

On Notice of Commander Xiamara: First of Dagmar

Sonlen,

Not long after your departure, our forces intercepted a retreating company of Jandar's soldiers. They were traveling through Ekstrom as they left the Grollsford outpost in Ostrivick, so their detainment was mandatory. We let them go after some questioning, and copied the information from a military dispatch they carried. We are reporting this information to Lord Ullar as his Ekstrom monitoring orders dictate. His unprecedented mistrust appears to hold even Jandar's movements under a suspicious eye. I wanted to make sure you were aware of this new development, as well as Jandar's region-wide retreat. Here is a transcript of the intercepted dispatch.

Dutifully,
-Xiamara

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Jandar's Dispatch: Twenty-fifth of Astra

To all forces stationed in foreign states:

Return immediately to your home fortresses. In accordance with the wishes of our Lord Jandar, his banner will no longer fly above lands that are not legally his. All offensive campaigns are heretofore discontinued. Outpost companies are mandated to report to their new assignments within our territories:

Southeastern Front Reassignments:

Drake's Finest, Upper Bleakewood Scouting Division - Idona Castle, Nastralund

Northreach Guard - Kallden Fortress, Ghaelenk

Ostfall Guard - Idona Castle, Nastralund

Steadfast Hold Guard - Valgrind, Nastralund

Sigling Shorewatch - Valledon, Ghaelenk

Grollsford Guard - Idona Castle, Nastralund

Signed,

-Sir Gilbert

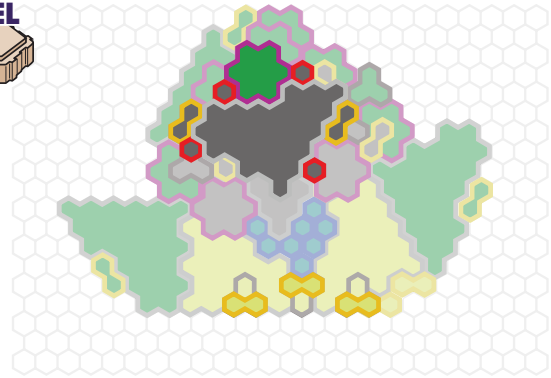
Map 1: Vacant Post of Ostrivick



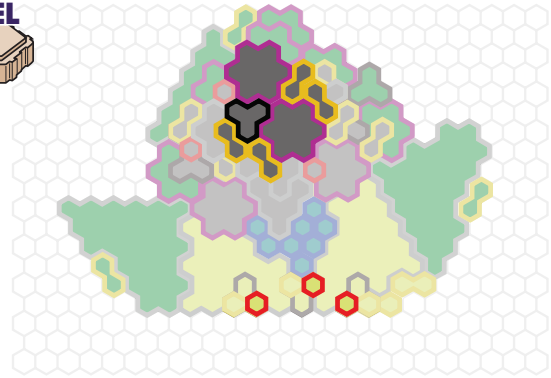
Required sets: Age of Annihilation Master Set (x1), Lands of Valhalla (x1)
Jandar's army maintained many outposts across the regions near his territories. Intended to monitor enemy movements and alert Nastralund of any inbound invasions, these stations provided Jandar with an unparalleled vigilance. However, the sudden retreat orders now leave many resources, weaponry, and strategic points unguarded.

Notice centers and border colors	Grass dark green centers	Sand tan centers	Rock gray centers	Water blue centers
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space yellow borders				
1 space red or blue borders				
Special Tiles				
Connectable Walls pink borders, purple centers add pillars to map on single spaces and connect with wall segments on adjacent wall spaces				

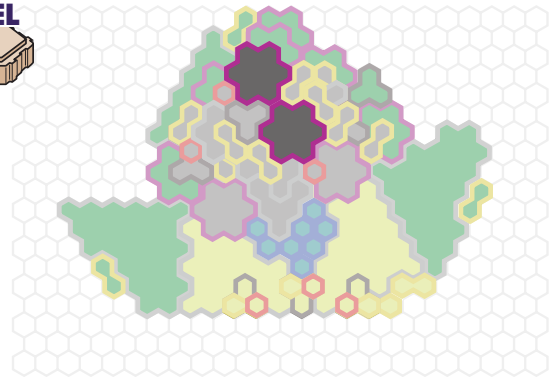
LEVEL 03



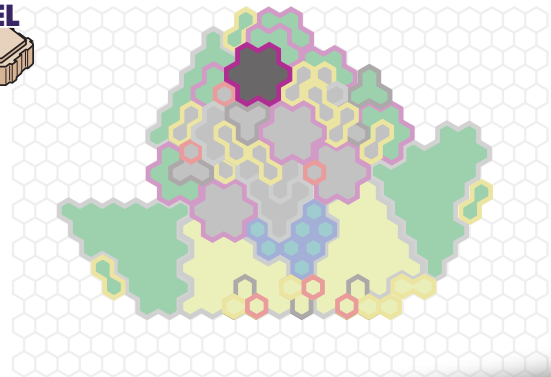
LEVEL 04



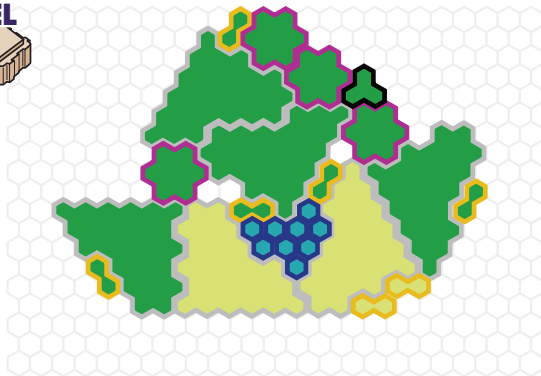
LEVEL 05



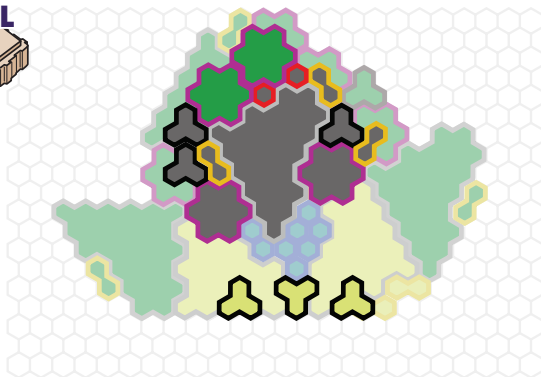
LEVEL 06



LEVEL 01



LEVEL 02



Online Scenario 3

Online Scenario 3: The Abandoned Amulet (Master Game)

The guards of Jandar's Northreach outpost have discovered an artifact hidden deep in a nearby cave system. This treasure, a weighty crystalline box containing an amulet, seems to have been hidden ages ago. Recently uncovered, the sentinels guarding it were unaware that the amulet is an identical match to the one corrupting the warrior Raelin.

During the guards' Nastralund-bound retreat, the heaviest and most cumbersome resources had to be left behind, including the seemingly useless amulet and its box. Various armies now take advantage of the Jandarian absence, pilfering whatever resources they can find. Rival generals, pirates, and splintered warbands clash with one another in a freebooting frenzy.

However, one party intrudes with a single purpose: A company of Utgar's forces, led by Loviatäk, have cut a direct path past the other outposts to reach this one. As her cohort arrives at Northreach, they soon realize they are not the only faction with eyes on the encased amulet...

GOAL: Open the Puzzle-Box or destroy your enemies.

SETUP: Place walls and Glyphs as shown on the map. Both players decide who will be Player 1 and Player 2, and build 300-point Armies. Player 1 starts in the red starting zone, and Player 2 starts in the blue starting zone.

VICTORY: If the other player has no figures left on the battlefield, you win. Alternatively, if you earn 3 Objective Points, you retrieve the amulet and win the game.

SPECIAL RULES:

Objective Scoring

Instead of using the usual scoring rules as found on page (19) of the rulebook, this scenario focuses on opening the Puzzle-Box. Objective Scoring happens as the game progresses, and serves as an alternate way to win besides destroying all of your opponent's figures.

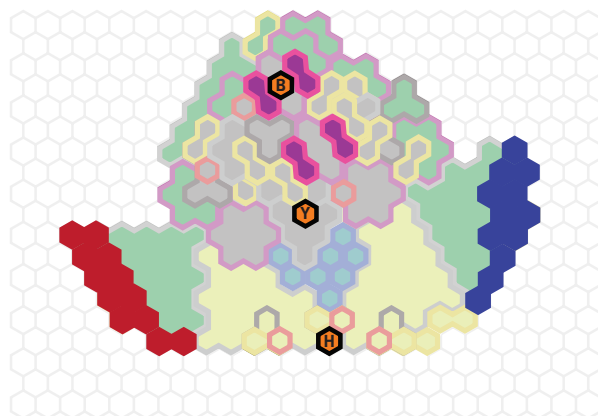
When an Objective Point is scored, the scoring player notes the point in their play area. We recommend using simple dice, unused Glyphs or figures, pen and paper, or any other available means to keep track of Objective Points.

If a player reaches 3 Objective Points, the game immediately ends and that player is the winner.

The Crystalline Puzzle-Box

The Glyph of Brandar is the Puzzle-Box. When a figure lands on the Glyph of Brandar (Crystalline Puzzle-Box), they must stop and pick up the box. When a figure that has picked up the box moves, you may take the Glyph of Brandar and place it under that figure when it finishes its movement. If the figure occupies 2 spaces, you may choose which space to put it under.

Weighed down by the crystalline container, figures that have picked up the box cannot fly and cannot move more than four spaces per turn. At the end of each round, the player controlling a figure that occupies the same space as the Glyph of Brandar (Crystalline Puzzle-Box) scores 1 Objective Point as their warriors get closer to unlocking it.



Round
Marker
Track



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