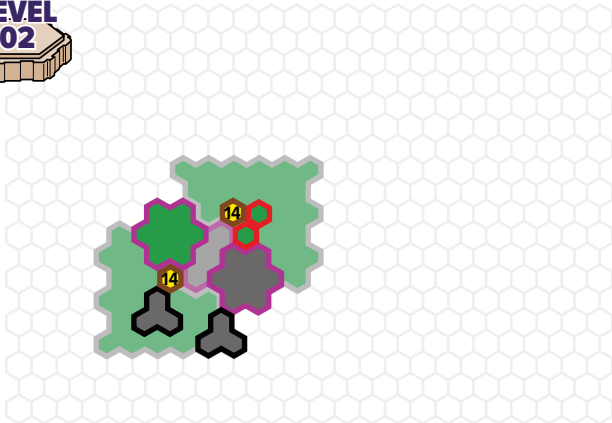
Map 1: Vengalla Gulch

The mountainous regions of the Ticalla Jungle are well-guarded by the Kyrie of the Moon Tribe. Winged warriors and priestesses flit between the dense trunks of the jungle trees, navigating their familiar home with an ease that confounds outside intruders. Those without the gift of flight have at last found a path the Kyrie rarely tread; Vengalla Gulch, a deep fissure cracked into the base of the mountains. The gulch circles between spires and crags, drawing a perilous trail to the far side of the mountain, where no interlopers would be suspected to arrive.

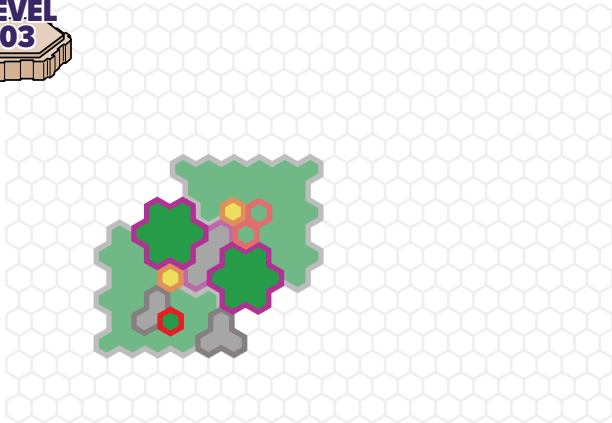
LEVEL 01



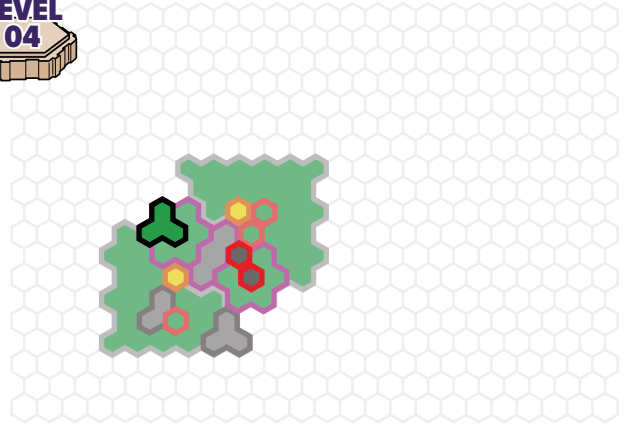
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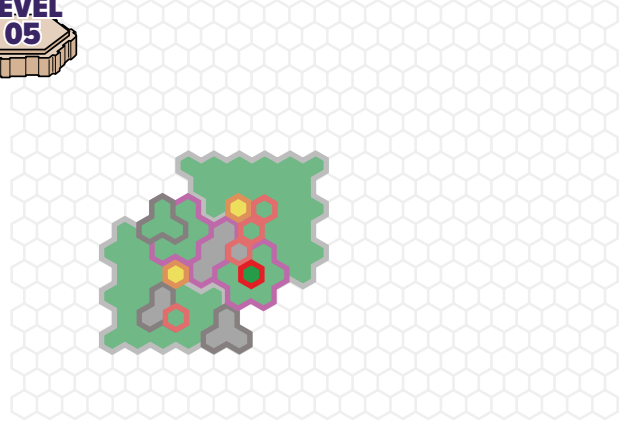
LEVEL 03



LEVEL 04



LEVEL 05



Scenario 1: Surprise Arrival (Basic Game)

The mercenaries shove aside foliage quietly, moving with haste toward the location marked on their map. This path should be undefended. No-one is expecting them.

Suddenly Fia darts behind a fallen log, her keen senses one step ahead of the impending crisis. A moment later the shrill cry of a welkineye erupts, and someone moves into view up the narrow pass. Startled, both groups draw weapons and leap into battle!

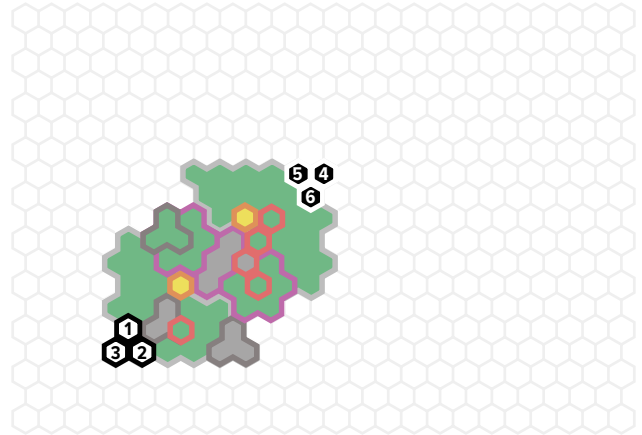
GOAL: Destroy all of your opponent's figures.

SETUP: Place the figures where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win!

- Player 1**
- 1 Fia Bonny the Void Siren
 - 2 Bok-Bur-Na
 - 3 Killian Vane III

- Player 2**
- 4 Ewashia, Master of Tides
 - 5 Kita the Springrunner
 - 6 Onshu the Welkineye



Round
Marker
Track

- 1
- 2
- 3
- 4
- 5
- 6

Scenario 2: No Easy Way Out (Master Game)

Bok-Bur-Na hisses and takes another shot into the underbrush as irritating sonic screeches rip apart the surrounding cover. The wizard's familiars are making everything more complicated than it needs to be. The ascent will be impossible if these beasts cannot be frightened away.

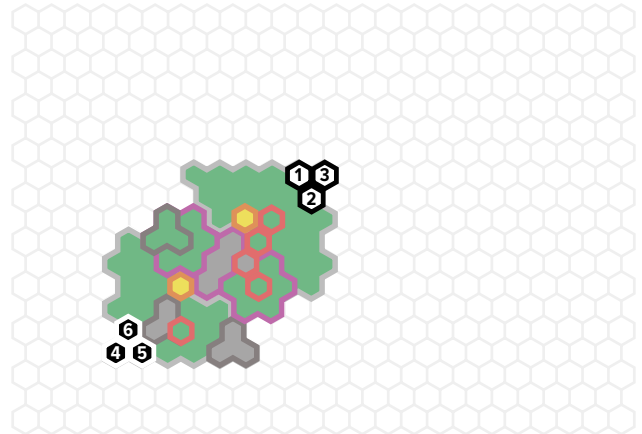
GOAL: Destroy all of your opponent's figures.

SETUP: Place the figures where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! If the battle reaches the end of round 6, the game is over, and player 1 wins as the pirates escape further up the mountain.

- Player 1**
- 1 Fia Bonny the Void Siren
 - 2 Bok-Bur-Na
 - 3 Killian Vane III

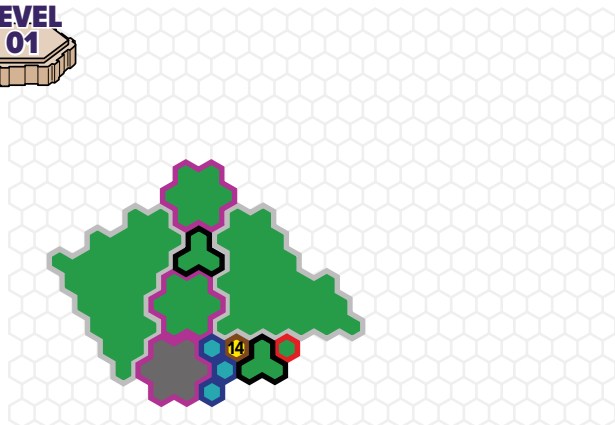
- Player 2**
- 4 Ewashia, Master of Tides
 - 5 Kita the Springrunner
 - 6 Onshu the Welkineye



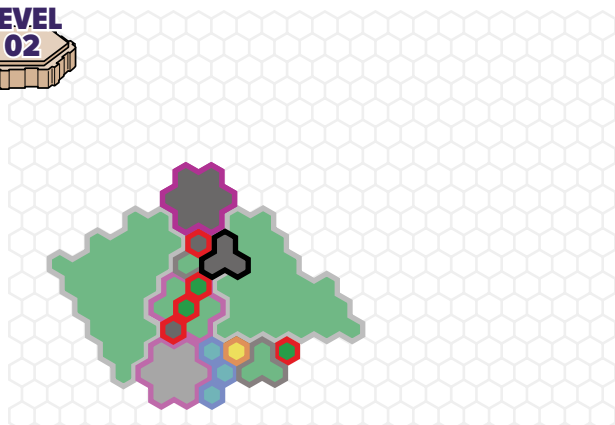
Map 2: Spire at Mount Tildept

A great stone arch reaches up from the mountainside and loops to connect once more with the earth further up. This natural formation was carved long ago by shattering winds blowing across mountain streams, and is a favored location for young priestesses to play daredevil games against the gusts. It is exposed, but lightly guarded, and by far the fastest path up the mountain for those willing to risk the drop.

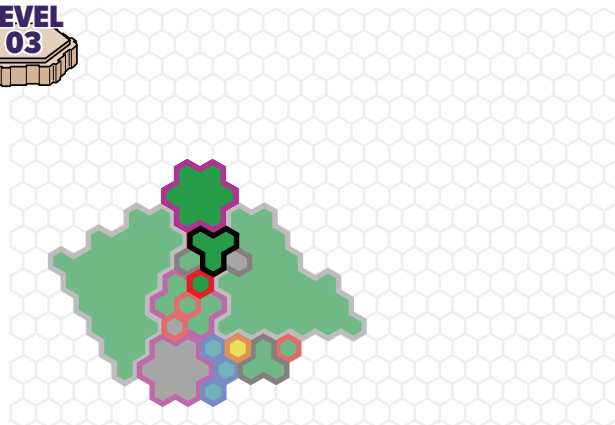
LEVEL
01



LEVEL
02



LEVEL
03



LEVEL
04



Scenario 3: Treacherous Ascent (Master Game)

The water wizard snaps her fingers, calling her loyal familiars off the chase. With unhurried steps, she slides her tentacled limbs into the stream and glides up the mountain river until she finds a suitable ridge. Her companions gather at her heels, but Ewashia merely waits. The ruffians must come through here if they are to reach the Wellspring. And this time, they do not have surprise on their side.

GOAL: The pirates seek to ascend the mountain. The Dryan seek to secure the area while sending a dire warning to their allies downstream.

SETUP: Place the figures where shown on the map.

VICTORY: The Pirate player wins if they control the brown region at the top of the map at the end of a round (at least one pirate and no Dryan in the region). The Dryan player wins if they control BOTH of the navy regions at the end of a round (at least one Dryan and no pirates in the region). Either player may also win if all of the opposing player's figures are destroyed. If both players control their region at the end of the same round, or the game reaches the end of round 6, the Pirate player wins.

Player 1
1 Fia Bonny the Void Siren

2 Bok-Bur-Na

3 Killian Vane III

Player 2
4 Ewashia, Master of Tides

5 Kita the Springrunner

6 Onshu the Welkineye



Round
Marker
Track

1

2

3

4

5

6



Map 3: The Minor Spring

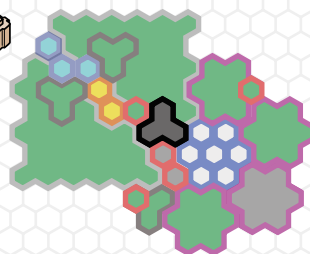
It is a closely-guarded secret that Mount Tildept is truly hollow. Inside lie many winding caverns, home to a wide variety of valuable herbs and rare cave-fish. More closely guarded even than the herbs and fish is the secret of the Wellspring Chamber's location. Few know for sure that it exists; fewer still are permitted to enter, and see for themselves the sacred opalescent waters that grant Aquilla her Valkyrie powers.

The chamber itself is wide, with a low ceiling and mottled moss criss-crossing its walls. At the perfect time of night the moon's light reaches through an obscure hole in the ceiling and alights upon the still water, casting the cave in shimmering golden light. Despite its glory, this is still only a minor spring. It lacks the fifteen surrounding chambers and full awesome power of Aquilla's true Wellspring. But as the visions set in on those foolish enough to allow its water to touch their skin, there can be no doubt that underground passages must connect this pool to the true spring; and the stone of the mountain dilutes the magic water by only a slim margin.

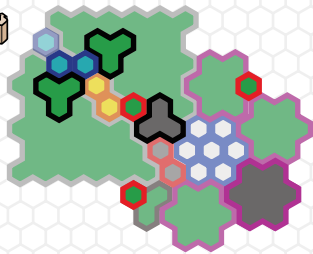
**LEVEL
01**



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Scenario 4: The Wellspring's Woe (Master Game)

The mercenaries drag their aching limbs over the final ridge and tumble through a hole into a moonlit cavern. Even Killian Vane III stares open-mouthed for a moment, transfixed by the beauty of the mythical Wellspring. Its crystal-clear water offers no reflection, but seems to beckon the beholder closer.

GOAL: The pirates seek to turn the Wellsprings against their masters with poison. Aquilla's loyal retainers seek to defend the spring, and warn their General of the danger.

SETUP: Place the figures where shown on the map. Place the Glyph of Brandar on the indicated space on the track below.

VICTORY: The Pirate player wins if they successfully poison the Wellspring. The Aquilla player wins if they successfully ward the Wellspring with magic, protecting it. If the battle is not won by the end of round 5, the battle breaks off, and whichever player has the Glyph closer to their end of the tracker wins.

SPECIAL RULES: Drinking from the Wellspring is dangerous, sacrilegious, and foolish to attempt without cause. Its magic is formidable and difficult to control. Just standing this close to the magic water has its side effects:

Figures cannot be destroyed. Visions of their own destruction bombard them, saving them from death's embrace as they stagger clear of impending doom. When a figure would be destroyed, do not give that figure its final Wound Marker (leaving it with one less Wound Marker than would destroy it). Instead, the opposing player may move it up to 2 spaces, following all normal rules for movement.

A figure with only one wound remaining is sickened by the incessant visions the Wellspring's water sends uncontrollably through their skin. When a figure with only one wound remaining attacks, after it chooses a target figure, it rolls the 20-sided die. Subtract 3 from the result if the figure is on a Wellspring water tile. If the result is an 8 or below, the figure is confused, and lashes out. The opposing player chooses a new target for the attack within the attack's normal range. If no alternate target is available, the figure cannot attack this turn.

Other waters near the Wellspring are more diluted, and far safer. When a figure ends a movement on a water space (that is not a Wellspring water space) it may remove all Wound Markers from its Army Card.

To poison the Wellspring, a figure controlled by the Pirate player must begin its turn on a Wellspring water tile. Instead of moving, that figure

Player 1
1 Fia Bonny the Void Siren

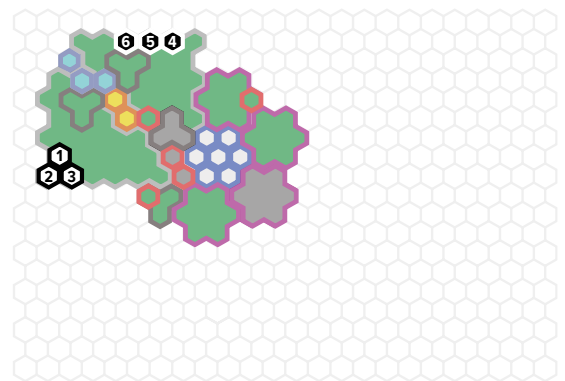
2 Bok-Bur-Na

3 Killian Vane III

Player 2
4 Ewashia, Master of Tides

5 Kita the Springrunner

6 Onshu the Welkineye



Round
Marker
Track



rolls combat dice equal to its Attack Value. For each skull in the result, move the Glyph of Brandar one space toward the Skull end of the track. If the Glyph reaches the Skull space on the track, the Pirate player wins.

To ward the Wellspring, once per Order Marker, a figure controlled by the Dryan player must begin its turn on a Wellspring water tile. Instead of moving, that figure rolls combat dice equal to its Attack Value. For each shield in the result, move the Glyph of Brandar one space toward the Shield end of the track. If the Glyph reaches the Shield space on the track, the Dryan player wins.

If the battle is not won by the end of round 5, the combatants are too sickened by the Wellspring to continue fighting. The player with the Glyph of Brandar closer to their end of the track wins.

Outside of the Wellsprings in their full glory, tiny pockets of mystical water can be found throughout Valhalla. These lesser springs are diluted, but still powerful. When building your own maps, use these rules for Wellspring water tiles:

Diluted sources of Wellspring Water exist throughout Valhalla. At the beginning of a round, you may roll the 20-sided die for each Hero you control on a Wellspring water tile. If the result is 12 or higher, that Hero may remove 1 Wound Marker from its Army Card. If the result is a 1 or 2, that Hero becomes confused by visions and suffers 2 wounds. Wellspring water is a type of water, and follows all normal water rules in addition to the rules described above.

