

A Proclamation from the Mouth of Lady Revna

My dearest lost and misunderstood souls, I come to you with open arms and the opportunity for salvation. Long have you been mistreated, manipulated, and abused on the whims of arrogant, power-hungry lords. They claim to have rescued you from the brink of death and certain destruction, but they feed you only lies, denying you your freedom in more ways than one. They summoned you here only to use you for their own misguided campaigns of destruction and greed. I have tried to bring these self-proclaimed Valkyrie to their senses, pleaded with them to see reason and accept the salvation that I can offer. But my words fell on deaf ears, and my compassion was twisted to treachery in their corrupted hearts and closed minds.

Though the Valkyrie who seek to enslave you may be blinded to truth, you need not fall into this trap.

I offer you freedom.

I offer you mercy.

I offer you the chance to truly transcend the prisons you find yourselves caged in.

Let it be known to all who serve under the banner of the tyrant who calls himself Utgar: If you lay down your arms and seek freedom in the folds of Lady Revna, you shall be granted amnesty and welcomed with open arms. To those who choose to stand with this vile scourge of a Kyrie, I cannot promise you such mercy. For the Great Work to proceed, and peace and truth to truly reign in Valhalla, his tyranny, and that of all the Valkyrie, must come to an end. I plead for you, one last time, embrace love, accept salvation, choose freedom.

From the pen of Sonlen, Eighth of Eldreg

To Sgt. Drake Alexander,

My dear friend, I have much to tell you but only little time. Events are rapidly unfolding that could very well shape the future of this conflict we have been embroiled in for so long. Recently, I was able to recover the core of our compatriot Major Q10 and, with the assistance of Queen Qhyrion, the acting commander of Vydar's armies, was able to restore our fallen comrade to life. Though adjusting to his new form took some... practice. The ever-resourceful Shiori has rendezvoused with us at the border of Utgar's lands, having slipped away from the crew of the Voidwing from which she has been providing valuable intelligence on the plans and whereabouts of the pirates and their still frustratingly unknown leader. We then traveled westward, with great caution, through the forests of Bleakwoode. What the three of us have witnessed here is nothing short of shocking. An enormous army marching under the bone-white banner of the mysterious Valkyrie Revna has begun an assault into the heart of Utgar's territory, appearing to have surprised his forces stationed here. In our attempt to avoid the skirmish, I caught sight of our once-ally Raelin and the Kyrie commander Loviatäk headed away from the fighting, along a high path into the depths of the Kyrien Mountains. We made haste to follow them on foot and soon encountered the prone body of the witch Kee-Do-Shi, incapacitated by one of her own amulets. Could this be the doing of Raelin and Loviatäk, and, if so, to what end? Why would they turn on a fellow servant of Utgar? I suspect that something may be afoot with our former ally whom we have mourned as lost to us for so long. As I write to you, we have made camp in a sheltered location in the foothills of the mountains, out of sight of the battle raging below. Just this afternoon, we witnessed an aerial strike force bearing the insignia of this self-proclaimed 'Chief Executive' Volarak, whose propaganda pamphlets litter the northern provinces, join the fray against Utgar's forces and take the high ground amongst the ruins at the Pools of Sorrow.

I beseech you to make haste for Bleakwoode and rendezvous with Q11, Shiori, and myself. Now, more than ever, we must stand together and face whatever threat lies before us. Maybe, just maybe, we have a chance to save our beloved comrade and friend.

Map: Pools of Sorrow



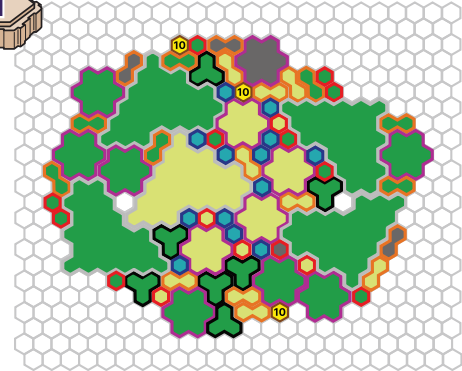
Required sets: Age of Annihilation Master Set (x1), Battle for the Wellspring Battle Box (x1), Lands of Valhalla Terrain Expansion (x1), Grove at Laur's Edge Terrain Expansion (x1)

Long before any Wellspring granted him visions of distant worlds, Utgar's brutality and relentless drive for power earned him the respect and fear of many of the clan chieftains of Bleakwoode and the Kyrien Mountains. First in the gladiatorial pits, then on the battlefield, the future Valkyrie proved just how far he was willing to go to achieve power. However, not all were so easily swayed, and there were some who sought to challenge him for the right to rule as Archkyrie. As a demonstration of what it meant to defy his claim, Utgar sought to use one particularly irksome rival as an example. Utgar destroyed a vital dam used to control irrigation waters upstream of his rival's village. The ensuing torrent destroyed the village, taking many lives with it and ensuring none would dare challenge the great Utgar. Today, all that remains of that village are a few crumbling walls and a seasonal flow that nearly dries out in the warmer months, leaving only stagnant pools where once a community thrived. Fittingly enough, it is here that Revna's forces have chosen to spring their ambush on Utgar's central army, to strike at the very heart of the mighty Valkyrie's domain

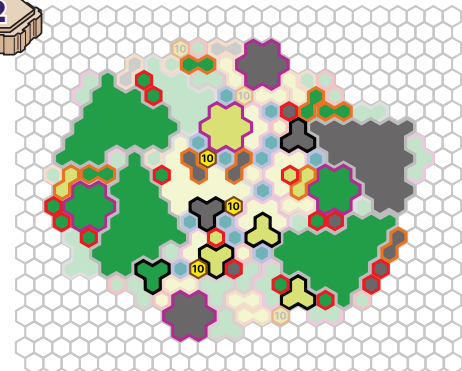
Notice centers and border colors	Grass dark green centers	Sand tan centers	Rock gray centers
24 space tan borders			
7 space purple borders			
3 space black borders			
2 space orange borders			
1 space red or blue borders			
Special Tiles			
Wellspring Water blue borders, white centers 		Water blue borders, blue centers 	
Connectable Walls pink borders, purple centers add pillars to map on single spaces and connect with wall segments on adjacent wall spaces 		Jungle Trees brown borders, gold centers number indicates tree height 	



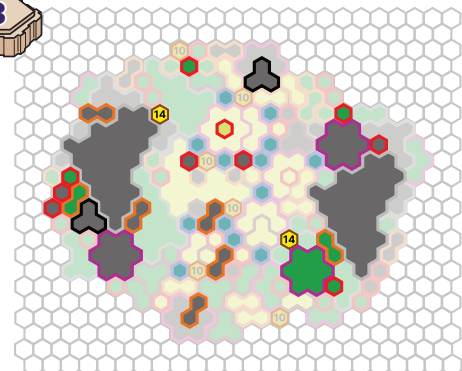
LEVEL 01



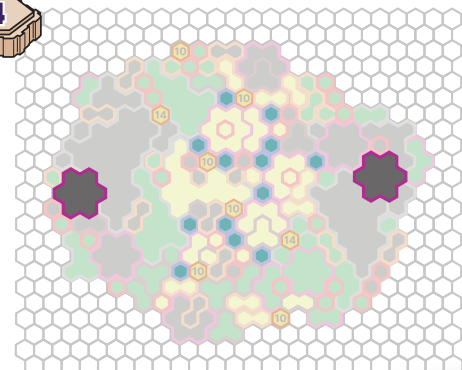
LEVEL 02



LEVEL 03



LEVEL 04



Online Scenario 11

Online Scenario 11: Clash for the Crown (Master Game)

Revna's followers have ambushed Utgar's central army in the heart of Bleakwoode, using their extensive network of tunnels through Myrkheim to travel undetected. The two sides clash in an epic battle, sending word through their communication and supply lines for additional reinforcements to hopefully turn the tide of battle in their side's favor.

GOAL: Destroy all your opponent's figures.

SETUP: Player 1 or Team 1 starts in the navy starting zone. Player 2 or Team 2 starts in the brown starting zone. Players draft or bring pre-made Armies based on the point values listed below. Part of each Army will be placed in their starting zone, and part will be held in reserve.

TWO PLAYERS: Up to 400 points per player may start on the battlefield. Up to an additional 250 points per player may be held in reserve.

FOUR PLAYERS: 2 teams of 2 players each. Up to 700 points per team may start on the battlefield. Up to an additional 300 points per team may be held in reserve. Team Armies are shared between the players on that team. Each player uses a set of 4 Order Markers (1, 2, 3, X) that they may place on any cards in their team's Army. At the start of each round, no card may have more than 3 Order Markers placed on it.

SIX PLAYERS: 2 teams of 3 players each. Up to 800 points per team may start on the battlefield. Up to an additional 400 points per team may be held in reserve. Team Armies are shared between the players on that team. Each player gets a set of 3 Order Markers (1, 2, X) that they may place on any cards in their team's Army. At the start of each round, no card may have more than 3 Order Markers placed on it.

Shuffle the Glyphs of Dagmar, Felaron, Quillivon, and Yadulkia and place them randomly, symbol-side up, in the locations indicated on the map.

VICTORY: The player or team with the most points worth of figures on the battlefield at the end of round 8, or the last player/team with figures still left on the battlefield at any point during the game, is the winner.

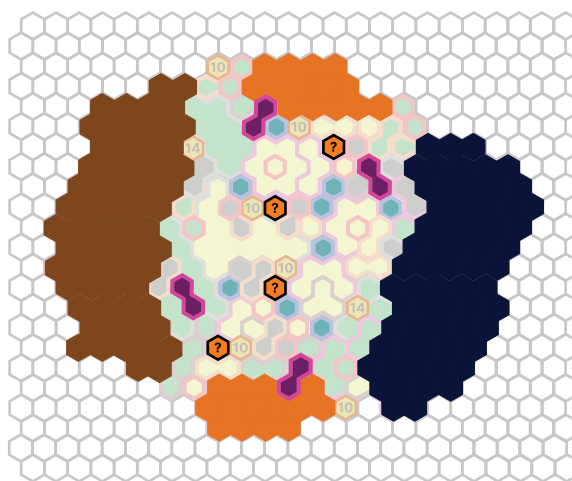
SPECIAL RULES:

Initiative

To determine the Initiative order in team games, each player rolls the 20-sided die as normal. The player with the highest roll goes first. Next, the player with the highest roll on the opposite team goes second, regardless of the rolls of the other players on the first team. Then the player with the second-highest roll on the first team goes third. Turns alternate back and forth between teams in this way until all players have taken a turn.

Reinforcements

At the start of round 4 in 2-player games or the start of round 3 in 4- and 6-player games, prior to placing Order Markers, each player may place any of their figures that were held in reserve in either of the orange reinforcement zones or in their own starting zone. Teams roll the 20-sided die to determine in what order they may place reinforcement figures, following the same rules as determining Initiative. Figures are placed 1 Army Card's worth at a time and may not be placed adjacent to any enemy figures.



Round Track



3-4 Player Reinforcements

2 Player Reinforcements

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