

## fi Valhalla Field Day Scenario by Lamaclovn

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Everyone get your wings because we are about to see some serious flying! Of course any competitor caught using their wings in this next event will be quickly disqualified.

Yes, ladies, gentlemen, kyrie, and other assorted manner of beings, we are here at the Long Jump event. Today's competition looks to be pretty stiff as both teams have turned out some of their best units for this event.

Lets go now to the venue as we get ready to begin.

Valhalla Field Day Long Jump is a symmetrical 2 player map for 400-550 point armies.

Uses:

2 ROTV

1 RTTFF

**Goal:** Complete the long jump to the island and destroy your opponent's army there.

**Set up:** Build the map according to the instructions. Each player drafts or brings a pre-made 550 point army. Player 1 starts in the blue and cyan start zones, player 2 begins in the red and yellow start zones. The cyan and yellow start zones are for each players' jumpers. Only single space unique heroes may be jumpers.

**Special Rules:**

Each player will be able to take an automatic turn with one jumper at the beginning of each round. Additional turns can be taken with a jumper by placing order markers on the jumper's card or by any bonding or other movement abilities as applicable. When jumping a figure may not fly or use any jump, leap, or grappling gun type of abilities.

Until all jumpers have attempted the jump, opponent's jumpers are never considered engaged with one another and do not receive leaving wounds from one another. Once all surviving jumpers are on the island, they are governed by normal Heroscape rules.

A player may not attack his opponent's unactivated jumpers. He may attack activated jumpers and any non-jumper figures.

When a jumper lands on a sand space it must jump in that same turn. To see how far a figure can "jump" take its remaining movement that turn minus any wound markers on its card; that is how far it can jump. Before jumping with a figure, roll the 20 sided die:

1-6: The wind is behind you, add 1 space to your jump.

7-12: The wind is against you, subtract 1 space from your jump.

13-16: A strong wind is behind you, add 2 spaces to your jump.

17-20: A strong wind is against you, subtract 2 spaces from your jump.

After a jumper successfully completes a jump move the island 1 space further from the main land.

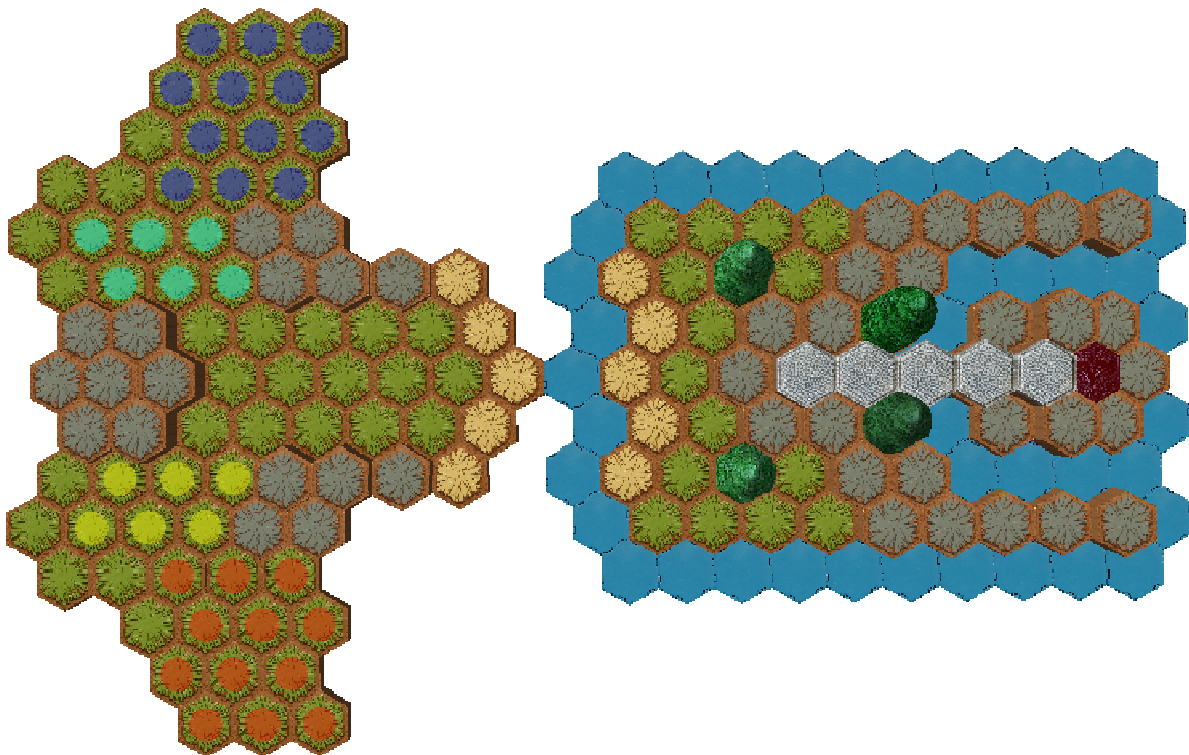
If a jumper fails the jump, that jumper is destroyed.

Players do not have to take alternating turns at the jump. If a player gets his jumper to the line he may jump with that figure even if his opponent hasn't taken a turn with a jumper yet.

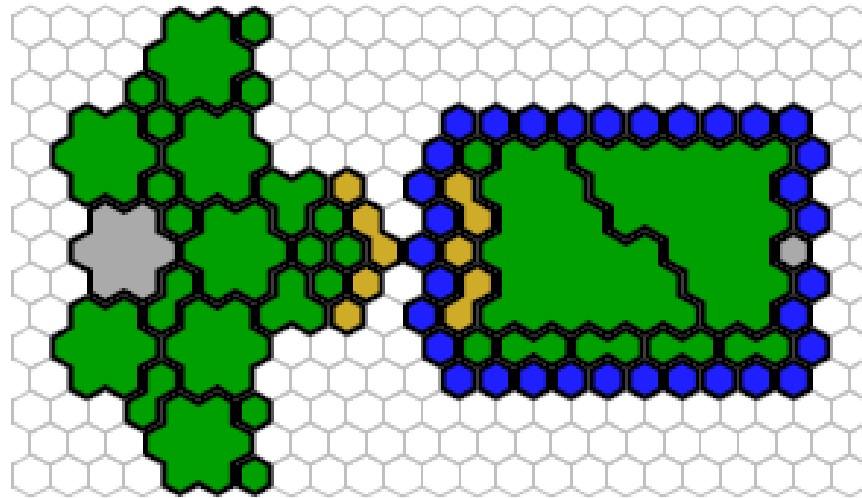
Once a jumper is on the island, you may move it with any remaining movement the figure may have. If the figure has no movement remaining, move the figure 1 space off of the sand landing spaces. You may take a turn with a jumper on the island only by using an order marker or bonding ability; you no longer can take an automatic turn with that jumper.

Once all jumpers have attempted the jump, the jumpers that succeeded now battle it out for supremacy of the island. Place a Bonus Marker on the figure that completed the longest jump. The figure with the Bonus Marker on its card may add 1 to its attack and defense.

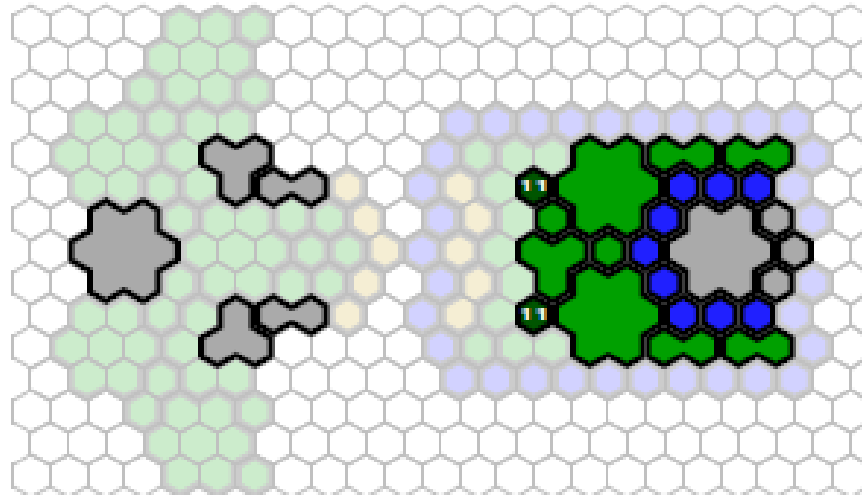
**Victory:** When a player eliminates all of his opponent's figures on the island, that player wins. If both players have figures remaining on the island at the end of round 10, the game is over. The player with the most points on the island wins. A player gets 50 bonus points if one of his figures has the bonus marker on its card.



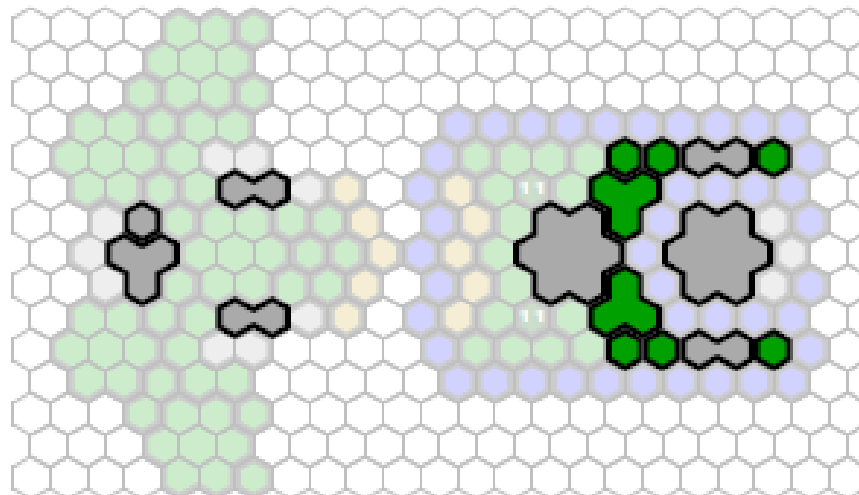
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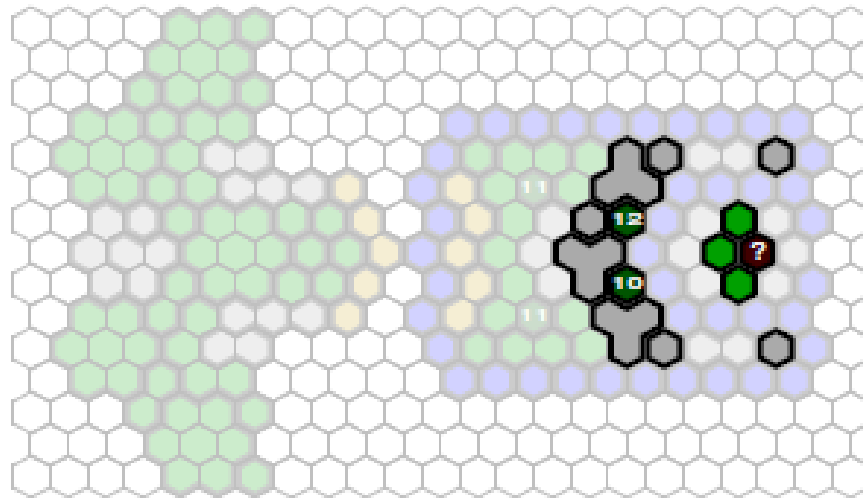
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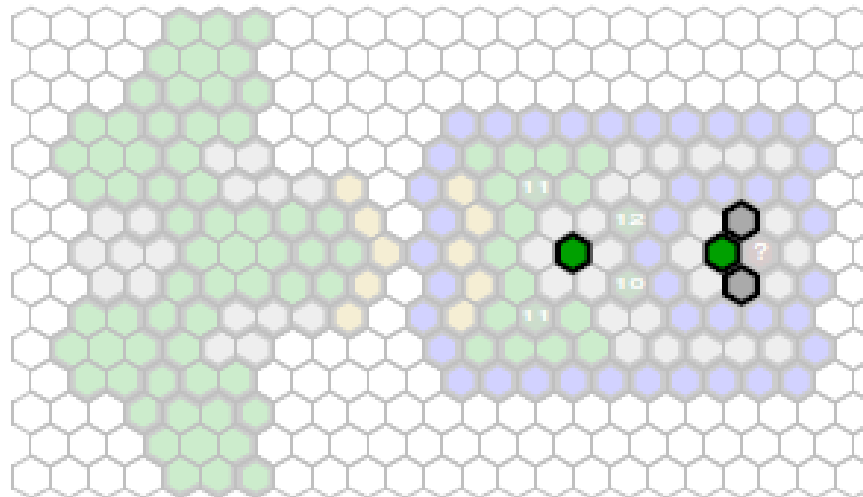
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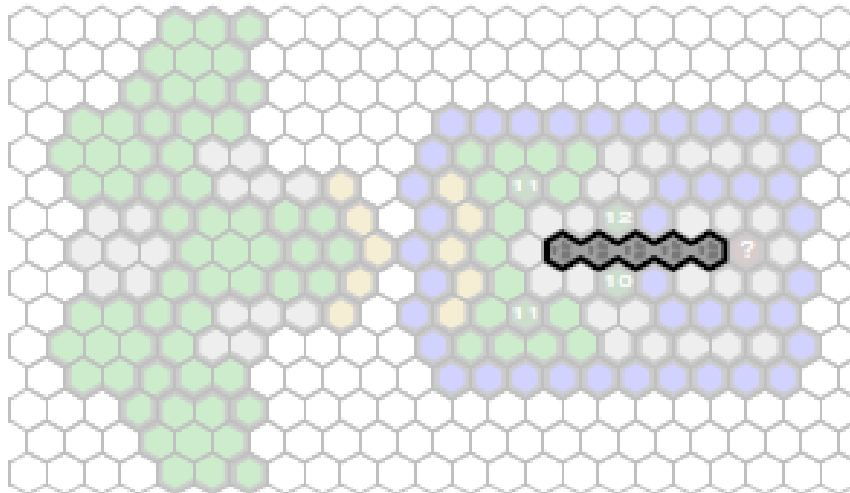
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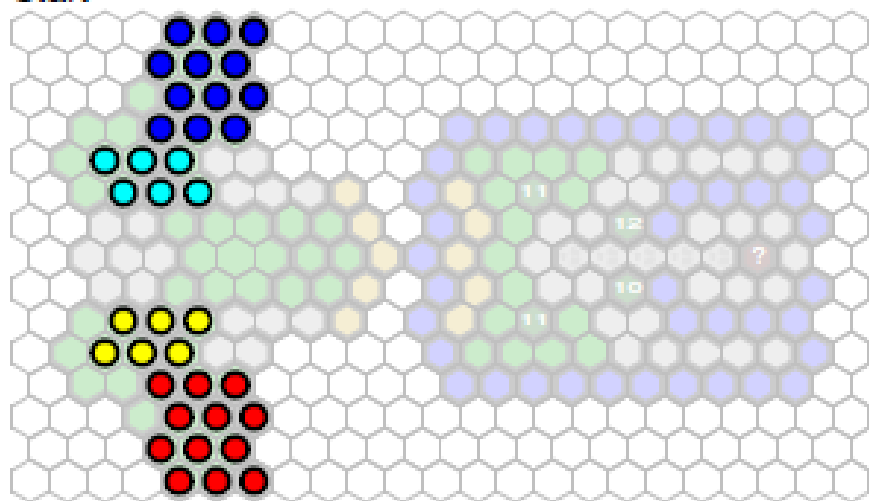
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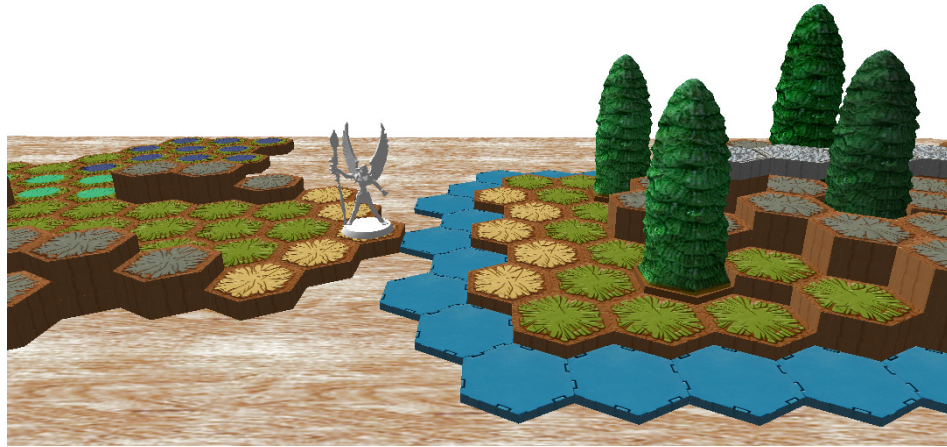


Level : 6

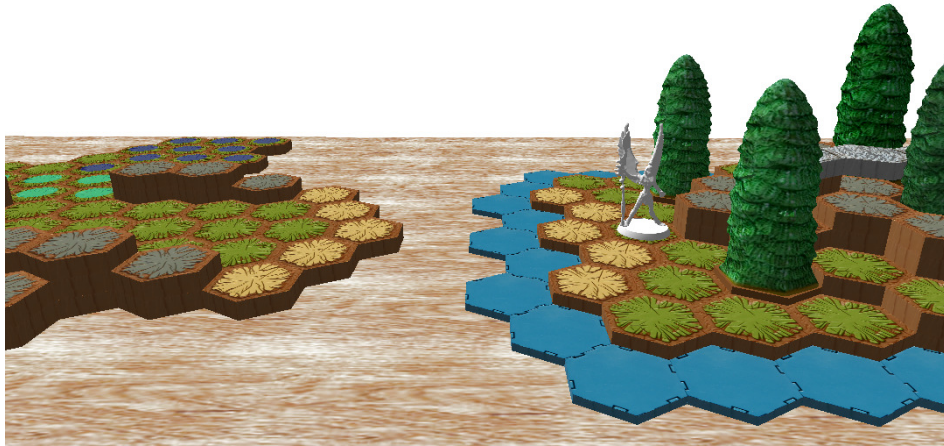


Start

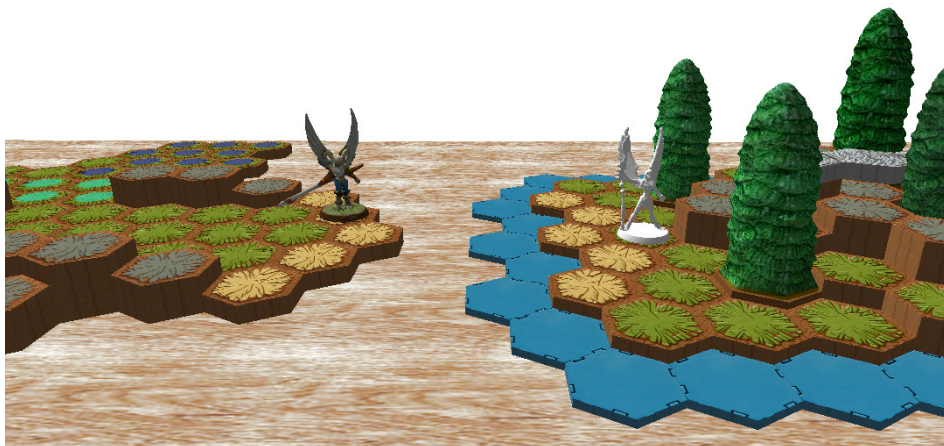




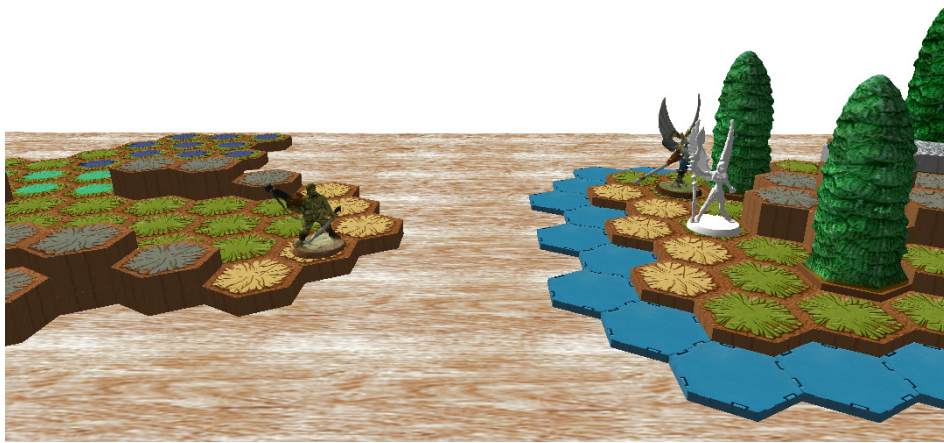
Kelda moves into position to jump



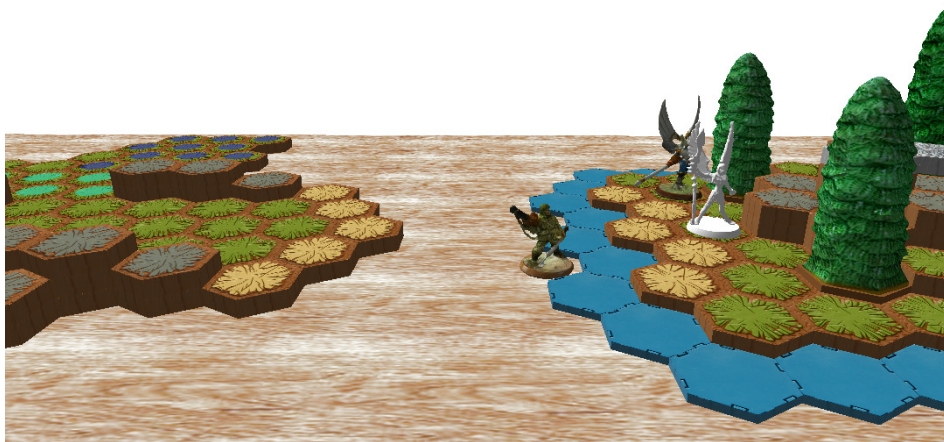
She successfully completes the jump. She has no movement left so she moves 1 space off of the landing zone. The whole island is moved 1 space further from the main map.



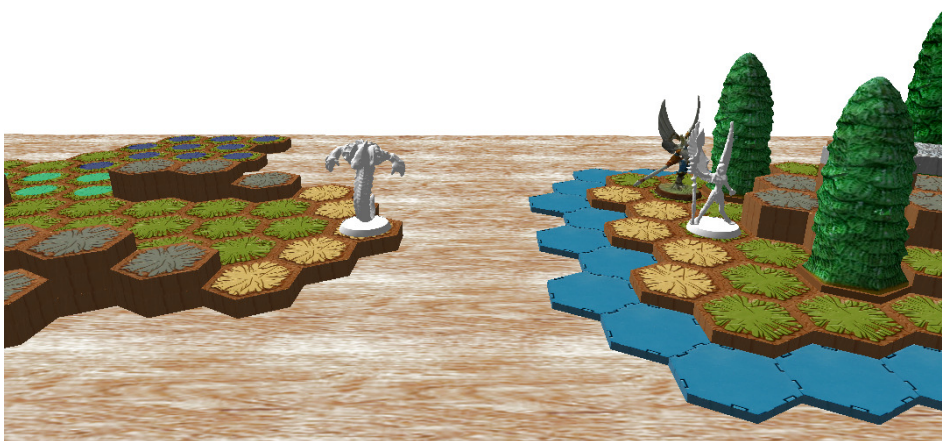
Raelin is up next. She has only 3 movement left but must attempt the jump since she is on a sand space.



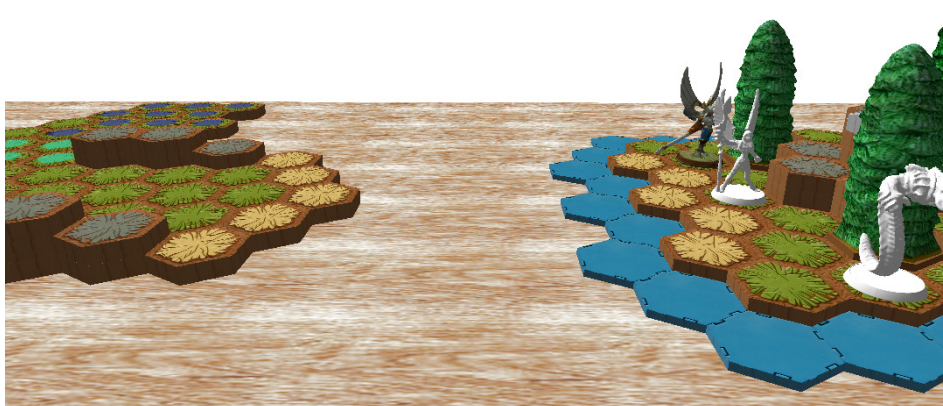
Raelin rolls a 6, adds 1 to her jump and successfully completes the jump. She moves 1 space off of the landing zone. The whole island is again moved 1 space further from the main map. Sgt, Drake is now going to jump.



Sgt. Drake rolls a 9 and must subtract 1 space from his jump. He doesn't make the jump. He is removed from the game. Since the jump was unsuccessful, the island does not move.



The Venoc Warlord is up. He rolls a 20 and adds 2 spaces to his jump.



He successfully completes the jump with enough movement left over to move several spaces on the island.

