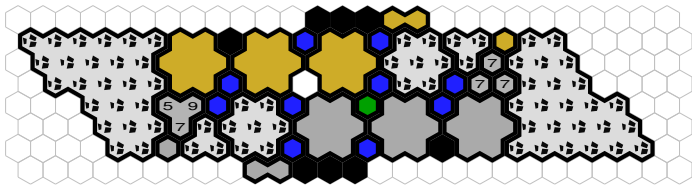


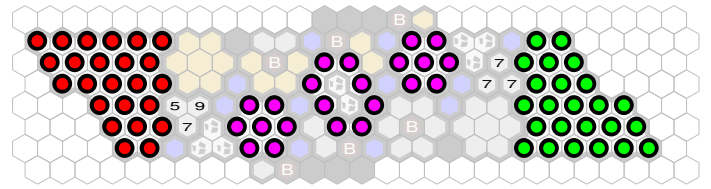
Xaultica Tunnel

Author : ???

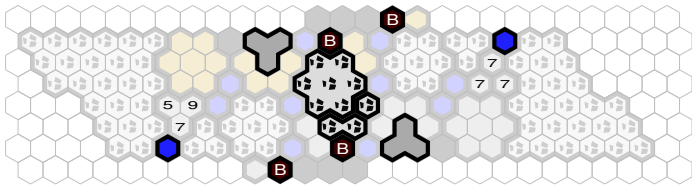
Level : 1



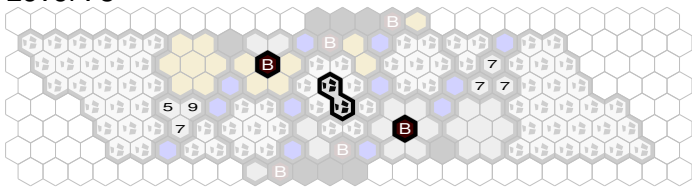
Start



Level : 2



Level : 3



The Swarm of the Marro nearly ruined the Ticallan Swamps. The fact that they were able to build up such a massive force in such a concentrated area without any of the Alliance knowing suggests that there was a place that was not known. These tunnels actually lead to the location of one of the greatest hives in Valhallan History...

Looking for Clues (Basic Game for 2 players)

These tunnels are much more massive than the initial explorers assumed. Now one of Jandar's scouting parties are going to look for clues. Some of Utgar's forces are being sent to retrieve all notes and essentially trash the place. There will be mayhem.

Objective: Retrieve more notes than your opponent.

Setup: Both players may use armies with combined total stats of 50. No player may use a Marro Hive. Place 6 glyphs where the Glyphs of Brandar are shown. Place figures in either the Red Starting Zone, or the Green one.

Special Rules: When a figure you control grabs a note, place it near you. If both players find the same amount of clues, the game becomes a Deathmatch.

Battlefield of Valhalla, Another Go (Master Game for 2 players)

2 Valkyrie Generals duke it out to see who is the best general of all time!

Objective: Kill everything that didn't ally themselves with you! Oh, and don't drink the water. That stuff is nasty...

Setup: 2 players bring 400-600 points and place them sunnyside up in either the Red or Green Starting zones. The glyphs of Brandar represent Treasure Glyphs.

Trap: When grabbing at a Treasure Glyph, roll a 20 sided die. On a 1-5, roll an attack die. On a skull, add a wound to the poor hero. You can also use a different trap if you're so inclined.

Enough Power to Kill a Giant (Master Game for 2 players)

In a rush to escape a small mass of Valkrill's Legions, Atlaga came down into these tunnels to escape their wrath. Along the path, now, are several of Atlaga's dangerously powerful Bolts of Witherwood! With a chance at supreme power, some of the Valkyrie Generals have sent their heroes into these tunnels, in an attempt to acquire some of these powerful weapons.

Objective: Play with instant-killing glyphs. And defeat your opponent.

Setup: 2 players bring 600 points worth of Unique Heroes and place them in either the Red or Green Starting Zones. Atlaga may not be used in either player's army. Place 6 face-up Bolts of Witherwood where the Brandar Locations are.

Special Rules: Figure who use a Bolt of Witherwood on a Purple space add 2 to their roll!