

Vision of Siege

The roar of cannon fire rings through the air, reverberating off the crumbling stone walls of the port city overlooking Vile Cove. Queen Qhyrion crouches behind one such edifice, its surface so pockmarked with bullet holes and scorch marks that it is impossible to tell which are fresh and which were made years ago. Over the din of battle, she shouts commands to the battalion of Blastatrons positioned nearby, their laser fire lighting up the smoke and dust swirling over the shattered streets, down towards the shoreline, where Gladiatrons and Gelryie alike fight desperately to hold back the horde of pirates.

Qhyrion takes an opportunity to survey the situation. In the ruins of what might have once been a temple on a nearby hillside, Skahen and the Nakitas attempt to provide what cover fire they can to the battalion of Gorillinators below, though they are quickly being overwhelmed on multiple sides. Carr, astride the Doggin Dünd, is attempting to rally the melee forces at the port, but for every foe the mighty Sword of Reckoning cuts down, three more pop up in their place.

A deafening blast only meters away breaks Qhyrion's concentration as shards of broken wall and shrapnel rain down. The situation is desperate. There is only so long her forces can hold the line at this rate. Is this really how it ends?

Suddenly, a new, unfamiliar sound echoes from somewhere between her position and the Nakitas. A screeching, metallic roar rends the air as the ground erupts in a hail of stone and debris. An enormous mechanical beast bursts forth, its maw a glowing vortex of brilliant blue flame surrounded by a writhing mass of robotic arms. From the opening, more mechanical beings race forward, long chain-whips ensnaring pirates as they go. Further down the hill, a wave of insectoid creatures pours from similar openings, followed by a gigantic many-legged beast. A multi-limbed rider astride another insectoid creature rushes past.

"Bow before the might of the Lady Revna!!!" it bellows as its twin blades and the enormous horn of its steed make short work of a gang of pirates.

The sound of wings beating overhead catches Qhyrion by surprise, and she whirls around, spear at the ready. A horde of undead Kyrie descends towards the fray from above. Three figures break away, landing carefully amongst the rubble before Queen Qhyrion. She recognizes one from the failed peace summit all those months before, but it is the figure in the middle of the trio that commands her attention, standing head and shoulders above her escort. Her obsidian-feathered wings, though somewhat disheveled, are impressive nonetheless. She wears a black dress adorned with an intricate array of bones. Behind her flows a cape that seems to be fashioned from a pair of large leathery wings. As Qhyrion looks up, speechless, the Valkyrie looks down at her with bright emerald eyes glinting from the skull-like mask shrouding her face.

"Queen Qhyrion, I presume," the Valkyrie states in a melodic, strangely calm voice.

"I am Revna, Lady of Dyrkheim and shepherd of the flock that willingly bears my name..." Her emerald eyes sweep over the battle below, pirates now in full retreat in the face of the terrifying reinforcements. "...I have admired your work from afar for some time now, and I am here to propose a covenant between myself and your general Vydar." She smiles, offering a pale hand. "My people are in need of a homeland, and your lands are lacking in people. I think we have much to offer one another."

Qhyrion regards the Valkyrie for several long seconds before reaching out, slowly, and taking Revna's hand in her own. She pauses for a moment before speaking.

"Then I suppose we have much to discuss."

Map: Ruins at Vile Cove

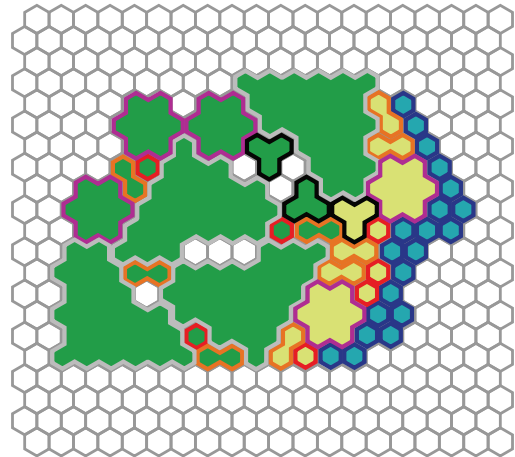


Required sets: Age of Annihilation Master Set (x1), The Urban Lands of Valhalla (x1), and The Ruins at Laur's Edge (x1)

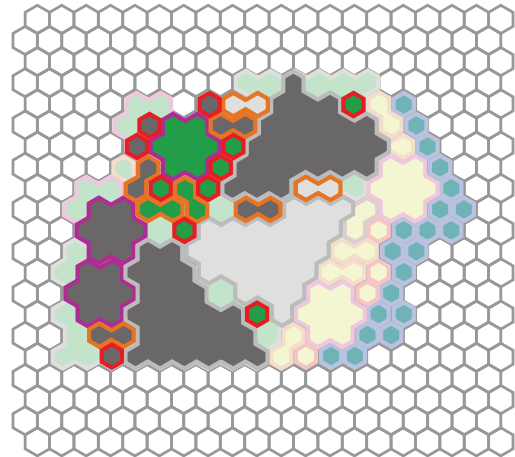
Decades of war have ravaged Valhalla and its denizens. Communities displaced, villages razed, landscapes forever changed. It seems as if every region of the continent has been touched by the conflict brought on by the discovery of the Wellsprings, though perhaps none more than Anund, homeland of the Valkyrie Vydar. Pollution from the Marro infestation has turned the waters flowing from Bleakwoode undrinkable and deadly to crops, villages and cities have been leveled by years of battle, and the landscape is strewn with the rusted husks of fallen Soulborgs. On the shore of Anund, overlooking the crashing waves of Vile Cove, stands the remnants of a fortified village, little more than a skeleton of its former self. Under the command of Queen Qhyrion, Vydar's forces have converted this ruin into a makeshift command post, using its strategic positioning on higher ground and their knowledge of the maze of crumbling walls to their advantage against would-be invaders.

Notice centers and border colors	Grass green centers	Sand tan centers	Rock gray centers	Asphalt dark gray centers	Concrete light 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					
Water blue borders, blue centers 	Fortified Walls pink, sits on top of terrain between hexes 		Pillars and Walls pink borders, purple centers square pillar triangle pillars short wall archway ruin		

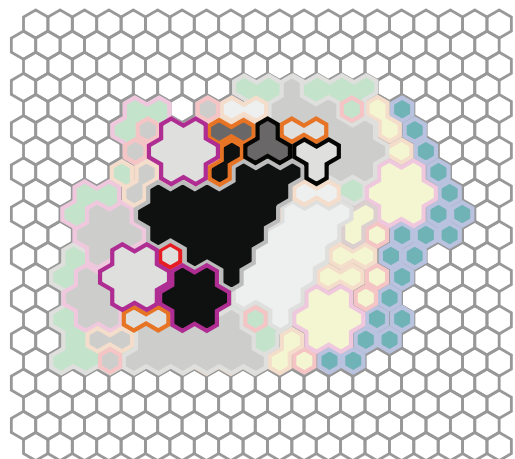
LEVEL 01



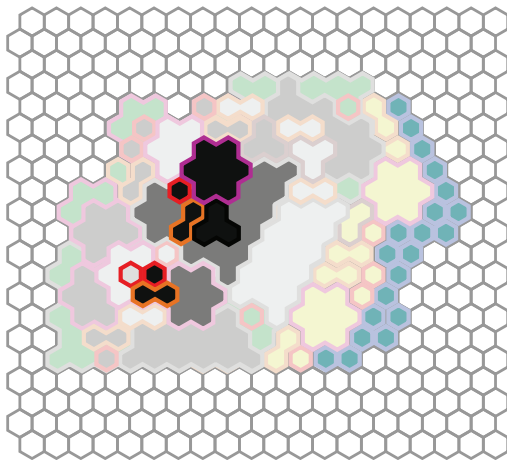
LEVEL 02



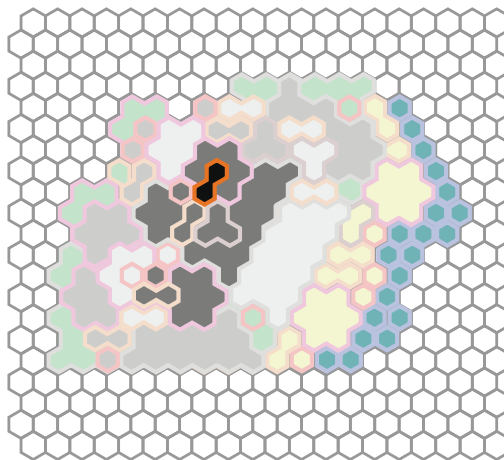
LEVEL 03



LEVEL 04



LEVEL 05



Online Scenario 19

Online Scenario 19: Birth of a Covenant (Master Game)

Many of the surviving civilians of Anund fled to other parts of Valhalla long ago, leaving the land a hollow shell of its former glory. But not all are gone: Queen Qhyrion has held fast and rallied the remaining survivors and Vydar's troops to defend their home. Now, as the pirate fleet launches its surprise assault on the coasts of Valhalla, she and her followers make a desperate last stand to repel the invaders from the sea. Though it lies in ruin, this land is still their home, and it is a home worth defending to the last.

GOAL: Player 1's goal is to prevent Player 2 from capturing both control points on the map. Player 2's goal is to have figures they control on both control points, simultaneously, at the end of a round.

SETUP: Player 1 drafts or brings a 450-point Army and Player 2 drafts or brings a 550-point Army. Player 1 starts in the blue starting zone. Player 2 starts in the brown starting zone. Place any 2 power Glyphs symbol-side up on the locations shown on the map to represent the control points. The Glyphs' normal powers are ignored for this scenario.

VICTORY: Player 1 wins if, at the end of Round 5, they still have figures under their control on the battlefield and Player 2 does not have figures on **both** control points. Player 2 wins if, at the end of any round, they have figures they control on both control points or if they are the only player with figures left on the board at any point during the game.

SPECIAL RULES:

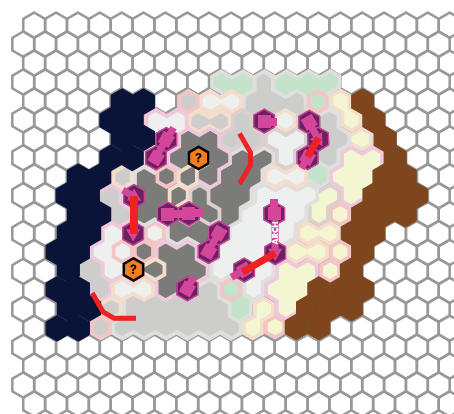
Debris

Moving a figure onto an asphalt space costs 1 additional movement.

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Destructible Objects



Crumbling Ruins

The Laur wall sections marked on the map instructions and both fortified wall pieces count as Destructible Objects with the following stats. When a fortress or Laur wall section receives enough wounds to be destroyed, remove it from the battlefield. Be sure to leave the Laur wall connectors (pillars) in place when removing wall sections.

Falling Debris – Whenever a figure adjacent to a Crumbling Ruin is targeted for a normal or special attack, that Ruin is also affected and the defending player must roll defense dice for the Wall as well. When a Crumbling Ruin is destroyed, all adjacent figures must roll a number of attack dice equal to their Defense Value. If at least 1 shield is rolled, nothing happens, otherwise that figure takes one wound.



DEFENSE 4

