

From the Pen of Raelin, Ambassador of Jandar, 14th of Wranos

Sonlen,

My friend, be swift on your mission. As you seek to cure Ullar's madness, the pirates have mobilized again. Loviatäk and I have been assisting Lord Jandar's defenders across the coasts of Nastralund and Ghaelenk, repelling small-scale raids from the Crimson Fleet. These attacks have no clear pattern, so Jandar's recent defensive focus has proven valuable for protecting our shores from these assaults.

I have spoken with Jandar a few times since my homecoming. Our first reunion had no words, just a moment of silence before he embraced me, tearfully breaking his usual stoicism after all these years. He still has not approved of my actions, but his forgiveness has been unexpected and unconditional. The forgiveness of his army, though, has been tougher to earn. Some, such as our dear friend Sgt. Alexander, respected the measures I took and deemed them necessary to stop Utgar, but many others remember friends lost to Utgar's raids these last few years. Raids which I had to join unflinchingly.

The presence of Loviatäk has been similarly conflicting for many in the army. Her fierceness and stubborn pride are admirable on the battlefield, but in this moment of diplomacy, I have had my fair share of moments interceding as ambassador to ease tensions between Jandar's sentinels and her own warriors. I hope that our united presence in repelling these pirate raids will bring some degree of unity to our people. The scars of Utgar's tyranny still linger, and many of those under Loviatäk's command still embrace the same brutality and malice that their deposed lord inflicted upon this land for decades. While we assess the armies under Loviatäk's command though, it is my goal to shape those who serve under the banners of sapphire and ruby into a new alliance for the unity of all Valhalla. If we can set aside these deeply held grudges, then we may just have a chance at securing lasting peace for our home.



But these are thoughts for a future that must withstand the onslaught of the Crimson Fleet. Stay vigilant, and stay strong. While I am fighting for the future, I still smell blood in the winds at present. Something is happening, and my instincts are telling me the pirates are reaching their endgame. We must withstand whatever annihilation they will bring.

Your friend, Raelin.

Vision of the Voidwing's Command

Fia and Killian read over the assignment together, reviewing the plans one last time.

"I don't like it," Killian mutters. "The king picks us for his big mission, but before we do that we have to venture back into that god-forsaken tundra to mess with the land of the bluebeards again. How many more raids does he need from us? We don't even get to keep anything we would otherwise plunder!"

Fia gestures curtly, signaling for Killian to stop his tirade for the third time since they set off for northern shores.

A few moments of peaceful silence pass, agonizing Killian. Changing topics, he addresses their recent warning. "Do you think the big boss really did it? Gamed a kraken?" His voice ripples with anticipation. Fia's shoulders shake with an inaudible chuckle, a rare levity seen only by her Quartermaster. Both of them sit there, remembering tales from home about legendary sea monsters and mighty leviathans.

"I'm almost going to miss the excitement. This land may be worse than a Galveston inn in the summer, but the entertainment has at least helped distract me from the misery of this prison sentence."

Fia responds, "Rum. Inferior. Valhalla."

"You got a point there, Captain. You got a point there."

Map: Nastralund Coast



Required sets:

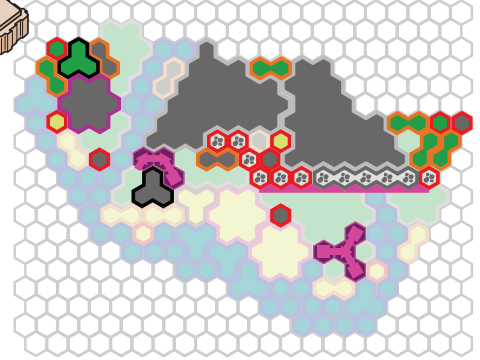
Age of Annihilation Master Set (x1), Waters of Valhalla (x1), Ruins at Laur's Edge (x1), Roads of Valhalla (x1)

While ruins of the war litter all the regions of Valhalla, some stand from a time before Utgar's conquest began. The coastal city of Old Kallport is one such ruin. Nastralund's oral history recalls it as the first site visited by the Azire Kyrie, the ancestors of many Valhallans with skins of bluish hues such as the healer Kelda and Queen Qhyrion. The accuracy of the folklore's claims is disputed amongst Jandar's many scholars, but the ruins hold a special reverence for all of Nastralund's Kyrie. Those of Jandar's domain hold close tales of a mighty hurricane, one uniting the native Kyrie of Nastralund with their Azire neighbors to withstand the storm. For that reason, Old Kallport's ruins are a symbol of solidarity with all sentient beings for the northern peoples.

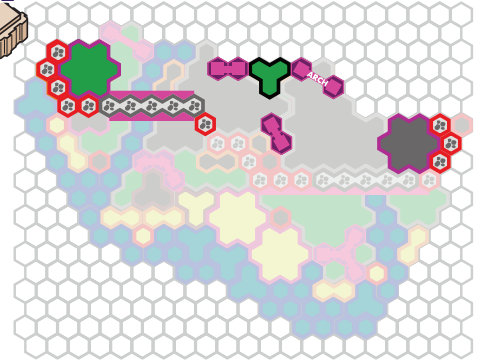
Notice centers and border colors	Grass green centers	Sand tan centers	Rock gray centers
24 space tan borders			
7 space purple borders			
3 space black borders			
2 space orange borders			
1 space red or blue borders			
Special Tiles			
Road red or gray borders, cobblestone centers 		Short Walls pink, must attach to terrain 	
Pillars and Walls pink borders, purple centers 		Water blue borders, blue centers 	



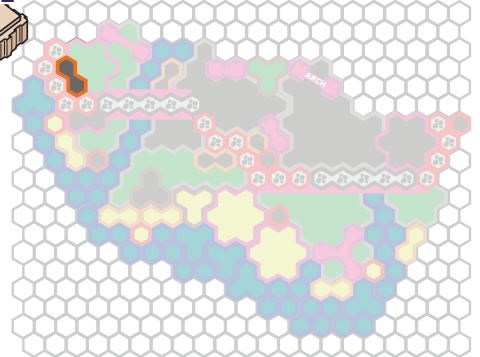
LEVEL 02



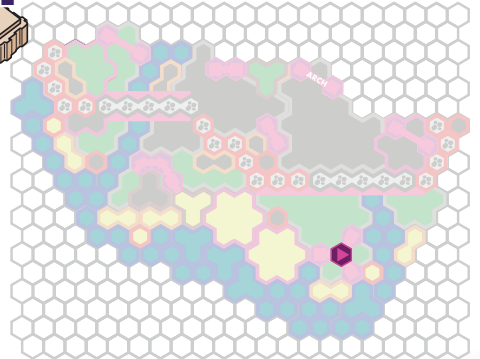
LEVEL 03



LEVEL 04



LEVEL 10



LEVEL 01



Online Scenario 17

Online Scenario 17: Dawn of a New Alliance (Master Game)

The crisp morning air of Nastralund's coast is smothered with smoke and screams. Targeted pirate raids have brought chaos to the northern shores, and Jandar's watchful sentinels are rapidly dispatched to push the scoundrels back into the sea.

As guards spot the Voidwing making a direct approach toward the ancient ruins of Old Kallport, their summons for the might of the army are preempted by the arrival of Raelin and Loviatäk. Bolstering the Kallport guard, the forces of Loviatäk are determined to pour wrath upon the pirates' heads. But despite their shared goals, the forces of Jandar remember far too many years of war, holding Loviatäk's new reign with a dutiful amount of suspicion.

GOAL: Protect or Destroy the Kallport Ancestral Ruins.

SETUP: Choose who will be the Voidwing Player and who will be the Alliance Player. Both players build or draft Armies of 600 points each.

The Alliance Player's Army must include Raelin the Kyrie Warrior, but does not have to pay her points cost.

VICTORY: Each Army has its own special victory condition:

- The Voidwing Crew: Destroy all enemy figures or destroy 10 pillars by the end of Round 6.
- The New Alliance: Destroy all enemy figures or reach the end of Round 6 before the Voidwing Crew destroys 10 pillars

SPECIAL RULES:

Ancestral Ruins

Treat all Laur ruin pillar pieces as if they were Destructible Objects with the following stats and abilities:

Ancestral Ruin

Life: 1

Defense: 6

All parts of the pillar pieces count as hit zones.

When a pillar is destroyed, remove it and any connected wall pieces from the board. If the pillar has another pillar stacked on top of it, destroy and remove that pillar as well.

VOIDWING PLAYER:

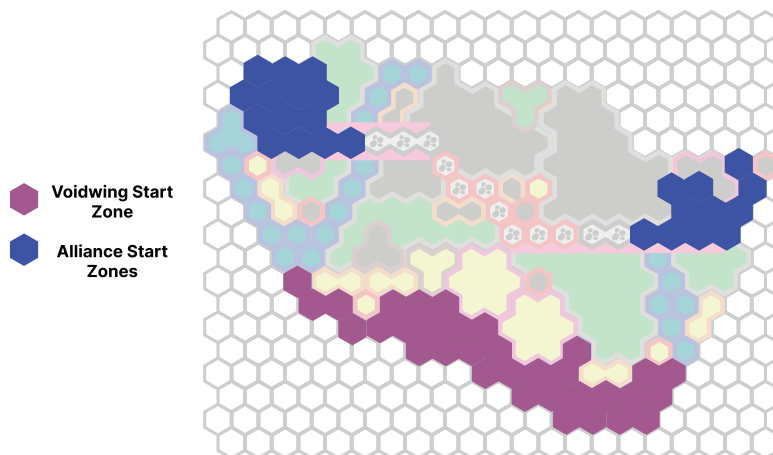
Searat Diving Gear

Pirate, Captain, and Admiral figures controlled by the Voidwing Player do not stop their movement when entering a water space.

Black Powder Bombs

At the start of each round, the Voidwing Player may place the Glyph of Brandar on a space occupied by a figure they control. In addition, at the start of their turn, a Pirate figure with a black Powder Marker may remove 1 Powder Marker from its card to place the Glyph of Brandar on a space occupied by a figure from that card, if the Glyph is not already on the battlefield.

At the end of the round, if the Glyph of Brandar is still on the map, the bomb detonates. Roll 3 attack dice. Each figure within 1 space of the Glyph suffers a wound for each skull rolled this way. Destroy any Destructible Objects within 1 space as well. Remove the Glyph of Brandar after resolving damage to any figures and Destructible Objects affected.



Round Track



Online Scenario 17 (CONTINUED)

ALLIANCE PLAYER:

United Avengers

Raelin and Loviatäk's leadership directs their forces to play into one another's strengths despite their animosity. When a figure the Alliance Player controls attacks an enemy figure, if that enemy figure is adjacent to at least 1 other figure the Alliance Player controls which follows a different general than the attacker, the attacker increases its Attack Value by 1.

Herald of The New Alliance

The Alliance Player may treat any Raelin the Kyrie Warrior in their Army as following both Jandar and Utgar. Raelin counts as following both generals for the United Avengers special rule. Raelin ignores the different general restriction for the United Avengers rule when attacking

Disarming

Instead of attacking on its turn, a figure occupying the Glyph of Brandar may attempt to disarm a placed bomb. Roll the 20-sided die. If the result is 1–6, nothing happens. If it is 7 or higher, the bomb is disarmed and you remove the Glyph from the battlefield.

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