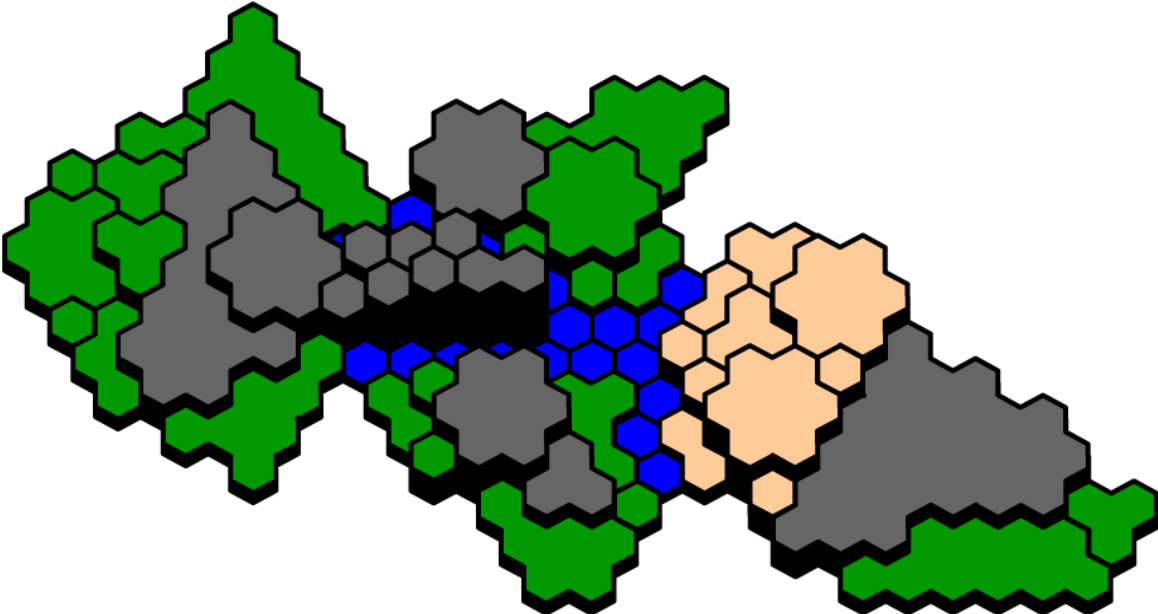
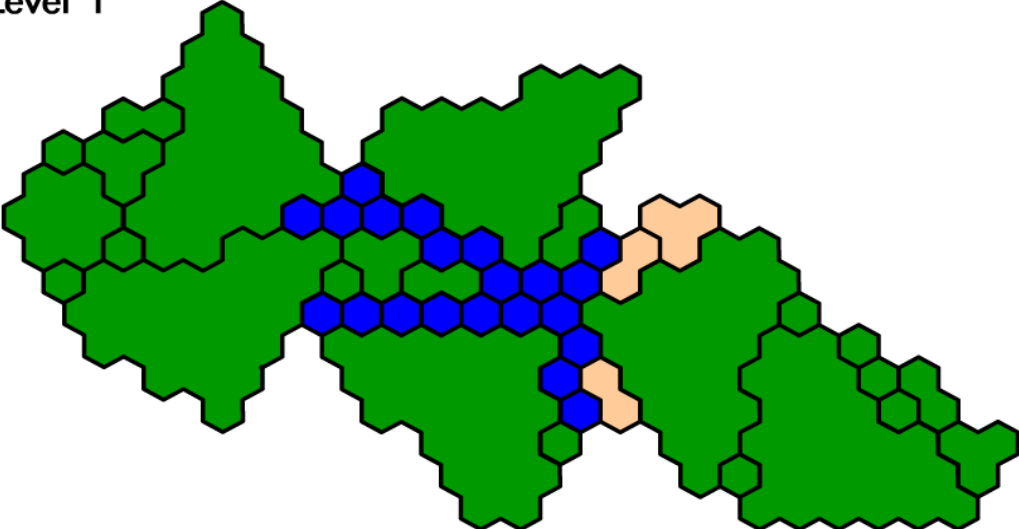


MASTER GAME - Artifact of Power

Created by Nick



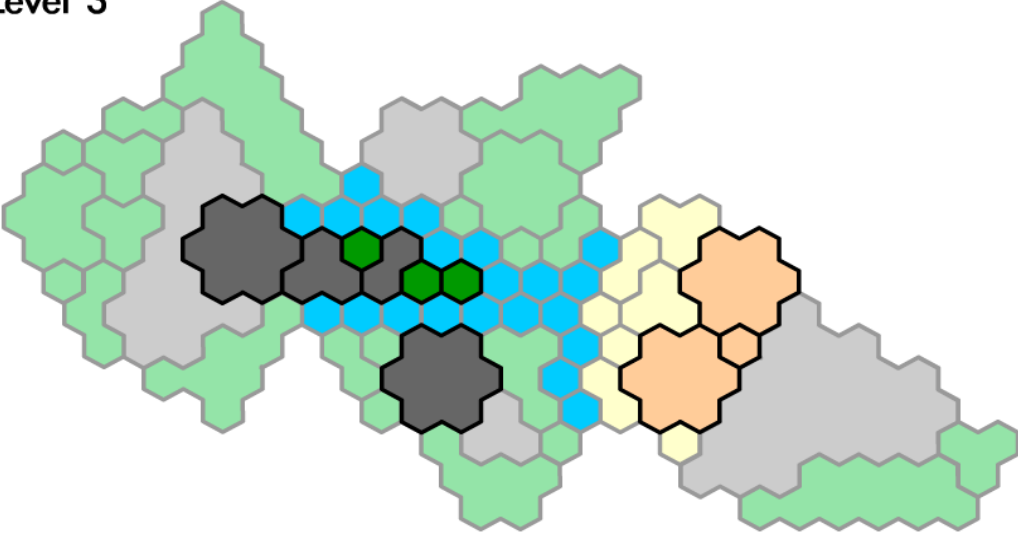
Level 1



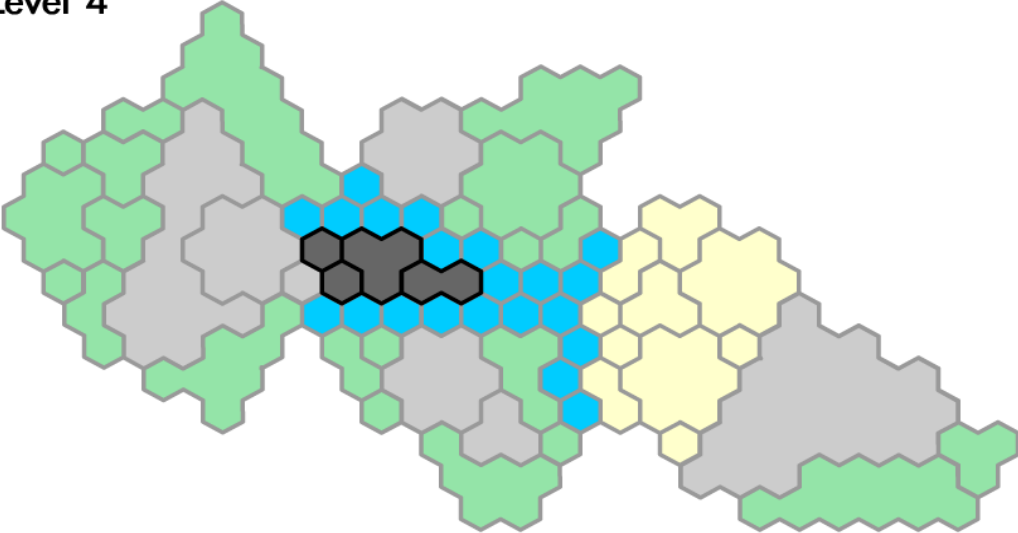
Level 2



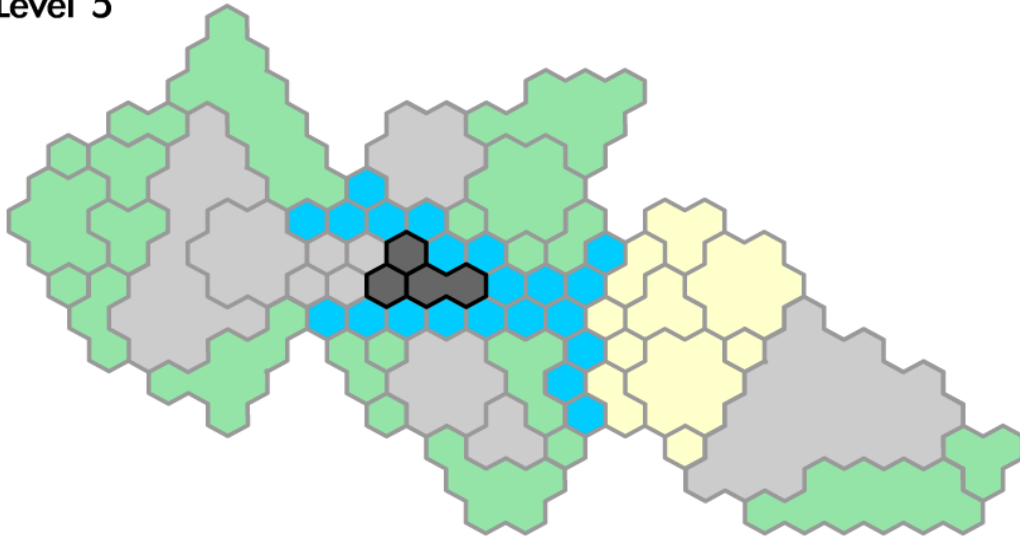
Level 3



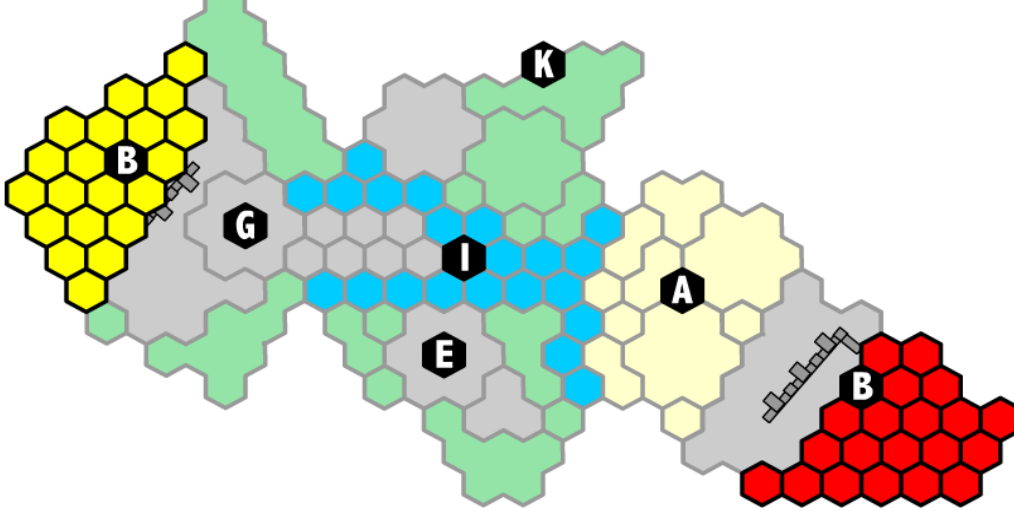
Level 4



Level 5



Starting Positions / Glyphs / Ruins



MASTER GAME - Artifact of Power

(2 players)

Goal: Bring together the pieces of the artifact of power.

Setup: The Glyphs of Brandar each represent half of the artifact of power.

Each player drafts or brings pre-made 400-point armies. One player starts in the yellow starting zone; the other player starts in the red starting zone.

Special Rules: A Hero can pick up and carry a piece of the artifact by landing on it, even his own piece. If a Hero is destroyed while carrying a piece, that piece remains in the hex the Hero last stood. Pieces may be handed off to an adjacent Hero, but the Hero receiving the piece cannot move for that turn (if the Heros are part of the same squad).

A destroyed Hero may be brought back into the game in that player's placement area by touching the Glyph of Kelda, which can be reused, but never by the same Hero two times in a row.

The Glyph of Elrand allows a player to swap the Hero that touches it with another Hero in his army. A Hero carrying a piece of the artifact cannot be swapped. The Glyph can be reused, but neither of the two Heros swapped may be swapped successively by the same player.

Victory: Any player that holds the two halves of the artifact by the same Hero at the end of the round wins. If any player only has one Hero remaining, the other player wins.