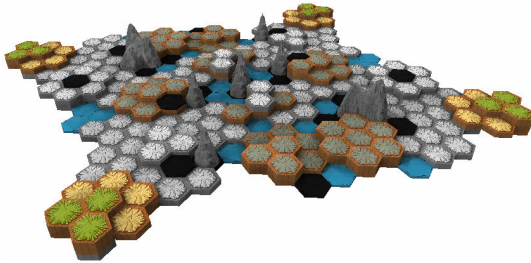




ALIASQTIP'S EXCLUSIVE BATTLEFIELDS

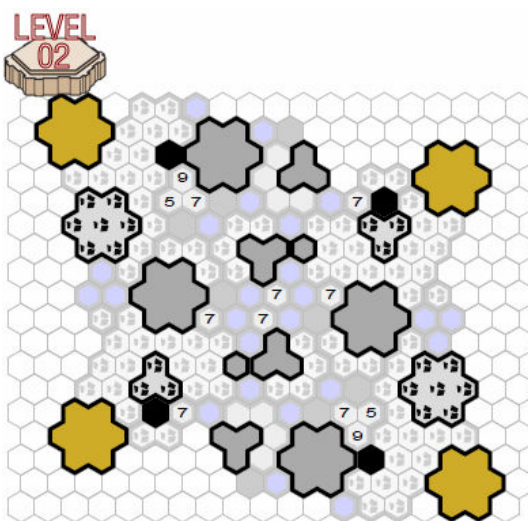
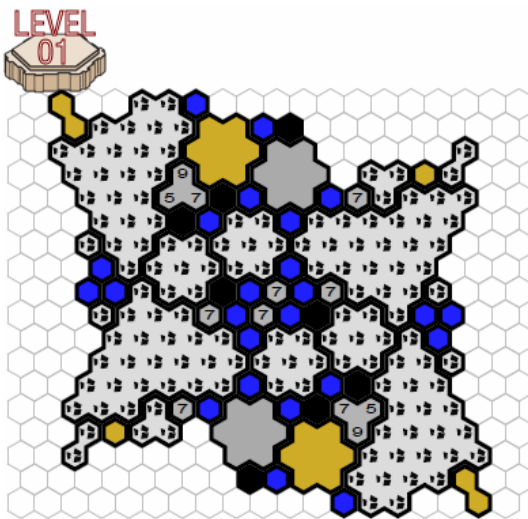
Soulrazor Hollow



SOULRAZOR HOLLOW

Required Sets: 2 Battle for the Underdark Master Sets and 10 Treasure Glyphs.

Near the Soulrazor Canyon in Lower Bleakwoode there exists a massive underground chamber. First discovered by Jandar himself as a youth, Soulrazor Hollow has become the haunt of terrifying creatures concealed in its shadowy depths.





ALIASQTIP'S EXCLUSIVE BATTLEFIELDS

Soulrazor Hollow: Scavenger Hunt

MASTER GAME – Scavenger Hunt (3 to 5 Players)

Over the years, villages near Soulrazor Canyon have been plagued with night raids by gangs of rouge monsters. After pillaging the towns for any shiny treasure they can get their claws on, they retreat to the depths of Soulrazor Hollow, their subterranean abode.

In an effort to retrieve the stolen artifacts, several bands of foolhardy adventurers have chosen to descend into the hollow.

Goal: Players 2, 3, 4, and 5 work to retrieve the stolen treasures scattered throughout the cave. Player 1 attempts to thwart their efforts.

Setup: Place 10 random Treasure Glyphs on the spaces marked (?).

Player 1 drafts or brings a pre-made 600-point army consisting entirely of squad figures and starts on any shadow tiles.

Players 2, 3, 4, and 5 draft or bring pre-made armies consisting of only unique or uncommon heroes according to the following table:

- 3 player game, 400-points each.
- 4 player game, 270-points each.
- 5 player game, 200-points each.

Player's 2, 3, 4, and 5 may start in any of the colored starting zones.

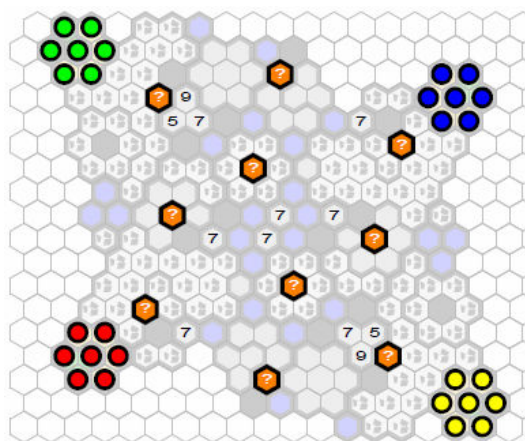
Special Rules: Players 2, 3, 4, and 5 have an uneasy alliance at the start of the game. This means their armies are all considered friendly. As soon as one of these players attacks another, the truce is off from all of them and cannot be remade.

Players 2, 3, 4, and 5 may exchange collected treasures for Treasure Points. To earn Treasure Points, figures carrying one or more Treasure Glyphs must return to any of the four colored starting zones. Remove the glyph(s) from the figure's Army Card to earn that player a Treasure Point for each Treasure Glyph. The Treasure Glyphs are then set aside and may no longer be used in the game.

At the end of each round Player 1 may place any of his or her previously destroyed figures on any unoccupied shadow spaces.

Treasure Glyph Trap: If you roll a 1-5, the Treasure Glyph remains symbol-side up. Player 1 may then move one of his or her figures onto any unoccupied space adjacent to the figure on the Treasure Glyph and attack with that figure. Player 1's figure does not take any leaving engagement attacks when moving in this manner.

Victory: The battle is over when all Treasure Glyphs have been collected and exchanged for Treasure Points, or all of Players 2, 3, 4, and 5's figures have been destroyed, or the game has reached the end of Round 12. The player that collected the most Treasure Points wins. Player 1 wins if all of his or her opponents have been destroyed.



Reminder: When a figure carrying multiple Treasure Glyphs is destroyed, only one glyph for each space the figure occupied are left behind on the battlefield. Any additional Treasure Glyphs the figure was carrying are removed from the game.

ROUND MARKER TRACK

