

RULES

Volcarren Wasteland Battlefield

Contents: • 3 Obsidian Guards • Obsidian Guards Army Card
• 11 Single-hex Molten Lava Tiles • 5 Single-hex Lava Field Tiles
• 5 Double-hex Lava Field Tiles • 4 Seven-hex Lava Field Tiles

FIRST TIME YOU PLAY

Remove your game parts from their wrappings. Discard the extra materials.

MOLTEN LAVA TILES

Molten Lava Battlefield Key - Use this key when building battlefields with molten lava tiles.



single-space molten lava tile

Building with Molten Lava Tiles: You can link them and stack them on any non-water, non-molten lava tiles to create molten lava spaces on your battlefield. You cannot place glyphs on molten lava spaces.

Rules for the Basic Game

Figures may not move onto molten lava spaces.

Rules for the Master Game

Treat molten lava spaces like water spaces except for the following:

When a figure moves onto a molten lava space, you must roll for molten lava damage.

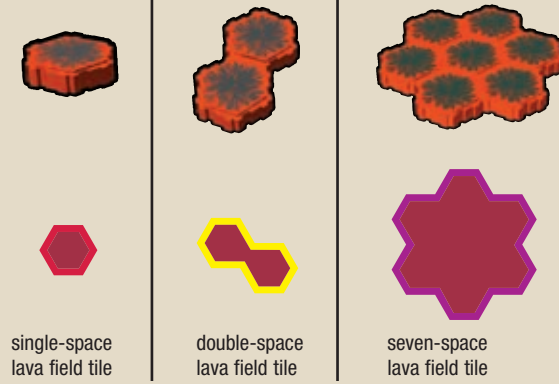
Double-spaced figures: When a double-space figure stops in one or two molten lava spaces, it must roll only once for molten lava damage.

Rolling for molten lava damage: Roll the 20-sided die. If you roll a 20, your figure has miraculously survived. If you roll a 1-19, your figure is destroyed.

Flying: Figures with the special power Flying may fly over molten lava without rolling for molten lava damage.

LAVA FIELD TILES

Lava Field Battlefield Key - Use this key when building battlefields with lava field tiles.



single-space lava field tile

double-space lava field tile

seven-space lava field tile

Building with Lava Field Tiles: Lava field tiles come in single-hex, double-hex, and seven-hex tiles. You can link them and stack them the same way as any other tile to create lava field spaces on your battlefield.

Rules for the Basic Game

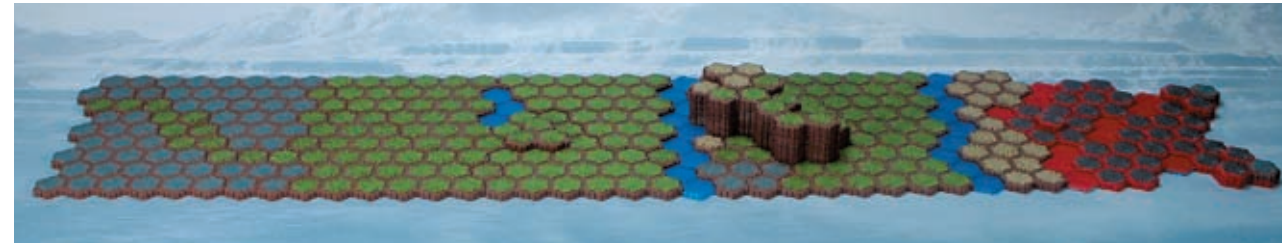
There are no special rules for moving onto or through lava field spaces.

Rules for the Master Game

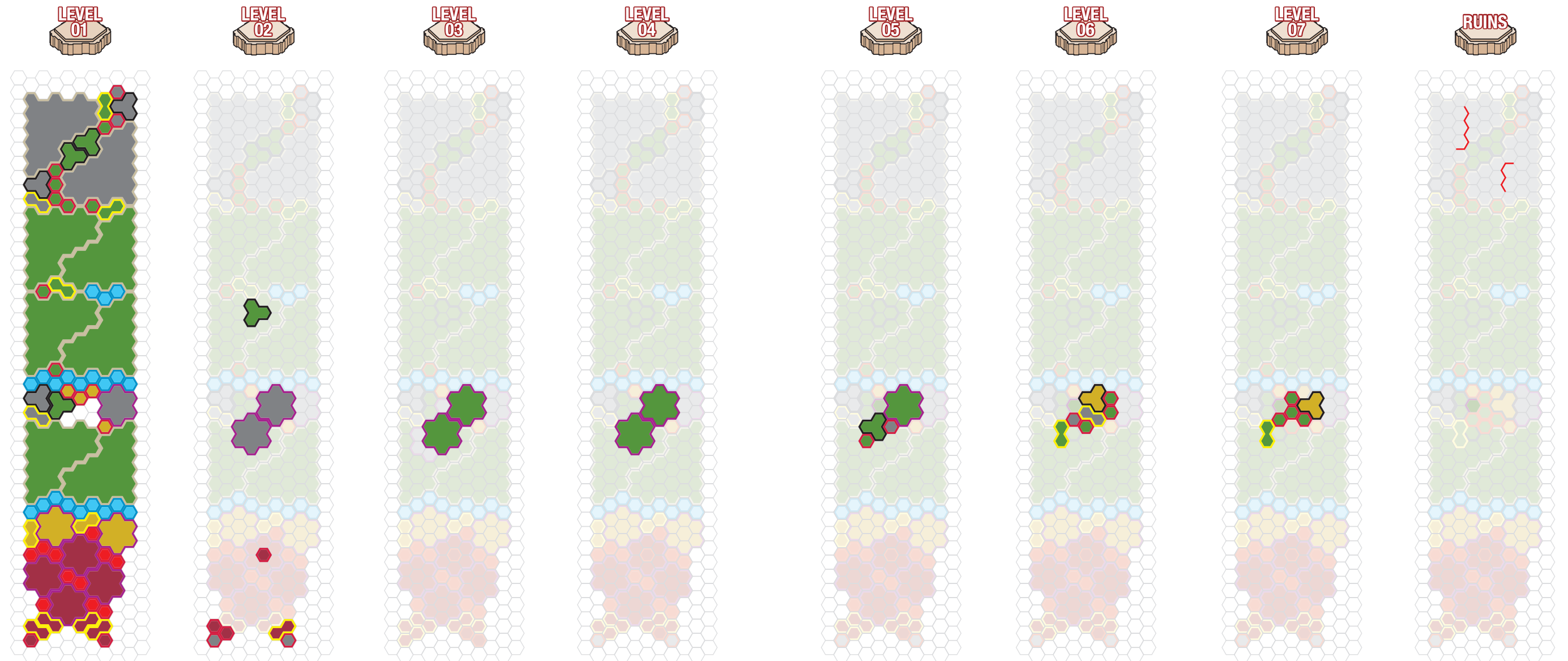
There are no special rules for moving onto or through lava field spaces. However, at the end of the round, all figures still on lava field spaces must roll to see if they take lava field damage.

Double-spaced figures with one space on a lava field tile must still roll for lava field damage. Double-spaced figures that occupy two lava field spaces roll only once for lava field damage.

Rolling for lava field damage: In turn order, all players must roll for all their figures on lava field spaces. To do this, roll one attack die. If you roll a skull, that figure takes a wound. Otherwise it is safe. Players may choose in what order to roll for their own figures.



Required Sets: Rise of the Valkyrie™ Master Set and The Volcarren Wasteland Set.



For most life forms, Volcarren is an uninhabitable land of volcanic activity. Rumors of new wellsprings in this part of Valhalla tempt only the most foolish of warriors to attempt a search for them. One particularly active volcano along the coast has created a peninsula of land that extends into the Molten Sea. This rugged strip of land has become known as the Volcarren Wasteland. In spite of its dangerous terrain, this is the only place to land from the Molten Sea.

Volcarren Wasteland Game Scenario

MASTER GAME – Battle for the Volcarren Obsidian Guards (2 Players)

Volcarren is a desolate wasteland of barren rock and volcanic activity. There is nothing here that is worth winning in battle except for the allegiance of the mighty Obsidian Guards. They will ally with any army that controls their sacred Lava Stone of Volcarren. Control the Lava Stone and you will control a powerful force needed to win the battle for Valhalla.

Goal: Player 2 must secure the allegiance of the Obsidian Guards by occupying the Lava Stone of Volcarren (Glyph of Brandar). Player 1 must prevent Player 2 from gaining control of the Lava Stone.

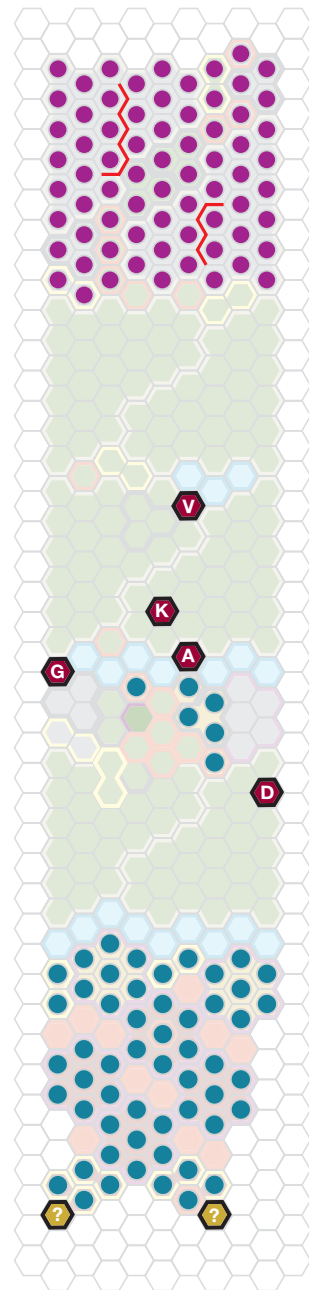
Setup: Place the Power-side up Glyphs on the battlefield as shown. Turn the Glyph of Brandar (Lava Stone of Volcarren) and the Glyph of Mitonsoul symbol-side up, shuffle them, then place them on the spaces marked with a ?.

Player 1 drafts or brings a pre-made 500 point army. 100 points of the 500 points must be spent on the Obsidian guards. If the players are drafting, player 1 will draft first and must pick and place the Obsidian Guards. Player 1 starts in the navy starting zones.

Player 2 drafts or brings a pre-made 600 point army. Player 2 starts in the purple starting zone.

Special Rules: Be sure to follow all the Master Rules for Lava Fields and Molten Lava spaces. Player 1 cannot land on the glyphs marked with a ?.

Victory: Player 2 wins by finding (landing on) the Glyph of Brandar (Lava Stone of Volcarren). If Player 2 does not find the Glyph of Brandar (Lava Stone of Volcarren) by the end of round 9, Player 1 wins. Any player may also win if he or she destroys all opponent's figures.



ROUND
MARKER
TRACK



Volcarren Wasteland Game Scenario

MASTER GAME – The Unexpected Battle (2 Players)

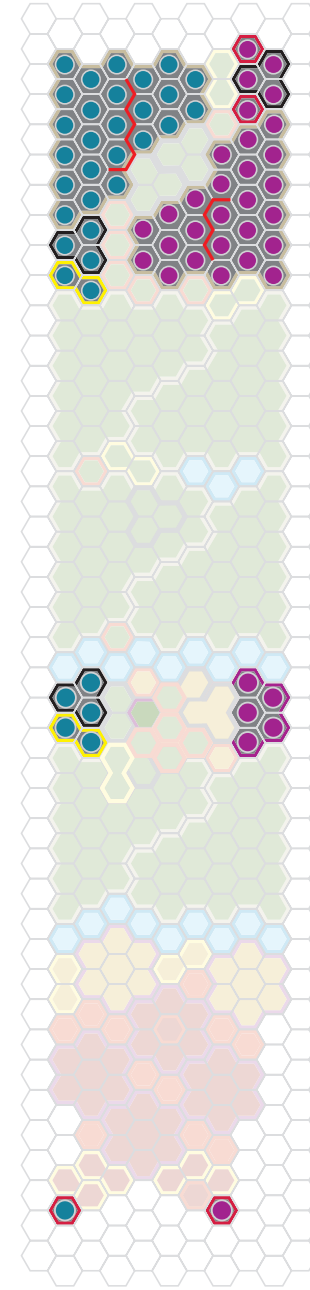
The Firestorms have ended and the Molten Sea is calm again, if only for a short while. Through the smoke and ashes, Volcarren lies ahead of you, your landing point for destinations further inland. However, you are not the only army to land that day with the same orders. This unexpected encounter alters your plans as you prepare for fierce battle.

Goal: One player must gain control of two of the three zones at the end of a round. Each zone is separated by rivers.

Setup: Each player drafts or brings a pre-made 500 point army. There are three zones that are separated by rivers. The rivers are not part of any zone. One player starts in the navy starting zones; the other player starts in the purple starting zones. While placing figures at the start of the battle, keep in mind this rule: When placement is complete, each player must have at least one figure in each of the three zones.

Special Rules: Be sure to follow all the Master Rules for lava fields and molten lava spaces.

Victory: A player wins if, at the end of a round, he/she has control over two of the three zones. To have control of a zone you must have at least one figure, and your opponent cannot have any figures, in that zone. Also, if your opponent has no figures left on the battlefield, you win. If the battle reaches the end of round 12, then the game is over and the player or team with the most points on the battlefield wins (see Scoring, on page 10 in the Master Game Guide).



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EXPANSION SET VOLCARREN WASTELAND