



◆ THE BATTLE OF VALYANCE VALE ◆

WAR  TIME

BATTLE BOOK

WARTIME: BATTLE BOOK

The battle scenarios provided in this book create the fantasy-based story of conflict between the stalwart warriors of the Valyance and the fearsome inhuman Firebrand army. Feel free to play them as individual scenarios or as a campaign. Scenarios 8-10 are bonus scenarios, and are not meant to be a part of "The Battle of Valyance Vale" campaign. In addition, scenario 10 invites a 3rd player to battle as the Black Dragon against both the Valyance and the Firebrand armies at the same time!

SCENARIO INFORMATION

Each battle scenario has the following information:

- 1) Title
- 2) Backstory
- 3) Set up diagram
- 4) List of the components
 - a. Units
 - b. Terrain Tiles
 - c. Terrain Features
 - d. Cards
 - e. Timers
- 5) Victory conditions
- 6) Special rules
- 7) Campaign rules

COMPONENTS

Prior to Set Up, players will gather all of the components needed to play the chosen battle scenario. All components will be listed in each individual scenario. Leave all of the unused components in the box.

CARDS

Players may choose the listed number of each type of card allowed to them (Standard Action, Heroic Action, and/or Spell) from the appropriate decks of cards. All other cards are placed in the box.

VICTORY CONDITIONS

Each scenario lists victory conditions for each army specific to that scenario. Potential victory conditions include destroying some or all of your opponent's units, reaching certain destinations on the board, or simply surviving until a certain amount of time has passed. The scenario ends when one of these victory conditions is met. Whichever army achieves their victory condition wins the battle.

CAMPAIGN RULES

If you play the scenarios in this book as a campaign, instead of just as individual battles, the player that wins each scenario gains a number of Victory Points (VP). In addition, each army can attain bonus points for achieving a certain goal in the scenario. This bonus will add additional VPs and will be listed with the victory conditions for the scenario. At the end of the campaign, the army with the most combined VP wins the campaign!

BATTLE #1 - SKIRMISH

The Firebrands are attacking! After nearly a century of treaty with the humans, Grothlank, the Goblin King, has been murdered by his own clan. For too long did he allow mankind, the weaker race, to go unchallenged. Down from the mountains a small contingent is sent to oppose the Valyance, the army of humans.

VALYANCE ARMY

Number	Unit Type	Icon
2	Archer	A
2	Man-at-Arms	M
1	Knight	KN

Timers: 1 30-second
2 60-second
1 90-second

Cards: None



FIREBRAND ARMY

Number	Unit Type	Icon
3	Goblin	G
2	Wolf Rider	W
1	Orc	O

Timers: 1 30-second
2 60-second
1 90-second

Cards: None

TERRAIN TILES

6	Woods	
7	Hills	

SPECIAL RULES

This battle ends immediately when one of the two armies is eliminated.

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if you eliminate all of the Firebrand units.

Campaign Scoring:

- Gain +1 VP if you win.
- Gain +1 VP if your Knight survives the battle.

FIREBRAND VICTORY:

You win if you eliminate all of the Valyance units.

Campaign Scoring:

- Gain +1 VP if you win.
- Gain +1 VP if at least 2 of your units survive the battle.

CAMPAIGN

(If the Firebrand Army wins, continue the story with BATTLE #2: TOWER ASSAULT)
(If the Valyance Army wins, continue the story with BATTLE #3: SUMMONING)

BATTLE #2 - TOWER ASSAULT

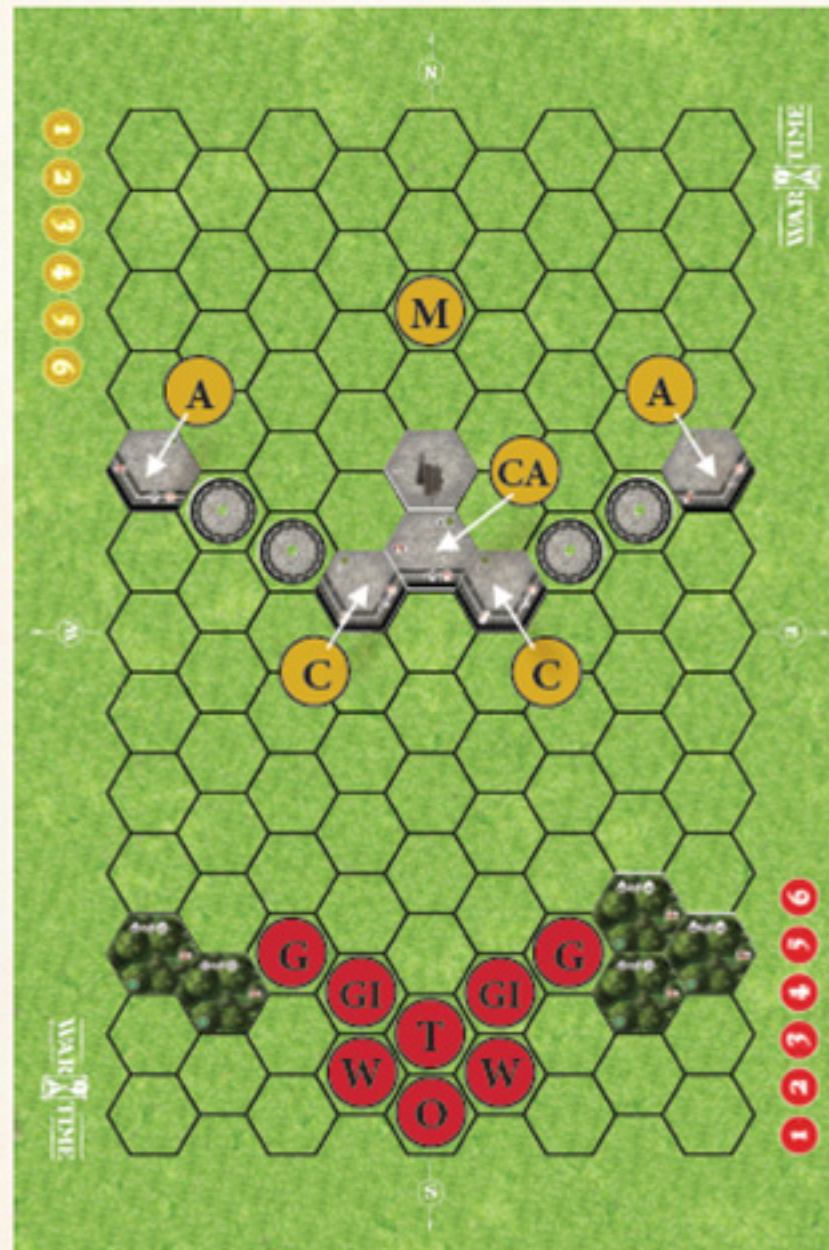
The Firebrands have chosen the perfect time to attack. After destroying the Valyance outliers, the Firebrand army attempts to breach the outer defenses of the Valyance stronghold. Much of the human army is away dealing with another threat in a different part of the kingdom, so while they are weak, the Orcs and Goblins hope to destroy part of the wall, clearing a path to further destruction and pillaging. The humans' only hope is to stave them off just long enough for reinforcements to arrive.

VALYANCE ARMY

Number	Unit Type	Icon
2	Archer	A
2	Crossbowman	C
1	Man-at-Arms	M
1	Catapult	CA

Timers: 1 30-second
2 60-second
1 90-second

Cards: 3 Standard Actions



FIREBRAND ARMY

Number	Unit Type	Icon
2	Goblin	G
2	Wolf Rider	W
2	Giant	GI
1	Orc	O
1	Trebuchet	T

Timers: 1 30-second
2 60-second
1 90-second

Cards: 3 Standard Actions

TERRAIN TILES

5	Woods	
2	Castle Wall 3	
2	Castle Wall 2	
1	Castle Wall 1	
1	Drawbridge Lever	
4	Battlement (Terrain Feature)	

SPECIAL RULES

The Battlement terrain features have 10 tokens in each stack.

This battle ends immediately when a Firebrand unit lands on the Drawbridge Lever tile, or when the last unit of the Firebrand army is destroyed.

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if you eliminate all of the Firebrand units.

Campaign Scoring:
➤ Gain +3 VP if you win.
➤ Gain +2 VP if none of the battlements are destroyed.

FIREBRAND VICTORY:
You win if you have one of your units land on the Drawbridge Lever tile.

Campaign Scoring:
➤ Gain +3 VP if you win.
➤ Gain +2 VP if you destroy all of the Archers and Crossbowman.

CAMPAIGN

(If the Firebrand Army wins, continue the story with **BATTLE #4: REGENT'S DOOM**)
(If the Valyance Army wins, continue the story with **BATTLE #5: REINFORCEMENTS**)

BATTLE #3 - SUMMONING

The Valyance army has tracked the Firebrands to a set of altars deep in the woods. There they find diabolical goblin shamans engaged in summoning a horrid creature known to the humans only as the Abomination. The humans must destroy all of the altars before the ritual is complete!

VALYANCE ARMY

Number	Unit Type	Icon
2	Archer	A
2	Knight	KN
2	Pikeman	P

Timers: 1 30-second
2 60-second
1 90-second

Cards: 3 Standard Actions



FIREBRAND ARMY

Number	Unit Type	Icon
3	Goblin	G
3	Wolf Rider	W
4	Shaman	S

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer
1 2-minute

Cards: 3 Standard Actions
3 Shaman Spells

TERRAIN TILES

5	Woods	
6	Hills	
4	Altar (Terrain Feature)	

SPECIAL RULES

The Altar terrain features have 10 tokens in each stack.

COMPLETING THE RITUAL - The Firebrand player has a 2-minute timer which he must use to keep track of the summoning. At the start of the game, the Firebrand player must flip it over and place it on the first Time Space.

Each time the 2-minute timer expires the Firebrand player must flip it over and advance it one space on the Time Track.

If at least one of the altars has survived by the end of the battle (i.e. after 8 minutes has elapsed), the ritual is complete and the Abomination is summoned.

This battle ends immediately when the 2-minute timer expires on the 4th Time Space.

VICTORY CONDITIONS

VALYANCE VICTORY:

You win if you destroy all of the altars before the ritual is complete.

Campaign Scoring:

- Gain +3 VP if you win.
- Gain +2 VP if you destroy all of the Shaman.

FIREBRAND VICTORY:

You win if you succeed in completing the ritual.

Campaign Scoring:

- Gain +3 VP if you win.
- Gain +2 VP if you destroy both of the Knights.

CAMPAIGN

(If the Firebrand Army wins, continue the story with **BATTLE #6: ABOMINATION**)
(If the Valyance Army wins, continue the story with **BATTLE #7: STORM KARAK HILL**)

BATTLE #4 - REGENT'S DOOM

The Firebrand's have broken down the outer wall of the Valyance Stronghold. Now they are intent on finishing their assault by killing the "good king." Joining them is a creature that has been brought from the Maze: a Minotaur.

VALYANCE ARMY

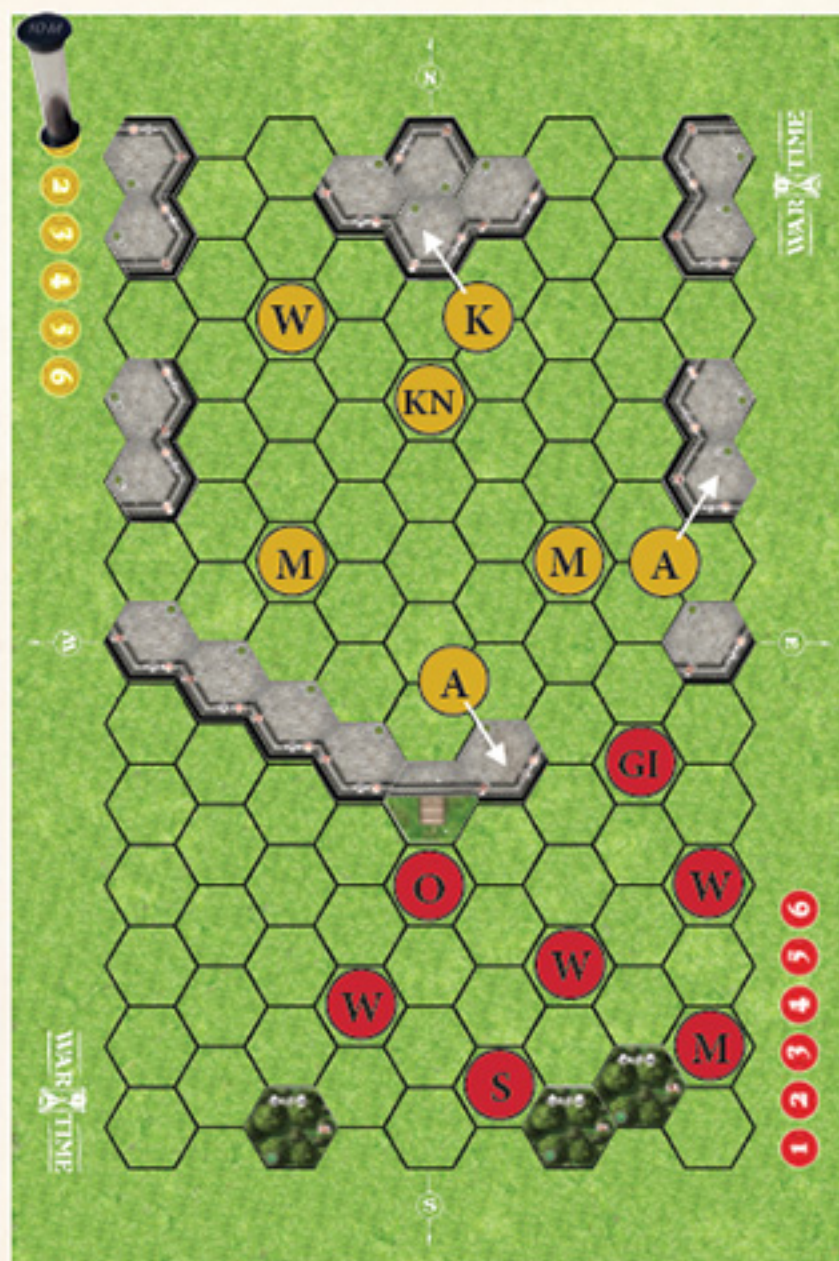
Number	Unit Type	Icon
2	Archer	A
2	Man-at-Arms	M
1	Knight	KN
1	Wizard	W
1	King	K

Timers:

- 1 30-second
- 2 60-second
- 1 90-second
- 1 30-second spell timer
- 1 10-minute

Cards:

- 3 Standard/Heroic Actions
- 3 Wizard Spells



FIREBRAND ARMY

Number	Unit Type	Icon
3	Wolf Rider	W
1	Giant	GI
1	Orc	O
1	Shaman	S
1	Minotaur	M

Timers:

- 1 30-second
- 2 60-second
- 1 90-second
- 1 30-second spell timer

Cards:

- 3 Standard Actions
- 3 Shaman Spells

TERRAIN TILES

3	Woods	
8	Castle Wall 3	
10	Castle Wall 2	
1	Open Drawbridge	

SPECIAL RULES

At the start of the game, the Valyance player flips the 10-minute timer. When this timer runs out, the Valyance reinforcements arrive to save the King and the battle ends.

Units may enter the Open Drawbridge from all adjacent spaces at a cost of 2 Movement Points. All units attacking into the Open Drawbridge tile deal -1 damage.

This battle ends immediately when the 10-minute timer expires, OR when the King is eliminated.

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if your King survives until the end of the battle.

Campaign Scoring:

- Gain +5 VP if you win.
- Gain +3 VP if you destroy the entire Firebrand army.

FIREBRAND VICTORY:
You win if you eliminate the King before the end of the battle.

Campaign Scoring:

- Gain +5 VP if you win.
- Gain +3 VP if you destroy the Knight and both Men-at-Arms.

CAMPAIGN

This ends the campaign. The army with the most combined VP wins the war!

BATTLE #5 - REINFORCEMENTS

The Valyance army was able to stave off the Goblin attack just long enough for reinforcements to arrive. Now they must destroy the invaders utterly and teach the Firebrands that the people of Valyance are not to be meddled with.

VALYANCE ARMY

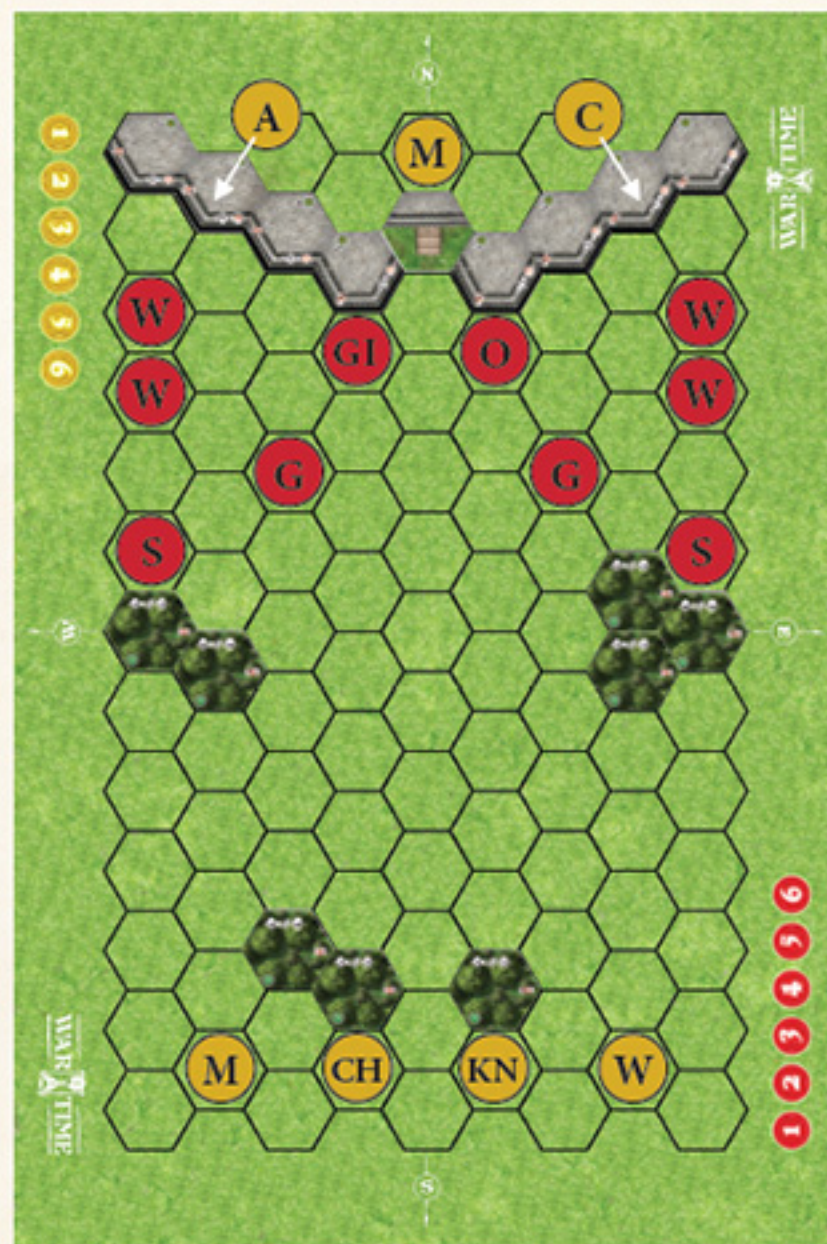
Number	Unit Type	Icon
2	Man-at-Arms	M
1	Wizard	W
1	Archer	A
1	Knight	KN
1	Crossbowman	C
1	Champion	CH

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard/Heroic Actions
3 Wizard Spells

TERRAIN TILES

8	Woods	
2	Castle Wall 3	
6	Castle Wall 2	
1	Open Drawbridge	



SPECIAL RULES

Units may enter the Open Drawbridge from all adjacent spaces at a cost of 2 Movement Points. All units attacking into the Open Drawbridge tile deal -1 damage.

This battle ends immediately when 2 of the Firebrand units exit the play area through the South edge OR when there are not enough Firebrand units left in the play area to complete their victory condition.

FIREBRAND ARMY

Number	Unit Type	Icon
2	Goblin	G
4	Wolf Rider	W
2	Shaman	S
1	Orc	O
1	Giant	GI

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Shaman Spells

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if you prevent the Firebrand Army from having 2 of their units exit off the South edge of the board.

Campaign Scoring:
➤ Gain +5 VP if you win.
➤ Gain +3 VP if you do not lose any of your units.

FIREBRAND VICTORY:
You win if 2 of your units exit off the South edge of the board.

Campaign Scoring:
➤ Gain +5 VP if you win.
➤ Gain +3 VP if you destroy the Champion, the Knight, and 1 other Valyance unit.

CAMPAIGN

This ends the campaign. The army with the most combined VP wins the war!

BATTLE #6 - ABOMINATION

The Valyance army was not powerful enough to stop the ritual of summoning. Now the Firebrands have brought forth an awesome creature to wreak destruction upon the humans. Beware the Abomination!

VALYANCE ARMY

Number	Unit Type	Icon
1	Man-at-Arms	
2	Wizard	
2	Archer	
1	Knight	
1	Pikeman	

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Wizard Spells



FIREBRAND ARMY

Number	Unit Type	Icon
4	Goblin	
2	Shaman	
1	Abomination	

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard/Heroic Actions
3 Shaman Spells

TERRAIN TILES

10	Woods	
4	Hills	
2	Altar (Terrain Feature)	

SPECIAL RULES

The Altar terrain features have 10 tokens in each stack.

This battle ends immediately when the Abomination is destroyed OR the Abomination exits the play area through the North edge.

VICTORY CONDITIONS

VALYANCE VICTORY:
You win if you destroy the Abomination.

Campaign Scoring:
➤ Gain +5 VP if you win.
➤ Gain +3 VP if you destroy at least 4 Firebrand units.

FIREBRAND VICTORY:
You win if the Abomination exits the play area from one of the spaces along the North edge.

Campaign Scoring:
➤ Gain +5 VP if you win.
➤ Gain +3 VP if you destroy at least 3 Valyance units.

CAMPAIGN

This ends the campaign. The army with the most combined VP wins the war!

BATTLE #7 - STORM KARAK HILL

With the Goblin Shamans' plans to summon the horrible Abomination thwarted, the Valyance army is intent on stopping any further Firebrand attacks. The humans must destroy the Goblin Village and bring the would-be invaders to their feet once and for all. The Firebrands hope to escape death and rebuild so that they can one day return.

VALYANCE ARMY

Number	Unit Type	Icon
2	Archer	
2	Wizard	
2	Knight	
1	Champion	
1	Catapult	

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard/Heroic Actions
3 Wizard Spells



FIREBRAND ARMY

Number	Unit Type	Icon
2	Goblin	
2	Shaman	
2	Orc	
1	Giant	

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Shaman Spells

TERRAIN TILES

5	Woods	
8	Hills	
4	River - Straight	
4	River - Curved	
1	Bridge	
5	Hut	
5	Flame Token (Terrain Feature)	

SPECIAL RULES

SET FIRE TO THE HUTS

The Archers and the Catapult may use their attack to ignite a Hut within range of them.

This attack deals no damage. Instead, place a Flame Token on the Hut Tile. The Archer or Catapult unit must then be assigned a timer as normal.

A Hut with a Flame Token is considered to be on fire. Spaces with flaming huts cannot be entered, attacked into or fired through. Flame Tokens are located on the back of some of the Unit Tokens.

This battle ends immediately when one of the 2 victory conditions is met.

VICTORY CONDITIONS

VALYANCE VICTORY:

You win if you set fire to all of the Huts and destroy all of the Goblins and Orcs.

Campaign Scoring:

- Gain +5 VP if you win.
- Gain +3 VP if you destroy the entire Firebrand army.

FIREBRAND VICTORY:

You win if you destroy the Archers and Catapult before the last hut is set fire OR destroy the Knights and the Champion.

Campaign Scoring:

- Gain +5 VP if you win.
- Gain +3 VP if you destroy the entire Valyance army.

CAMPAIGN

This ends the campaign. The army with the most combined VP wins the war!

BONUS BATTLE #8 - NECROMANCY

A sign of things to come, the Lord of the Undead has sent some of his necromancers to explore new acquisition grounds. The humans must repel these filthy scavengers or see their fallen brethren return to fight them.

VALYANCE ARMY

Number	Unit Type	Icon
2	Archer	A
2	Knight	KN
2	Pikeman	P

Timers: 1 30-second
2 60-second
1 90-second

Cards: 3 Standard Actions



FIREBRAND AND DEATH LORDS ARMY

Number	Unit Type	Icon
2	Goblin	G
1	Minotaur	M
3	Necromancer	N
2	Zombie	Z

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Necromancer Spells

TERRAIN TILES

5	Hills	
8	Thicket	

SPECIAL RULES

ZOMBIES

The two starting Zombies have 3 Health each.

If a Zombie unit is eliminated, its stand is removed from the game and cannot be used for the remainder of the battle.

To keep track of the damage dealt by the Zombies, whenever a Zombie deals damage to another unit, the Firebrand player places the damage tokens on top of the red Time Spaces, one token on each space.

This battle ends immediately when 2 of the Necromancers are eliminated OR when the 6 red Time Spaces are covered with damage tokens.

VICTORY CONDITIONS

VALYANCE VICTORY:

You win if you destroy 2 of the Necromancers

FIREBRAND/DEATH LORDS VICTORY:

You win if your Zombies (including any unit created by the Animate Dead Necromancer spell) deal 6 total damage to any Valyance units.

BONUS BATTLE #9 - OF EARTH AND FAUNA

Maefruul, a druid from the Greenwood has allied with the Valyance army in order to reclaim three precious Rune Stones stolen by Firebrand murderers that have slaughtered an Elven family. After finding the stones and dispatching the murderers, the allied force finds itself surrounded by the Firebrand army. Their only hope to escape with the stones and their lives is for the druid to use the power of the stones to incapacitate their attackers.

VALYANCE AND WOODLAND ARMY

Number	Unit Type	Icon
2	Archer	
3	Man-at-Arms	
1	Druid	

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer
1 2-minute

Cards: 3 Standard Actions
3 Druid Spells

TERRAIN TILES

15	Woods	
3	Thicket	
3	Rune Stones (Item)	



SPECIAL RULES

RUNE STONES

At the start of the battle, the Valyance player places 1 Rune Stone Token at the bottom of each of the Man-at-Arms unit stacks. If a Man-at-Arms is eliminated, the Firebrands retrieve the Rune Stone that was carried by that unit.

SUMMONING THE POWER

The Valyance have a 2 minute timer which they must use to keep track of the summoning. At the start of the game, the Valyance player must flip it over and place it on the first yellow Time Space. Each time the timer expires the Valyance player must flip it over and advance it one space on the Time Track.

If the Valyance still possesses at least one of the Rune Stones by the end of the battle (i.e. after 8 minutes has elapsed), the power of the stones is summoned.

This battle ends immediately when the 2-minute timer expires on the 4th Time Space.

FIREBRAND ARMY

Number	Unit Type	Icon
4	Goblin	
4	Wolf Rider	
1	Orc	

Timers: 1 30-second
2 60-second
1 90-second

Cards: 3 Standard Actions

VICTORY CONDITIONS

VALYANCE/WOODLAND VICTORY:

You win if you possess at least one of the Rune stones (i.e. at least one of your Men-at-Arms survives) when the battle ends.

Alternatively, you win if you eliminate all of the Firebrand units.

FIREBRAND VICTORY:

You win if you retrieve all 3 Rune Stones (i.e. eliminate all 3 Men-at-Arms) before the battle ends.

Alternatively, you win if you eliminate the Druid.

BONUS BATTLE #10 - DRACONIC ALLIANCE

(THIS IS A 3-PLAYER VARIANT)

Desperate times call for unwelcome truces among men and goblins. A black dragon from beyond the Harrow Hills is wreaking havoc in the realm and must be stopped! The hatred among those who would destroy this beast runs deep, but the primary goal is clear. Slay the dragon!!

VALYANCE ARMY

Number	Unit Type	Icon
1	Crossbowman	C
1	Man-at-Arms	M
1	Knight	KN
1	Wizard	W

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Wizard Spells




CREATURE

Number	Unit Type	Icon
1	Black Dragon	BD

Timers: 1 30-second
1 60-second

Cards: 3 Black Dragon Heroic Actions

TERRAIN TILES

6	Woods	
3	Hills	
6	Thicket	



SPECIAL RULES

BLACK DRAGON

The Black Dragon is commanded by a 3rd player. Any unit or spell that damages the Black Dragon deals -1 damage.

Once during the battle, after damage is removed from the Black Dragon, the Black Dragon may immediately restore up to 2 of the damage that was removed by that attack. NOTE: This ability cannot be used if the attack destroys the dragon, i.e. removes the last token from the dragon's stack.

DAMAGE

All players should keep any tokens they remove when dealing damage beside them. These tokens will be used to determine the winner of the battle.

This battle ends immediately when the Black Dragon is eliminated OR when the Black Dragon is the only unit still in play (i.e. the last units from the Valyance and Firebrand armies are eliminated).

FIREBRAND ARMY

Number	Unit Type	Icon
2	Goblin	G
1	Orc	O
1	Wolf Rider	W
1	Shaman	S

Timers: 1 30-second
2 60-second
1 90-second
1 30-second spell timer

Cards: 3 Standard Actions
3 Shaman Spells

VICTORY CONDITIONS

The player with the most VP at the end of the battle wins.

VALYANCE SCORING:

- Gain +1 VP for every 2 damage you deal to Firebrand units.
- Gain +1 VP for each damage you deal to the Black Dragon.

FIREBRAND SCORING:

- Gain +1 VP for every 2 damage you deal to Valyance units.
- Gain +1 VP for each damage you deal to the Black Dragon.

BLACK DRAGON SCORING:

- Gain +1 VP for every 2 damage you deal to Firebrand and Valyance units.