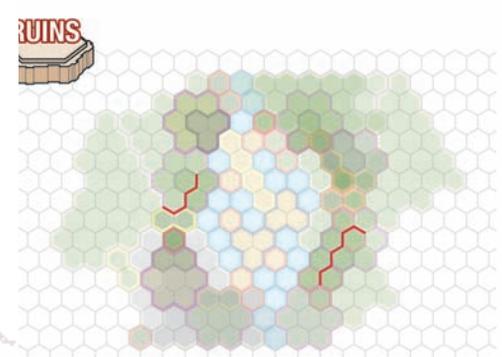
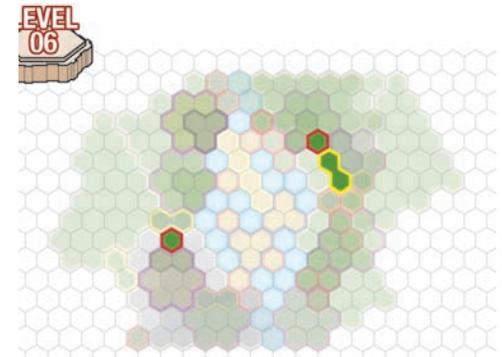
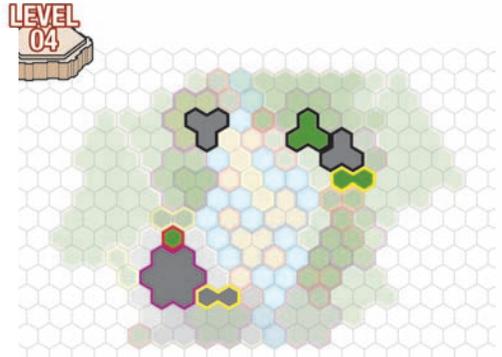
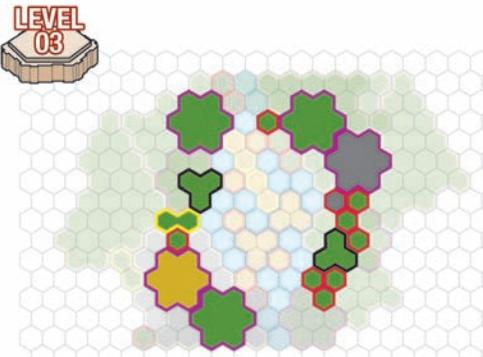
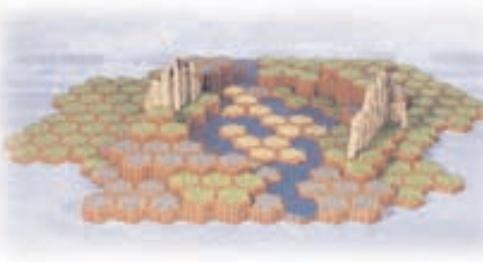


In helping KODT celebrate its 100th issue, the Heroscapes team got together and created the Meat Grinder battlefield using a Heroscapes game. Now you can live through the agony and the desperation of entering this ancient battlefield and having your own spleen served to you. The first page tells you



MASTER GAME – Carvin' Marvin (2 to 4 players)

Required sets: Master Set

For generations, there has been a legend of great treasure buried on an ancient battlefield. Hero after hero has gone in but none have returned. Today, new groups descend into the Meat Grinder. What they don't know is someone is already there. And already mad.

GOAL: Get treasure (Glyphs) off the board and survive.

SETUP: Only Unique heroes can be played. However, players cannot play Thorgrim, as he has already been possessed by Carvin' Marvin. Players draft or bring a pre-made army. They can use any of the yellow starting zones.

Two Players – 340 points

Three Players – 310 points

Four Players – 240 points

Put Thorgrim on the X space on the board. Put his army card to one side with the Mitonsoul glyph on it. Thorgrim has already been possessed by Carvin' Marvin. In this scenario, the Mitonsoul glyph is used to represent who is possessed by Carvin' Marvin. It does not have its usual glyph abilities.

Take the two glyphs of Brandar, and the glyphs of Astrid, Ivor, Valda, and Gerda, shuffle them, and put them symbol-side up where shown. These are treasures in the Meat Grinder. Glyphs do NOT count as glyphs but as treasure. Glyphs remain face down until the end of the game.

SPECIAL RULES: When a figure lands on a glyph (or pile of glyphs) he/she must stop and pick up the treasure(s). Put the glyphs, face down (without looking at it), on that figure's card. If that figure returns to any hex in your starting zone, remove the treasure from the card put it in front of you, face down. If the figure carrying the treasure dies,

place the treasure(s) on any space where that figure died.

In between rounds, before placing order markers, if no figure is possessed by Marvin, all figures roll the d20.

The low roller is possessed by Marvin. Place the Glyph of Mitonsoul on that figure's Army card to show he has Marvin. That figure is no longer controlled by anyone.

All players roll for initiative, even if they are no longer controlling figures.

CARVIN'S CHARACTER: Only one character is controlled by Carvin' Marvin at a time.

At the end of the round, after players execute their last orders, each player, in turn order, takes a turn with the possessed figure. You still get to take a turn with the possessed figure, even if you no longer have any figures in the Meat Grinder.

The figure with Carvin Marvin gets the following to his stats:

Move +4

Attack +4 (adjacent attacks only)

Long-range combat is the same)

Defense -1

This figure loses all special powers (including flying) but gains Disengage and cannot be Mind-shackled.

The possessed figure must engage and attack some other figure, if possible. If there is more than one figure that can be engaged, the player who moves him can choose who he will attack. If no figure can be engaged, the possessed figure will move his full distance towards a figure and attack with any range attack. If, after moving the full distance, there is still no figure that can be attacked, the possessed figure will then attack himself with NO defense dice.

VICTORY: The game is over when, at the end of the round, all but one figure is dead or all treasures are recovered or six rounds have passed. Players get points equal to the treasures they recovered. Glyphs count as much as their bonus. So the two glyphs of Brandar are worth 0, Astrid and Gerda are worth 1, Valda is 2, and Ivor is 4. It is highly likely that the game will end in a tie with no one (but Marvin) winning.



MASTER GAME

The Zombies Of The Meat Grinder

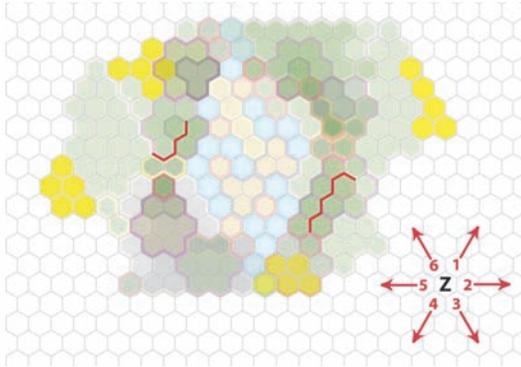
(2 to 4 players)

Required sets: Master Set and a 6-sided die

Sometimes Carvin' Marvin has a sense of humor. Instead of possessing people, he merely animates the dead heroes who have fallen before. Usually that is enough to take care of meddlers.

GOAL: Eliminate the other players before they (and the zombies) eliminate you.

SET UP: Only unique heroes can be played. Players draft



or bring a pre-made army. They can use any of the yellow starting zones.

Two Players – 340 points

Three Players – 310 points

Four Players – 240 points

Place the glyphs where shown on the map.

SPECIAL RULES: After placing orders, but before taking the turn, each player, in turn order, rolls the d20. On a roll of 14+, zombies appear in the Meat Grinder. That player may take any unique squad not in play and put the figures on the board on any empty sand spaces. If there are not enough empty sand spaces to put the entire squad, then none of the figures are placed. Once there are no more unused unique squads left, then players do not roll

for zombies.

All squad figures are zombies. Keep track of the order in which the squads appear by putting their cards on the table in order.

All zombies have the same stats and are controlled by no one:

ZOMBIES

Move: 8

Range: 1

Attack: 4

Defense: 1

Life: 1

Zombies roll a die if players leave engagement.

At the end of the round, after players execute their last orders, each zombie will move up to two random directions. The zombies move in the order that the squads appeared. Within a squad, they move in order as shown by their 'targeting' pictures on the card (either left to right or clockwise from the top left image). Find the figure and roll the six-sided die. Move that zombie in a straight line in the direction shown on the die. Look at the map to see which way each number will move the zombie. As long as the zombie does not become engaged, it will move a second time. Roll the six-sided die again to determine the direction of the second move.

If a zombie is already engaged it will not move.

If a zombie becomes engaged it will stop.

Zombies follow all movement rules (water, height, etc). Use the height of the figure.

Zombies will not move off the board.

Zombies may pass through unengaged zombies.

If engaged, the zombie will attack all heroes that it can.

Once a zombie dies, it is out of the game. If there are no more unused unique squads left, no more zombies appear.

VICTORY: The game is over when only one player has figures surviving at the end of the round, after all zombies have had their turns. It is possible that the game can end in a tie, if the zombies kill all the remaining heroes.

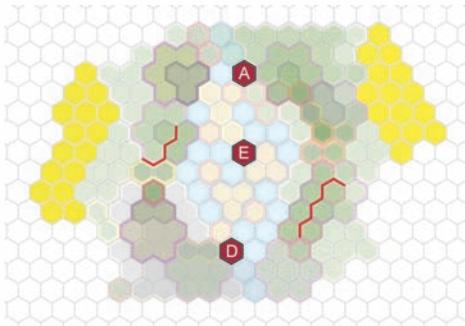
MASTER GAME The Gawds Must Be Crazy

(2 players)

Required sets: Master Set

The Gawds have had enough. They are destroying the Meat Grinder in a storm of cataclysmic destruction. Unfortunately, the two task forces who are treasure hunting didn't realize this.

GOAL: The Gawds are destroying the Meat Grinder. Be the last man standing.



SET UP: Place the glyphs where shown. Players draft or bring a pre-made army worth 450 points.

SPECIAL RULES: At the end of the round, after the last order marker is revealed and the turn taken, remove the entire high level of the battlefield. Any figures, ruins, and glyphs on this level are destroyed.

The only tiles that will not be removed are water and sand tiles on level 1. When these are the only tiles remaining, players fight to the death on the remaining tiles. No more tiles are removed.

VICTORY: The game is over when only one player has figures surviving. That player wins. It is possible for the game to end in a tie if both players' figures are destroyed by the gawds.

