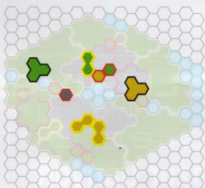
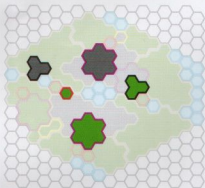
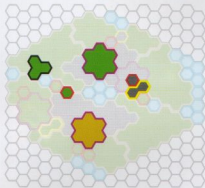
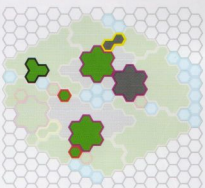
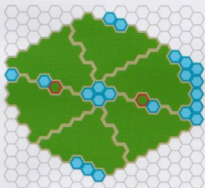


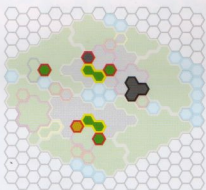
# Soulrazor Canyon



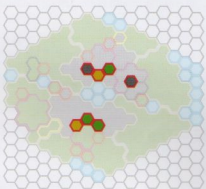
*In the heart of Bleakwoode, unreachable by all but the most determined traveller, stands an abandoned temple. The relentless winds blowing through this mysterious place carry strange voices that mutter and gibber, keen and howl. These voices are said to drive all but the most resolute insane.*



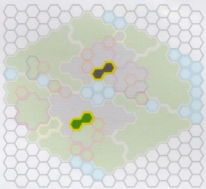
## LEVEL 08



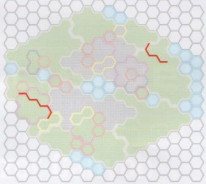
## LEVEL 09



## LEVEL 10



## RUINS



## BASIC GAME – King of the Hills

(2 players)

**Required sets:** Master Set

*"In my youth, while high atop the cliffs of Soulrazor Canyon, I discovered two holes barely large enough for a Kyrle to fit through. Traveling down the tunnels, I found a vast cave populated with tiny springs. Although I am not convinced that these waters hold wellspring powers, I can not risk letting something so possibly powerful fall into the hands of Utgar."*

- Jandar

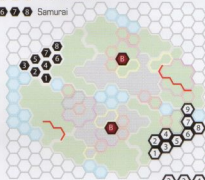


**Goal:** Control the hills.

**Setup:** Place the figures and Glyphs of Brandar where shown.

### Player 2

- 1 Ne-Gok-Sa
- 2 2 2 2 Marro Warriors
- 3 3 3 Samurai



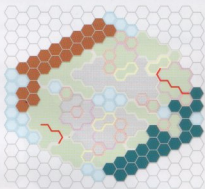
- 1 Finn the Viking Champion
- 2 2 2 2 Tamr Viking Warriors
- 3 Airborne Elite

### Player 1

**Victory:** If you have a figure on both Glyphs of Brandar, you win. If your opponent has only 1 figure left, you win.

## Standard Starting Zones

Use these starting zones for the following Master Game scenarios.



## MASTER GAME – Lingering Spirits

(2 players)

**Required sets:** Master Set

*"A strange magic echoes in these stones. They say in the midst of winter the townsfolk see visions of friends and family lost to them in the past. Perhaps we will see our fallen comrades sooner than we thought."*

- Jandar

**Goal:** Destroy the other player's army.

**Setup:** Both players draft or bring a pre-made 400-point army and set up in one of the two placement areas. Use the standard starting zones.

**Special Rules:** Any unique Hero that is destroyed is immediately placed on another unique Hero card that player controls. A Hero receives +1 attack and +1 defense for each destroyed Hero figure on its card. If a Hero is destroyed and there are destroyed figures on its card, those figures are removed from the game. The Hero that was just destroyed may still be placed on another card. Heroes with spirit special powers add their spirit bonus in addition to the normal +1 attack and +1 defense bonus.

**Victory:** If the opposing player has no figures left on the board, you win. If the battle reaches the end of Round 12, then the battle is over and the player on the battlefield with the most points wins (see **Scoring**, on page 10 in the *Master Game Guide*).

## MASTER GAME – Marked for Death

(2 players)

**Required sets:** Master Set

*"An assassination was always a routine matter where we came from. Here in Valhalla it is a bit more complicated. With so many new enemies appearing every day, our leaders could never settle on who was the most serious threat. They don't seem to understand that the first thing you need to carry out an assassination is a target."*

- Krav Maga Agent

**Goal:** Destroy all of your opponent's figures that belong to a card with the "X" order marker on it, or destroy the other player's army.

**Setup:** Both players draft or bring a pre-made 400 point army and set up in one of the two placement areas. Use the standard starting zones.

**Victory:** If you destroy all of the figures that belong to a card with an "X" order marker on it that round, you win. If the battle reaches the end of Round 12, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 10 in the *Master Game Guide*).

## MASTER GAME – The Grass is Greener

(2 players)

**Required sets:** Master Set

*A certain piece of land was always rumored to hold special powers. However, no one has ever been able to agree on its exact location. Two Valkyrie generals each think that the other has discovered it. Orders came swiftly to "reclaim" it from the enemy.*

**Goal:** Each player must secure the other player's starting zone.

**Setup:** Both players draft or bring a pre-made 400-point army and set up in one of the two placement areas. Use the standard starting zones.

**Special Rules:** Any figure that makes it to their opponent's starting zone receives +1 attack and +1 defense while it remains in the zone.

**Victory:** You win if all of your figures are in the opponent's starting zone and there are no enemies in it. If the battle reaches the end of Round 12, then the battle is over and the player with the most points on the battlefield wins (see **Scoring**, on page 10 in the *Master Game Guide*).

ROUND  
MARKER  
TRACK

1

2

3

4

5

6

7

8

9

10

11

12

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