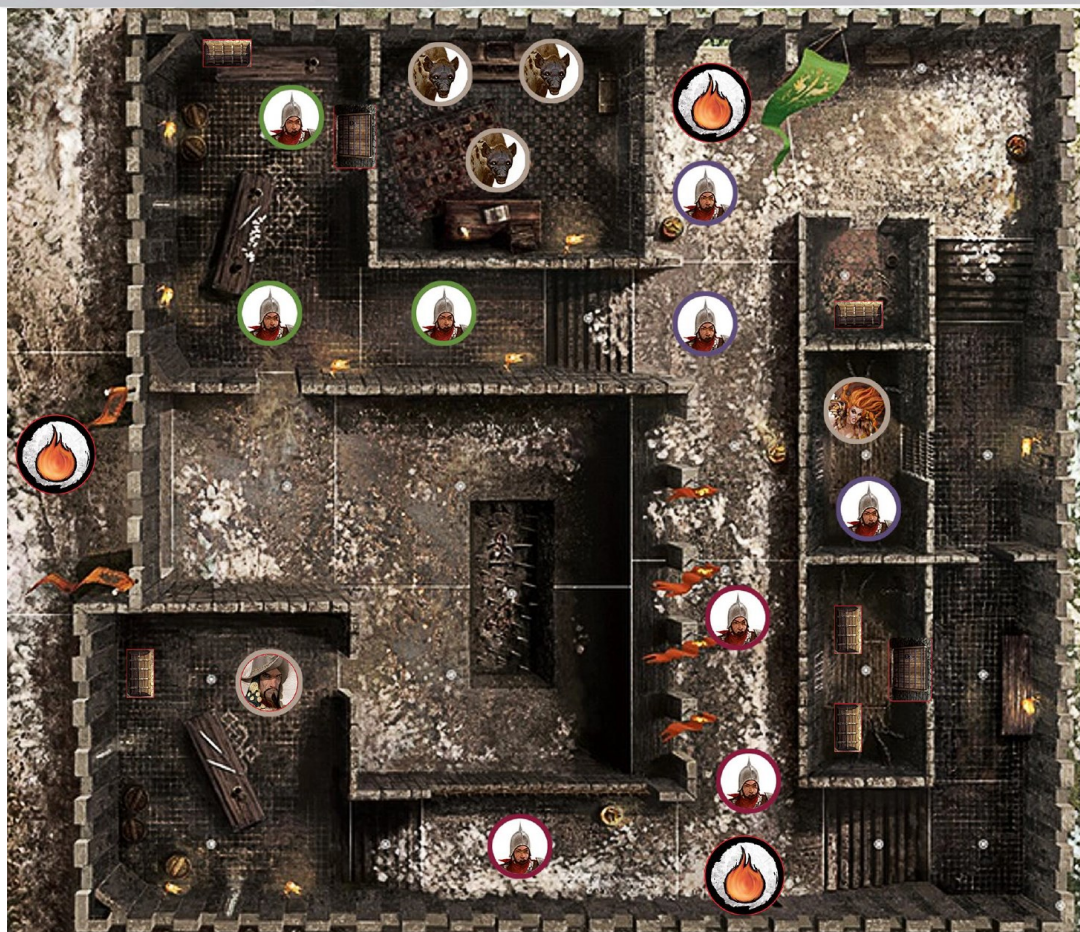




Vaniria, princess and worthy representative of the redheaded Vanir people, lives in the kingdom of Vanaheim. She went hunting in the mountains, when she stumbled into a Bossonian camp. She was spotted and tried to escape. Unfortunately at this very moment, a patrol was coming back to the camp. Surrounded, she had no choice but to surrender. Wrongly charged with espionage, she was brought for questioning to the closest stronghold under the command of Zaporavo.

As soon as they arrive at the fort, the guards put her weapons away in a chest, in a nearby cell. They close the door and lock Vaniria in the next room. Waiting for her interrogation, she starts planning her escape. She spotted only a few guards, and she guesses there are not many more around. She decides to wait for a guard to pass by to neutralize him, take his weapons, and try and escape as fast as possible. Finally, she hears footsteps. A guard enters her cell and says "Get out, Zaporavo is ready to receive you in his quarters." This is the opportunity she was waiting for. The cell door still open, she jumps the guard with her bare hands.

This scenario was conceived as an initiation tool for young or beginning players. It is easy for the Hero and allows illustrating most of the rules such as movement, combat, chests and doors....



Objectives:



To win, Vaniria must escape through the main gate and leave the board. Sidedoors can only be used by the Overlord's reinforcements.



To win, the Overlord must kill Vaniria before she escapes. There is no time limit, but the longer Vaniria stays inside, the highest her chances of getting wounded!



The game starts with Vaniria's turn. We suggest the following Hero:

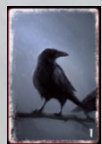
- Valkyrie (no equipment).


The chest in the cell right next to Vaniria's contains her equipment: sword, dagger and leather armor.

Vaniria starts with 3 gems in Fatigue.



The Overlord starts with 0 gems in his Reserve and 10 in Fatigue. He recovers 5 gems each turn.



Reinforcements: 2 reinforcement points .

Release: the door locking the hyenas inside opens. They can now move freely during their activation.



Special rules:

- ◇ **No weapon combat:** When a Hero attacks without a weapon, the first 2 points of damage are ignored.
- ◇ **Lines of sight:** There is a line of sight between the central parapet walk and the courtyard.
- ◇ **Cell door:** The door of the adjacent cell can be opened with a simple manipulation.
- ◇ **Chests:** 5 chests are placed as shown on the map. The first chest in the nearby cell contains Vaniria's equipment. The equipment deck contains: 1 explosive orb, 1 life potion, 1 crossbow and 1 shield.

Christopher Rius

Translated by Mathieu Hatt

