

Vision of Vorids

A jaunty chorus fills the drop-bay. Gear is inspected, the last few bolts are tightened, and the ammunition is counted. A routine operation as far as the Vorids are concerned. Twenty-six successful missions on Noxdorma and at least fourteen practice drills aced here on Valhalla. Volarak's trust is well placed in these intrepid, small-statured people.

Tuck Harrigan slowly loads his officer's revolver. He vacantly surveys his forward company, eyes unfocused and absent. The team knows what they are doing. They're just as sharp as when he served with them back home. They carry the same bravado with them, as if they left nothing behind when they came to Valhalla.

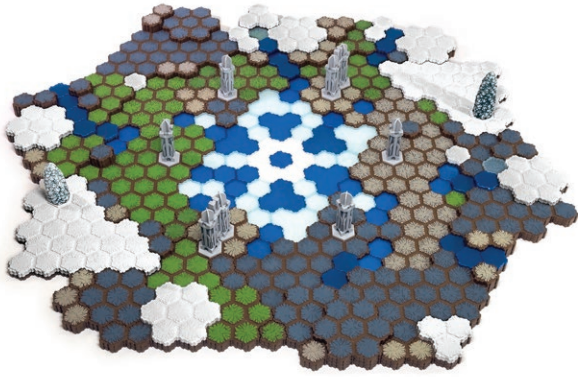
It's exactly the same as it used to be. Back before the air shows and interviews. Before Arabelle's persistent schedule reminders and wake up calls, a cup of hot bitterroot in hand. Before the stories, the legends, and the rumors. Before a simple wing commander became The Tuck Harrigan.

"Prepare to Drop!"

The intercom cuts his reminiscence short. He's back to being that simple wing commander. No assistants, no admiration outside of this drop bay. Tuck Harrigan takes the last swig of his bitterroot, somehow just as lukewarm as when he poured it.

His legacy must be rebuilt, and capturing the first Wellspring ever discovered in Valhalla will be the cornerstone. The Glide Strikers are ready; he can see them all take drop positions. Professionals, just like him. The legend of Tuck Harrigan shall be known on two worlds, not just one.

Map 1: The Tarn of Volsunga



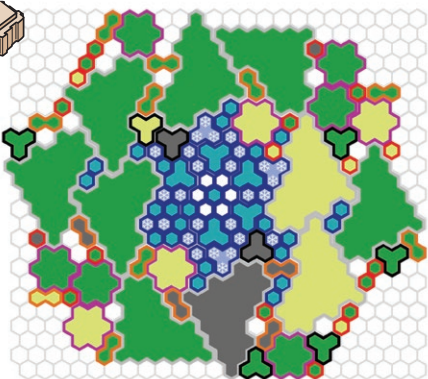
Required sets: Age of Annihilation Master Set (x1), Lands of Valhalla (x1), Waters of Valhalla (x1), Snow Fields of Valhalla (x1)

Ostrivick has become a pivotal region in the war. Bordering the realms of Ullar, Vydar, and Utgar, the unplanned withdrawal of Jandar's occupation leaves valuable resources and strategic positions for the taking. As the three generals battle for the region, their campaigns collide at the Tarn of Volsunga, home to the first Wellspring ever discovered. The one disowned by the great chronicler Thormun himself.

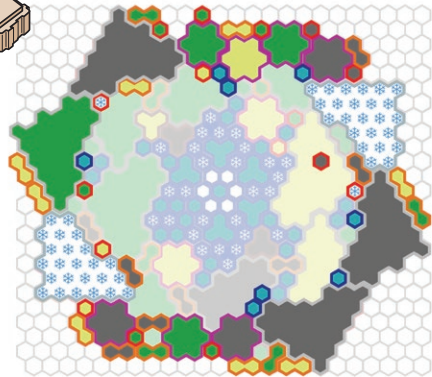
As the mainlanders contend for Ostrivick, the Tanuki Tricksters gather information about the resources available and relay their findings to general Volarak. Their reports are clear: Whoever claims this Wellspring will secure control of the region. The time to strike is now.

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				
Wellspring Water blue borders, white centers 	Water blue borders, blue centers 	Ice blue borders, centers with snowflakes 		
Connectable Walls pink borders, purple centers add pillars to plug in single spaces and connect with wall segments on adjacent wall spaces 		Evergreen Trees green borders, green centers number indicates tree height 		

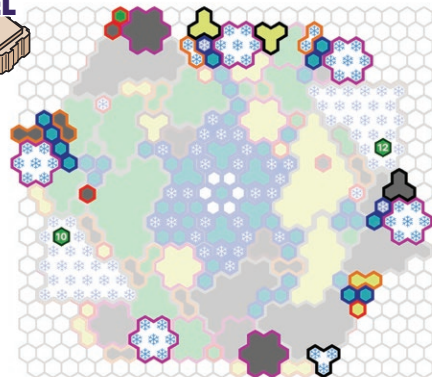
LEVEL 01



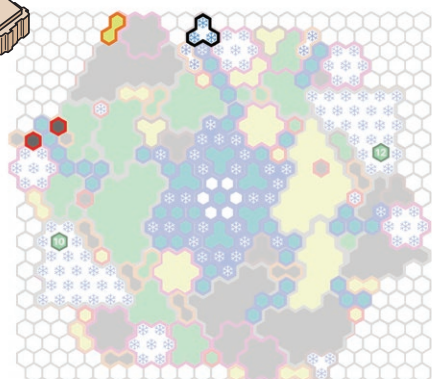
LEVEL 02



LEVEL 03



LEVEL 04



Online Scenario 9

Online Scenario 9: Volarak's Arrival (Master Game)

Amidst a cacophony of steel, gunshots, and explosions, the Tarn of Volsunga is drowning in combat. As the warring generals' forces crash into one another, only a few keen-eyed warriors notice the incoming war-blimps of an unforeseen addition to the fray.

Unprepared for such a development, all prior strategies are hastily abandoned. As unidentified soldiers deploy rapidly upon the battleground, the commanders realize that this unknown army's arrival changes everything. Damn the long-term strategies, all that matters now is controlling the Wellspring itself.

GOAL: Secure the Tarn of Volsunga or be the last army standing.

SETUP: Place the Glyph of Brandar power-side up where shown. Then, after building their Armies, the players take turns placing 1 Army Card's worth of figures at a time onto the map, placing them on the edge of the map as indicated by the green starting zone.

Figures may not be placed adjacent to enemy figures. Each Squad's figures must be placed so that each figure from that card is adjacent to at least one other figure from that card.

- **TWO PLAYERS:** Each player drafts or brings a pre-made 600-point Army.
- **THREE PLAYERS:** Each player drafts or brings a pre-made 500-point Army.
- **FOUR PLAYERS:** Each player drafts or brings a pre-made 400-point Army.

SCOUTING PARTIES: As the armies converge on the location of the Tarn, forward scouts take advanced positions. When placing figures, each player may keep 1 Squad Army Card of Small or Medium figures in reserve to place after all other figures have been placed in starting zones normally.

When placing the scouting parties, start with the player who placed their figures first during setup. Each player may place their scouts on any non-water, non-ice spaces. Scouts must be placed adjacent to another member of their squad and cannot be placed on Glyphs or adjacent to enemy figures. Figures with the Glider Landing or The Drop Special Powers may be placed this way instead of through their usual placement rules.

VICTORY: When any player scores 8 Objective Points, they secure control of the Wellspring and win the game. Alternatively, if at any point only one player has figures on the battlefield, that player wins. At the end of round 6, the player with the most Objective Points wins.

In case of a tie, the player with the most points on the battlefield wins (see Scoring on page 19 of the Master Game Guide).

SPECIAL RULES:

Fortifying Wellspring Water

The Tarn of Volsunga, though unused for decades, still possesses incredible power. Figures occupying a Wellspring water tile roll 2 additional dice when defending, as the water's visions of victory inspire those within to hold their ground.

Fount of Power

The Glyph of Brandar symbolizes the Fount of Power, the very center of the Wellspring where its power is at its strongest. Figures occupying the Glyph of Brandar (Fount of Power) roll 1 additional die on attack and defense. A double-space figure occupying both Wellspring Water and the Fount of Power only applies the Fount of Power special rules.

Beware: This power comes with a cost, and the surging energy of the Fount consumes and withers those who stand amidst it. At the start of each round, a figure occupying the Glyph of Brandar (Fount of Power) suffers 1 wound.

Scoring: At the end of each round, each player scores 1 Objective Point for each figure they control that occupies a Wellspring water space. A figure occupying the Glyph of Brandar (Fount of Power) scores 2 points instead.

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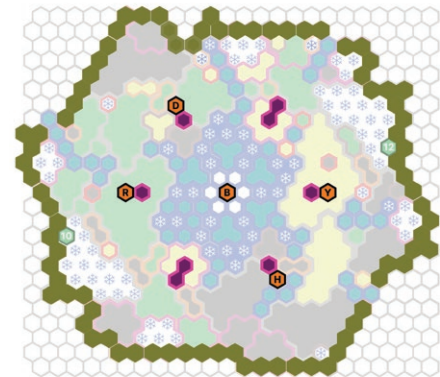
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Round
Marker
Track



Objective
Points
Track



Attention Mainlanders

Volarak Enterprises has graciously accepted the gift of the Tarn of Volsunga to begin our intercontinental expansion. We are aware that circumstances on the Mainland are difficult, and that the ravages of war and schemes of pirates have sullied the once great life you have all enjoyed. On behalf of Volarak Enterprises, we offer a once in a lifetime opportunity: To become citizens of the colony of New Haukeland, the region formerly known as Ostrivick.

Citizens of New Haukeland will enjoy the prosperity and innovation that Volarak Enterprises brings to the table, including consistent work hours, steady pay, and housing in state-of-the-art Modular Occupational Units. All are invited to rise above the pitiful inheritance of squalor offered by the generational war of your leaders, and to step into abundance. In New Haukeland you can regain the life you had, enhanced with the innovative technologies and commodities our company creates to improve the lives of all.

Don't settle for the crumbs of life left after the wars of the past have dined at your table. Take charge of your own future, and feast with us in New Haukeland.

Signed,

Volarak of Haukeland

Chief Executive Officer of Volarak Enterprises



From the pen of Sonlen, Twenty-Seventh of Dagmar

As my travels continue, I came across a peculiar package full of food rations, small medicinal doses, a blanket, and a container of something pungent called "bitterroot." It appears to be one of many that have been distributed en masse across the surrounding regions with the attached message. I have now spotted at least three of these across the roads of Anund as I emerged from Dyrkheim, and their bright green canvas parachutes emblazoned with a black hammer and tongs make them a conspicuous sight amongst the more muted tones of natural foliage.

I do not know who this Volarak is, nor under whose authority this enterprise was given the Tarn of Volsunga. With Ullar's forces contending for Ostrivick, I would have to imagine Xiamara is unhappy with the establishment of this "New Haukeland." I shall write for her insights once the Dajor has been restored.

What I do know is that it is rare for gifts from a stranger to come without cost. Perhaps I am growing to resemble my lord's paranoid state too much, but I do not trust Volarak's open invitation. At the very least, her arrival has come during a contentious time. With the poisonings, disarray, and suspicions, I fear any first impressions made by the Valkyrie of the former alliance will not reflect their true virtues.

It is time to wait and see what this Volarak of Haukeland will do in this unprecedented age.

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