



ALIASQTIP'S EXCLUSIVE BATTLEFIELDS

DESERT OASIS BATTLEFIELD

Required Sets: Rise of the Valkyrie Master Set and the Swarm of Marro Master Set



In the western part of Aunstrom lies a vast and unforgiving desert. In the desert, water is far more valuable than gold and endless battles have been fought over the land's few scattered oases. But, all is not as it appears in this remote oasis.

MASTER GAME – A Devious Mirage (2 players)

A parched warrior dips his cupped hand into the cool shimmering water of the desert oasis and brings it to his dry cracked lips. Abruptly, he spits out a mouthful of grit. "It's sand! All of it, just sand!" he exclaims. Questions race through his mind. "What could be causing such a powerful illusion? Have we been tricked into coming here? And... who is the mastermind behind this sand-trap?!"

Goal: Capture the Mirage Device and bring it back to your General for analysis.

Setup: The Glyph of Brandar (Artifact) represents the Mirage Device. Place it on the map where shown.

Each player drafts or brings a pre-made 350-point army.

One player starts in the red and green starting zone; the other player starts in the blue and yellow starting zone.

Special Rules: To capture and carry the Mirage Device a player must first land one of his figures on the Glyph of Brandar. The figure must stop when picking up the Device. The Device may then be carried or passed to any friendly adjacent figure any time during the players turn.

The Mirage Device can also be stolen in battle by any opposing adjacent figure that successfully attacks and causes at least one wound. If the figure carrying the Device is destroyed by a non-adjacent figure or when leaving an engagement, place the Glyph of Brandar on the battlefield where the figure last stood.

Victory: The first player to successfully carry the Mirage Device to his/her own end-zone wins. Or, if the other player has no figures left on the battlefield, you win. If the battle reaches the end of Round 12 the battle concludes in a draw.

MASTER GAME – Crimson Sand (2 players, or 4 players in 2 teams)

Water, sand, and blood... After marching for what seemed like an eternity in the insufferable heat of a scorching sun, a Valkyrie General and his army spot an oasis sparkling like an emerald in a sea of sand. However, they are not the only ones to have seen this desert jewel.

Goal: Destroy all your opponent's figures.

Setup: Remove the Glyph of Brandar (Artifact) from the board as it is not used in this scenario.

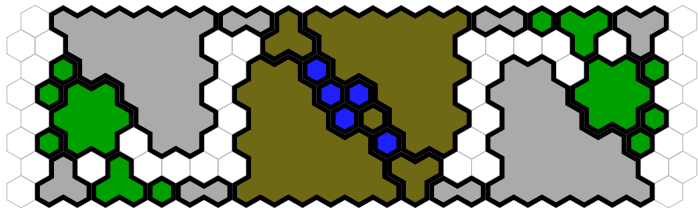
Two players: Each player drafts or brings a pre-made 500-point army.

Four players: Each player drafts or brings a pre-made 300-point army.

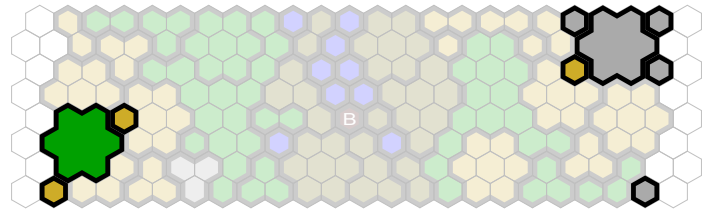
One player/team starts in the red and green starting zone; the other player/team starts in the blue and yellow starting zone.

Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the battle is over and the player or team with the most points on the battlefield wins.

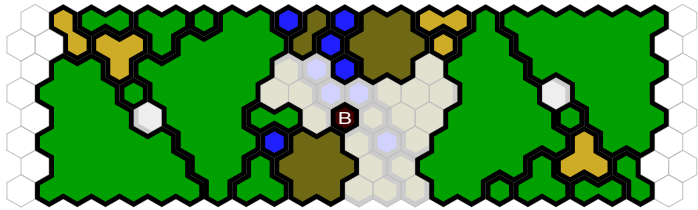
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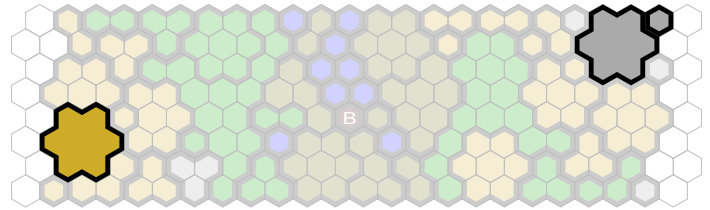
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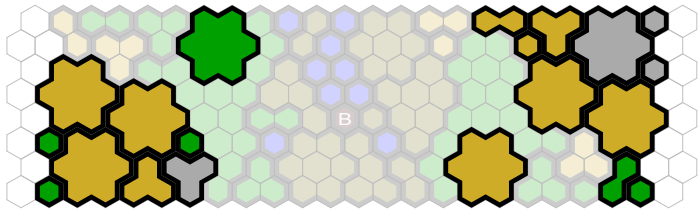
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Level : 5



Level : 3



Start

