

Vision of Conspirators

Loviatäk's cadre follows the swiftly fading footprints of the pirates. Without Nerak's tracking skills, the trail would have gone cold days ago. Now reaching the northeast border of Laur, it is clear: This crew is using the snowstorms to make a stealthy trespass into Nastralund, to sabotage Jandar himself.

Raelin was right, she thinks to herself. This freezing tempest makes effective cover for an incursion into Jandarian territory.

The bottled venom will not reach its original mark. While Jandar's demise will have its time, it shall not be brought by this vial of vile liquid. This toxin has a better use, and the tarnished legacy of a cruel lord like Utgar is more deserving of its torment.

After decades of overextended attacks and single-minded plans, a draught of liquid paranoia could erode the remaining dregs of goodwill Utgar maintains amongst the most loyal of the Bleakewood Tribes. Without his supporters, a new dynasty shall rise. A dynasty unshackled by the failures of its preceding lord. A dynasty born from a few fateful drops of this mysterious poison.

Loviatäk keeps this ambition kindled, warming her against the icicles clinging to her armor. This final element for her plans should be easy to obtain. A few untrained scoundrels will stand no chance against her most trusted warriors.

Vision of the Voidwing's Crew

Killian calls the crew forward. Half-whispering, he directs the deckhands following him over a frozen crossing. Biting winds and stinging sleet buffet the sailors, and the fragile surface threatens to crack at any moment.

Captain Fia stays in front of quartermaster Killian, scouting the path and pointing out the areas where the ice is thickest. Her numbed fingers keep a tight grip; one hand holding her hood against the bitter winds, and the other on her knife. Creeping along, the crew follows her measured movements.

Finally, the crew reaches a gravelly shoreline: a place to sit and catch their breath. As Dorim and Killian go to divvy up rations, Fia gestures quickly with her hands. *"Enemy. Following. Utgar. Battleaxe."*

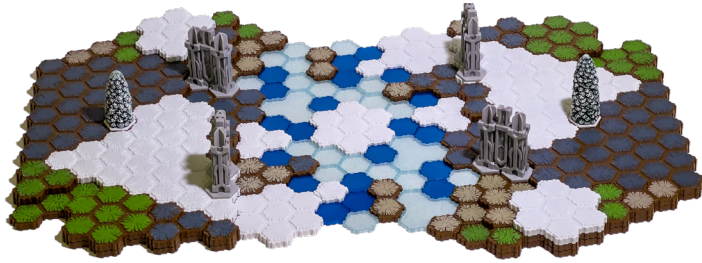
Killian tenses up, then does his best to compose himself before informing the crew.

"Alright, you rime-cruste whelps. We have guests for our little hike. It's time for us to give them our sincerest gratitude for standing by while their insufferable lords dragged us all here. First one to bring Captain Fia a pair of wings gets free grog for a month!"

As the crew howls with wild glee, Killian hopes his false bravado is enough to inspire them. They will need to fight harder than they ever have before. If even half of the rumors are true, this is going to be their toughest battle yet.

They both know that few manage to survive an encounter with the Champion of Spined Armor.

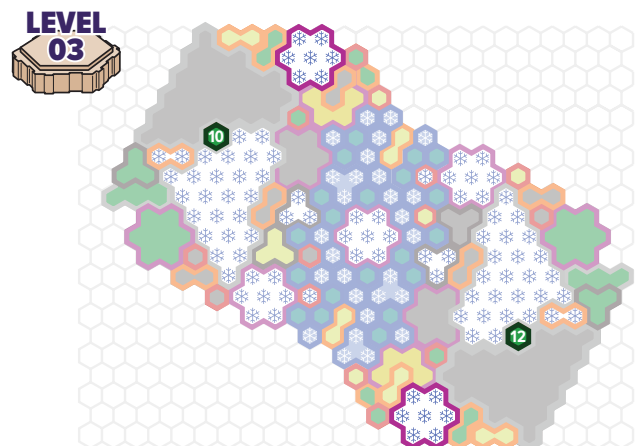
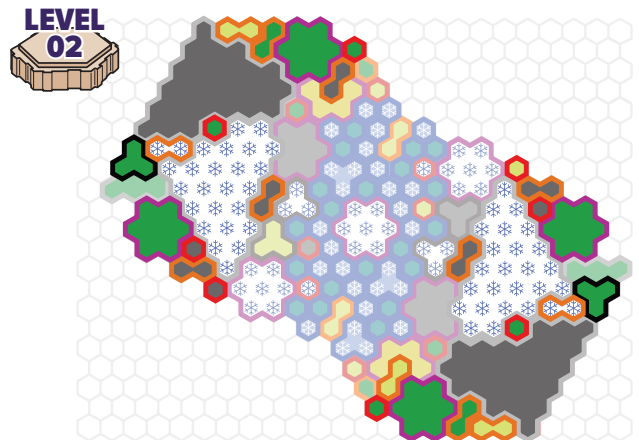
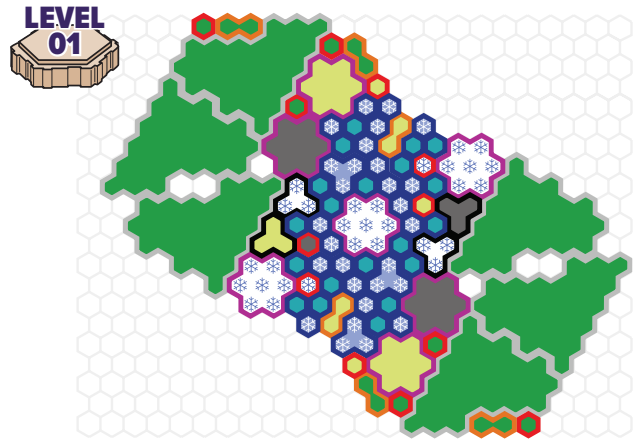
Map 1: Frostbitten Fjord



Required sets: Age of Annihilation Master Set (x1), The Snow Fields of Valhalla (x1)

As the winters last longer and the northern winds push further south, many regions in Valhalla have been drastically affected by decades of war. Even lakesides in the northern reaches of Laur have gone from favored summer retreats to treacherous fields of ice. As the sun tries its best to free northern Valhalla from the snow-bleached reaches of winter's overstaying cruelty, the highland fjords gradually start to thaw. Once solid ice, patches of the surface now turn into a thin and dangerous screen that coats the top of the waters below.

Notice centers and border colors	Grass dark green centers	Sand tan centers	Rock gray centers	Snow white centers with snowflakes
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space orange borders				
1 space red or blue borders				
Special Tiles				
Water blue borders, blue centers 		Ice blue borders & centers with snowflakes 		
Connectable Walls pink borders, purple centers add pillars to map on single spaces and connect with wall segments on adjacent wall spaces 		Evergreen Trees green borders, green centers number indicates tree height 		



Online Scenario 6

Online Scenario 6: Blizzard Blitz (Master Game)

Amidst sleet and wind, two parties of warriors face off on opposite ends of a frozen river. As the battle intensifies, so does the storm. As it escalates into a blizzard, the armies must claim victory before the numbing cold forces them to retreat.

GOAL: Destroy all your opponent's figures before the storm forces you to retreat.

SETUP: The players decide who will be Player 1 and Player 2, and they each build 510-point Armies. Player 1 starts in the blue starting zone, and Player 2 starts in the red starting zone. Place the Glyph of Dagmar power-side up where shown on the map.

VICTORY: When the other player has no figures left on the battlefield, you win! At the end of round 4, if both armies still have figures on the battlefield, the player with the most points on the battlefield wins (see Scoring on page 19 in the Master Game Guide).

SPECIAL RULES:

Thin Ice

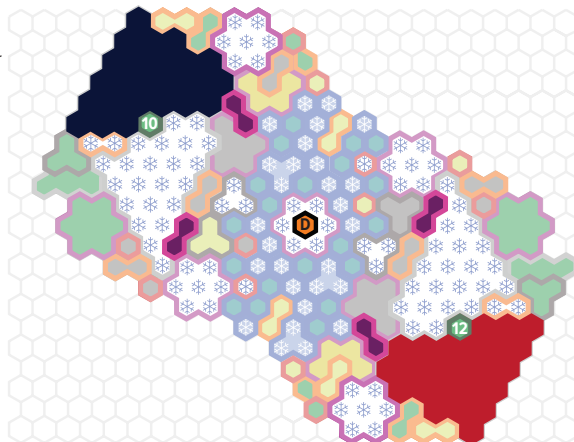
Treat water tiles on the battlefield as if they were ice tiles called Thin Ice. When a figure ends movement on a Thin Ice tile, roll the 20-sided die. If the result is equal to or lower than that figure's Height, it cracks the surface and takes 1 wound from the jagged edges and freezing waters. If the result is a 1, the figure takes 2 wounds.

Worsening Storm

Begin the game using the Light Snow and Normal Ice terrain rules.

As the rounds progress, the wintry storm intensifies, making the battlefield more dangerous. Each round, a new condition is added to the battlefield, along with all of the prior conditions:

- **Round One - Sleet:** Bitter winds fling shards of ice through the air. Whenever a figure begins to fly, it takes 1 wound.
- **Round Two - Blizzard:** The sleeted gusts carry in heavy snowfall. Figures cannot measure Line of Sight or Clear Sight beyond 3 spaces away.
- **Round Three - Heavy Snow:** Inhibited by the storm, your army moves slower. All snow and ice tiles use the Heavy Snow and Slippery Ice rules. Thin Ice is affected by the Slippery Ice rule as well.
- **Round Four - Frostbite:** Chilled to the bone, your warriors fight against the elements as well as their enemies. All figures reduce their Defense Value by 1.



Round Marker Track

- 1 Sleet**
Figures take one wound when they begin to fly.
- 2 Blizzard**
Figures cannot check line of sight beyond 3 spaces.
- 3 Heavy Snow**
Snow and Ice tiles use the Heavy Snowfall and Slippery Ice optional rules respectively.
- 4 Frostbite**
All figures roll one less defense die. After this round the game ends.

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From the Pen of Shiori, 22nd of Dagmar

Sonlen,

Something unexpected has happened as I monitor the pirates. While blending in with the Voidwing's crew, I joined in on a mission to poison Jandar's wellspring in Nastralund. As we marched through a snowstorm, I contemplated the best way to sabotage these plans without revealing myself. Before I could though, someone else spared me the trouble.

It seems some of Utgar's forces, led by Loviatäk of the Golden Axe, wanted the poison for themselves. They descended upon us like demons, slaughtering several crew members before wounding the ship's quartermaster and stealing the vial. Before they could finish Killian off though, one of Aquilla's old dwarves rallied the rest of the crew and sent Utgar's forces on the retreat, poison in hand. Our survival was unexpected, and only possible thanks to the rally and worsening weather.

I am writing this from the Voidwing, where the survivors of the mission are recuperating. I've been thinking about the attack: Why were we targeted, and why would the attackers want the poison? It would make sense if Utgar wants to weaponize it, but stopping a poisoning in Jandar's domain seems too foolish for even that big red oaf. Why prevent an advantage against a sworn enemy? And why send a venerated champion like Loviatäk that deep into enemy territory without announcing her presence to instill fear in the people of Laur and Nastralund?

Something is not right. We need to keep an eye on Utgar's forces, and especially Loviatäk. I am off to Bleakewood as soon as we next dock at port. Wait to send for me until I have established a new location.

-Shiori

