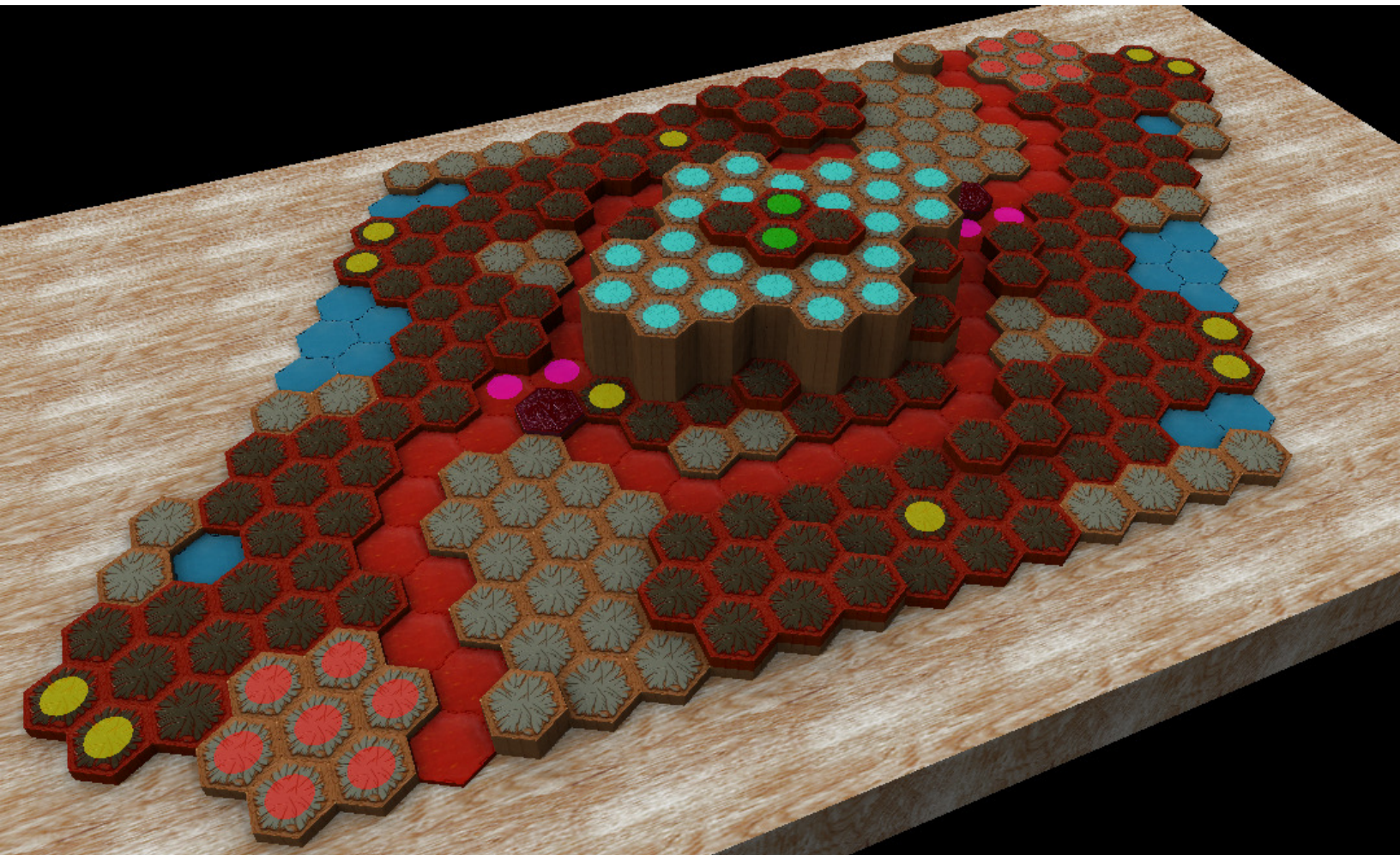
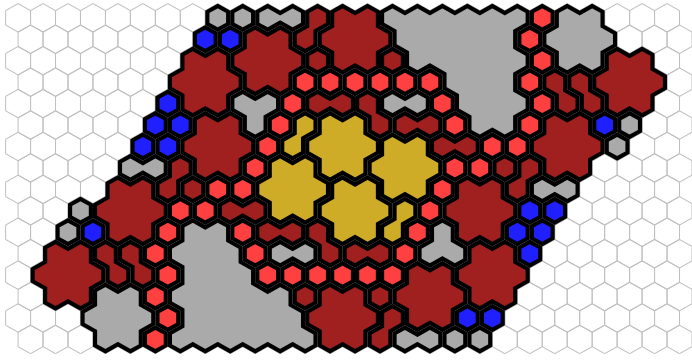


Brunak's Lair

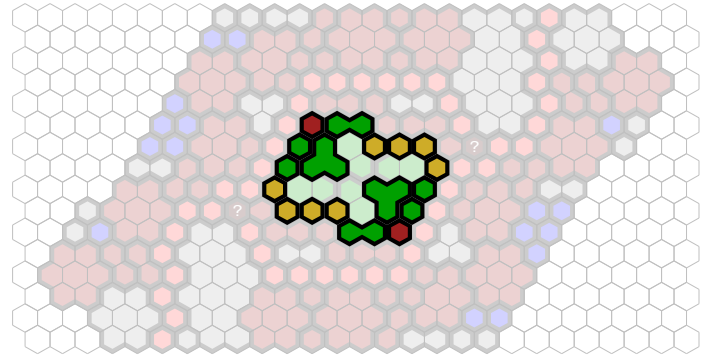


Author : nyys

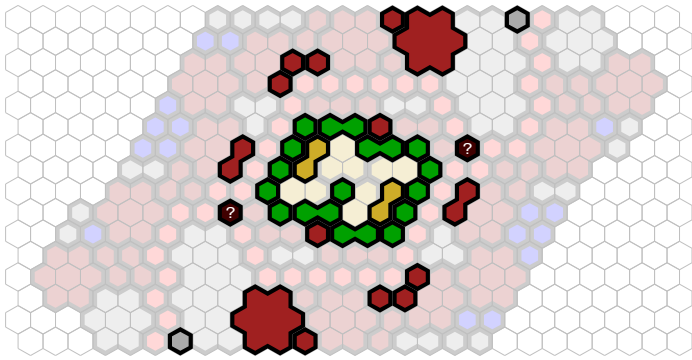
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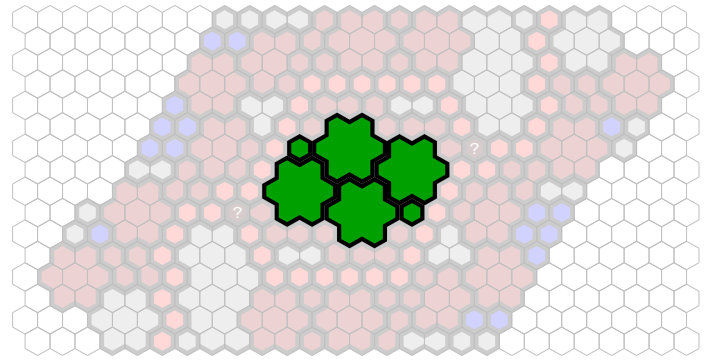
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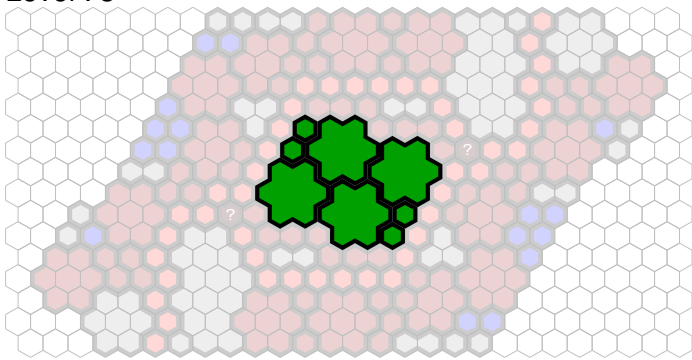
Level : 2



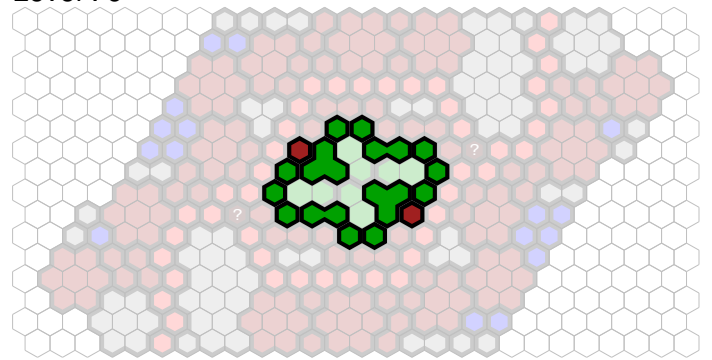
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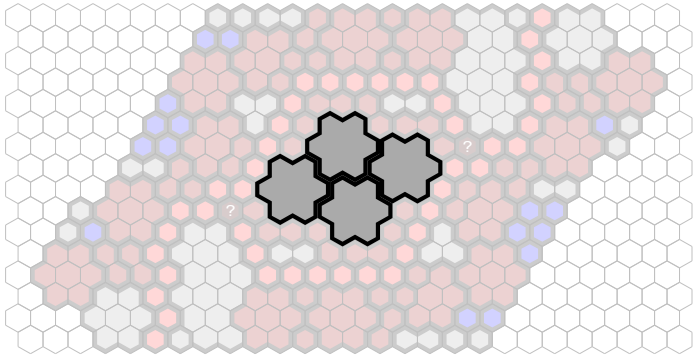
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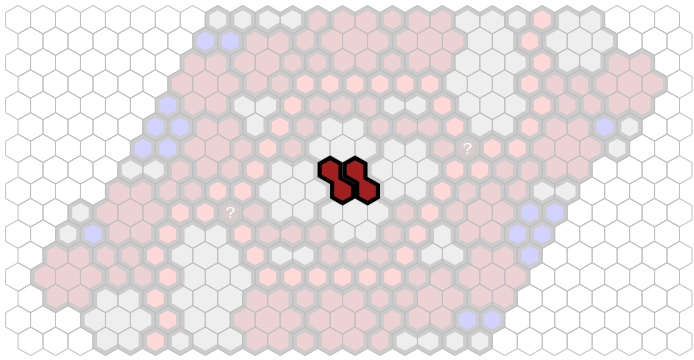
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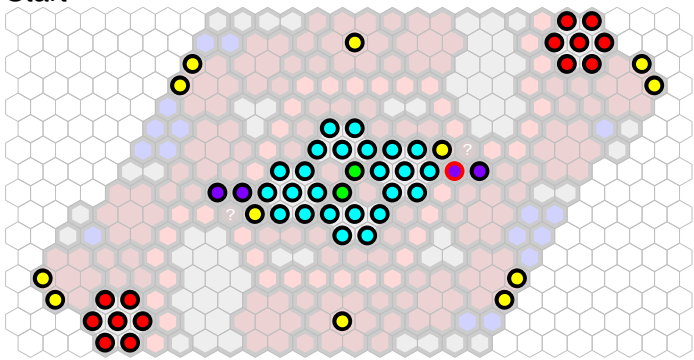
Level : 7



Level : 8



Start



Requires 2 RotV, 4 VW.

This is a scenario based map.

Mission: Escape Brunak's Lair with a pre-determined Prisoner Unit.

Team 1 (blue start zone) will consist of 510 (including the Prisoner Unit) points and is tasked with getting the Prisoner(s) out of the Lair (to the hexes marked in red). Once a member of the Prisoner Unit reaches a red marked hex, they are considered escaped and are taken off the map.

The Prisoner Unit

- Can be any non-flying Hero or Squad unit.
- If a squad, must escape with at least 50% intact to be considered a success.
- If a Hero, needs only escape alive.
- Functions as they would in a normal game (OMs, attack, defend, etc...).

Team 2 will consist of Brunak (green start zone) and four squads of Obsidian Guards (yellow start zone) for a total of 510 points, with it's goal being to destroy to the Prisoner Unit.

Team 2

- Automatically wins initiative in round 1, after that roll the D20 as per a normal game.
- Cannot make use of any glyphs (nor can occupy a glyph space other than passing through).
- After (if/when) Brunak is killed, the clock starts and the game will only last five more rounds, as the Lair is now unstable and will collapse in upon itself.
- After (if/when) Brunak is killed, each time the second #3 order marker is played in a round, up to two previously destroyed Obsidian Guards may respawn in the purple marked hexes.

Glyph Pool

- Dagmar (init +8)
- Gerda (def +1)
- Valda (move +2)
- Kelda (healer)