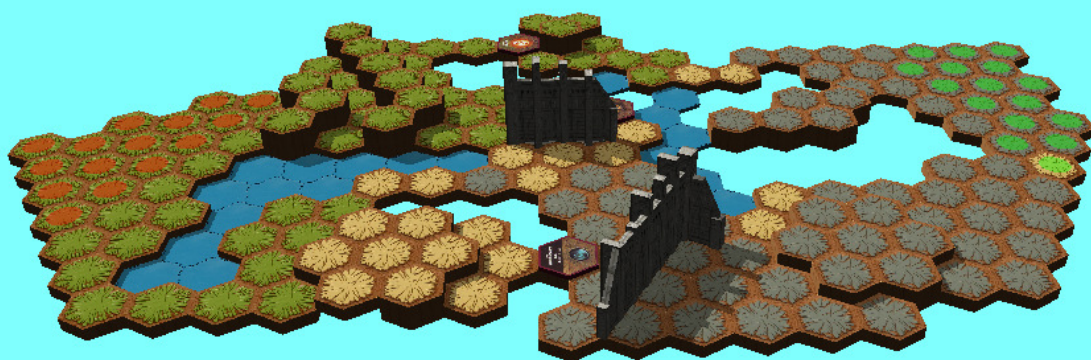
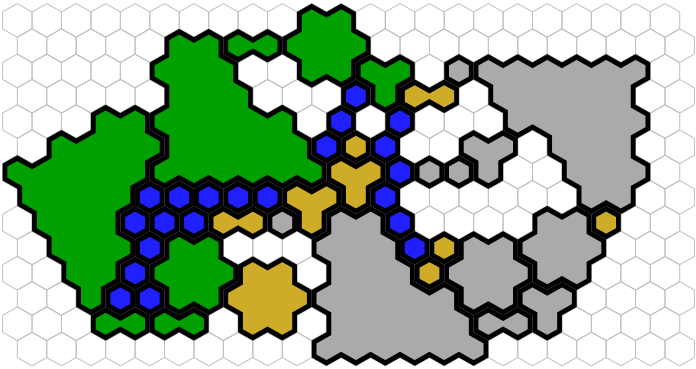


Windy Dimension

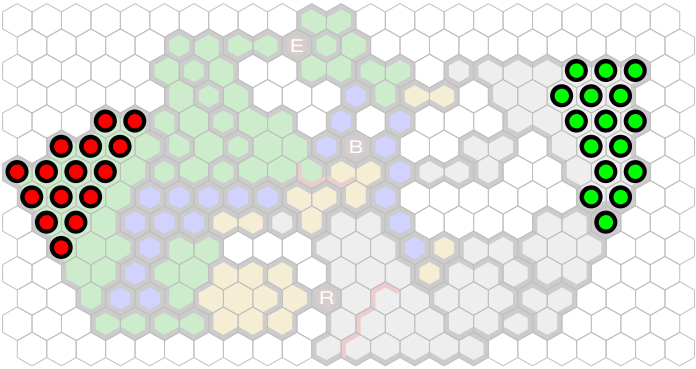


Author : flameslayer93

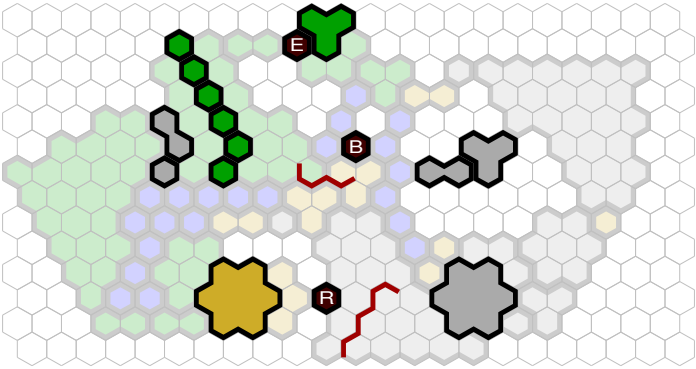
Level : 1



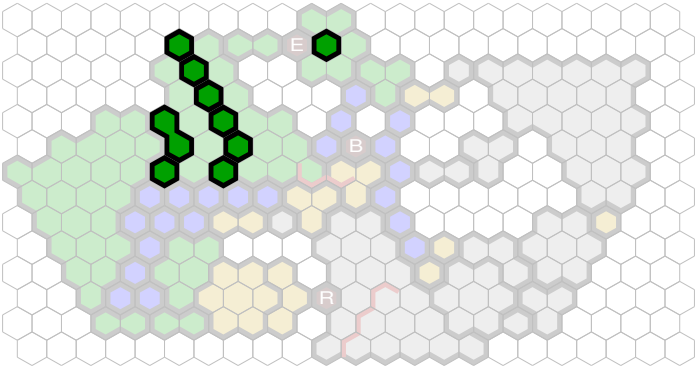
Start



Level : 2



Level : 3



This Dimension rarely finds itself visited, if only because of the random weather, tornadoes, and loose ground. It is said that there is a sword somewhere lodged in a rock that has the power to control these occurrences, but kyrie of the past have found it too difficult to find.

The Blade of Wind (Master Game Scenario for 2 players)

Objective: Find the Blade of Wind and hold it before your opponent and within 10 rounds.

Setup: Place Brandar, Rannevig and Erland where shown. Players may bring or draft a 350 point army. Players place their figures in either the red or green start zones.

How to Win: Brandar will represent the Blade of Wind. A figure must be on the Blade of wind at the end of the round to win. If no winner is determined by round 10, the Aura of Wind becomes so strong, all figures are blown back to Valhalla. Nobody wins in this case.

Special Rules: In this Dimension, the very winds themselves are dangerous. Figures who begin their normal movement within the Aura of Wind lose 1 point of movement. Figures may not Drop, leap, or fly in the Aura of Wind. Figures who attempt to grapple must roll the 20 sided die. If they roll a 15 or lower, their movement ends and they receive a wound.

Aura of Wind: The Blade exudes an aura that create tornado strength winds. During round 1, every space within 2 spaces of the blade is affected by the Aura of Wind. During Round 2, every space within 3 spaces are affected, and so on.