



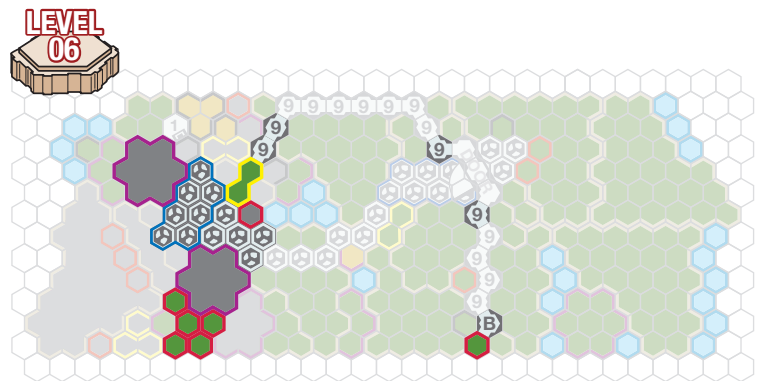
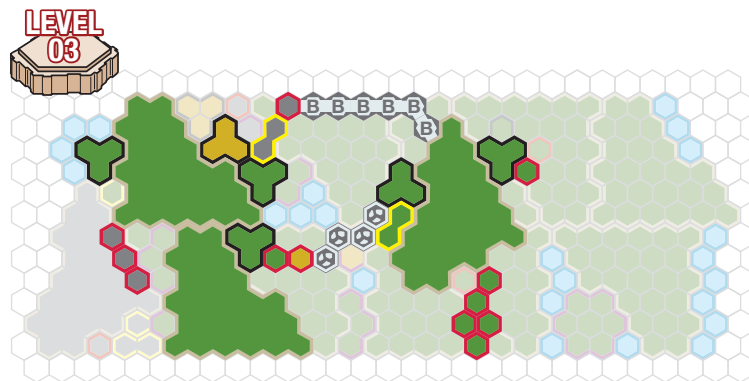
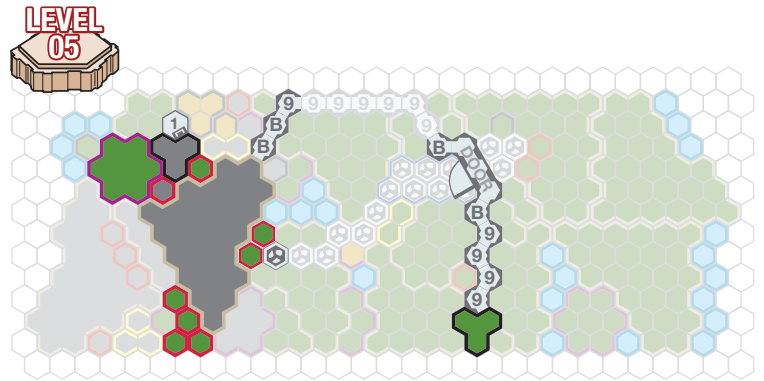
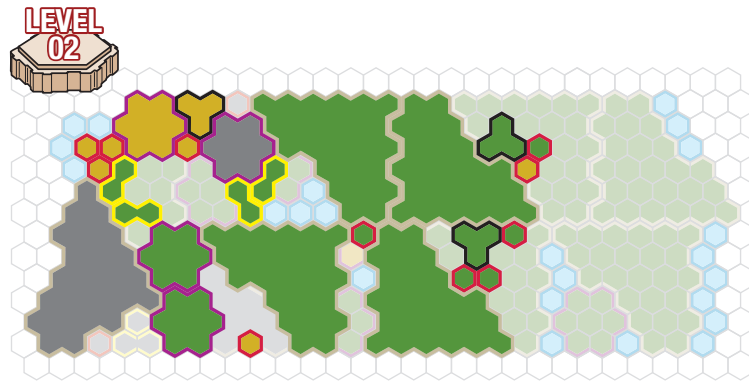
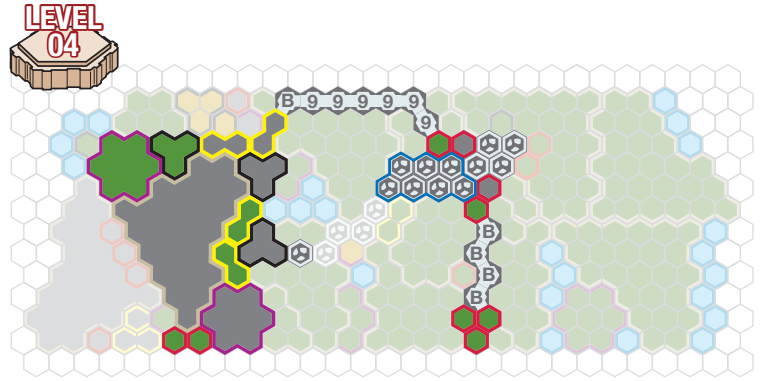
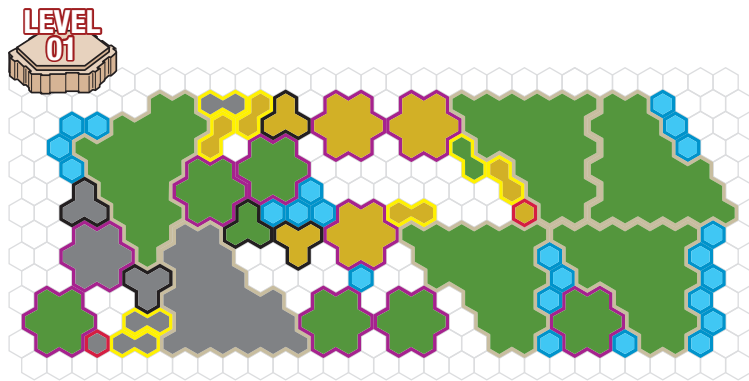
ONLINE EXCLUSIVE BATTLEFIELDS



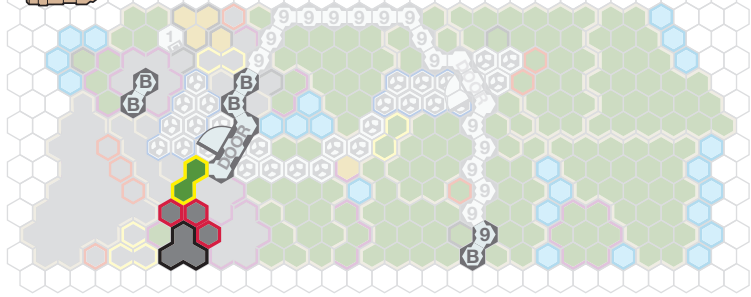
AARYGLYNN BATTLEFIELD

Required Sets: (2) Rise of the Valkyrie Master Sets and (2) Fortress of the Archkyrie Sets.

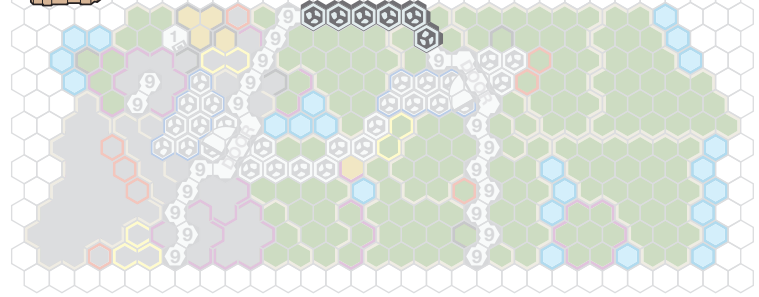
Aaryglynn is a stronghold located at a crossroad that leads to a small wellspring which seems to become more powerful with every new season. What was once a welcoming place for weary travelers is now a hostile, heavily-guarded fortress. So protective of its territory is Aaryglynn that it routinely dispatches an Army of elite, battle-hardened warriors to expand its borders and annihilate all enemy Armies that cross its path. While other castles look to form alliances with their neighbors, Aaryglynn defiantly remains isolated, creating an increasing distrust among all within reach of the powerful Aaryglynn Army. Those who would enjoy the destruction of Aaryglynn know that it is wise to fear their Army, and to whisper its name only in secret conversation.



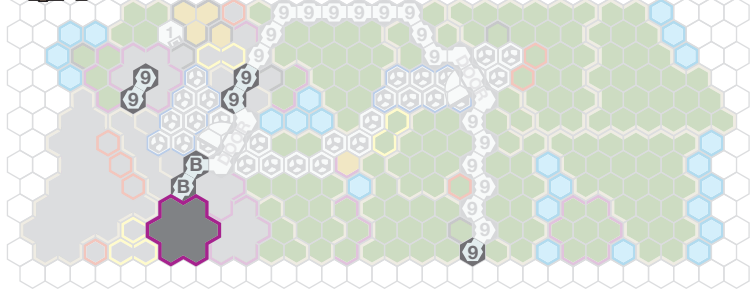
LEVEL 07



LEVEL 13



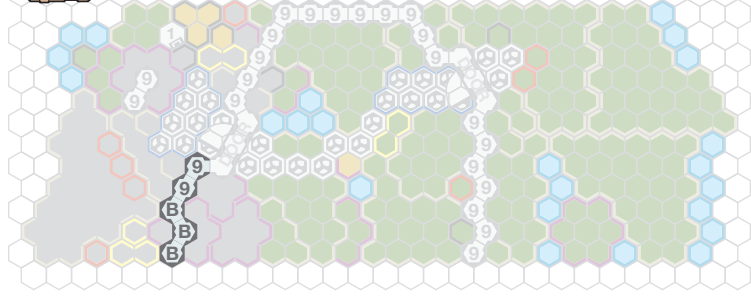
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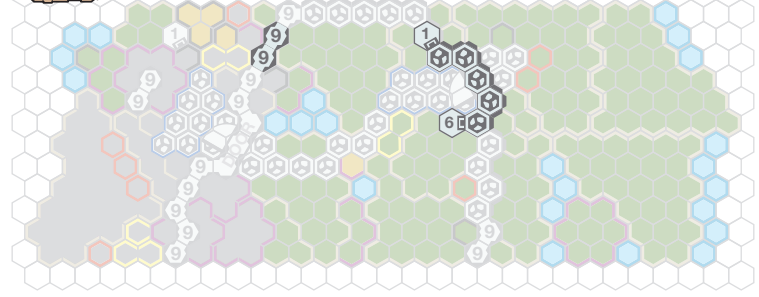
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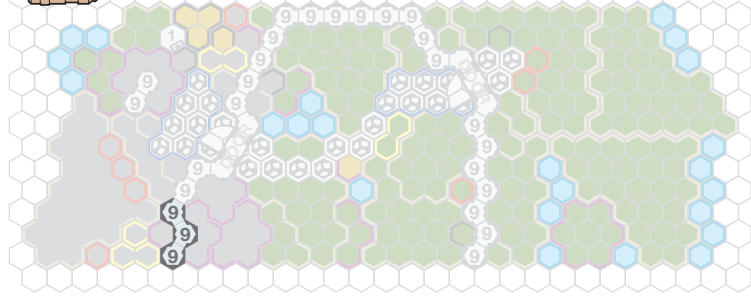
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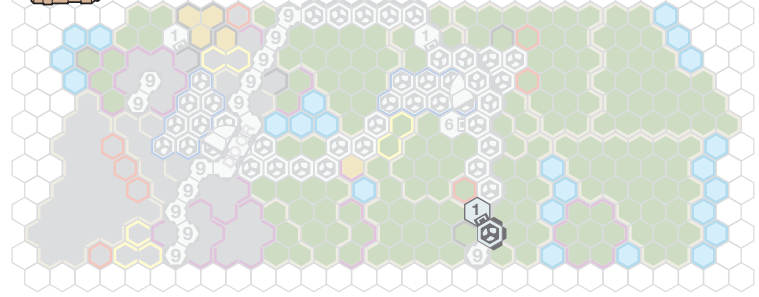
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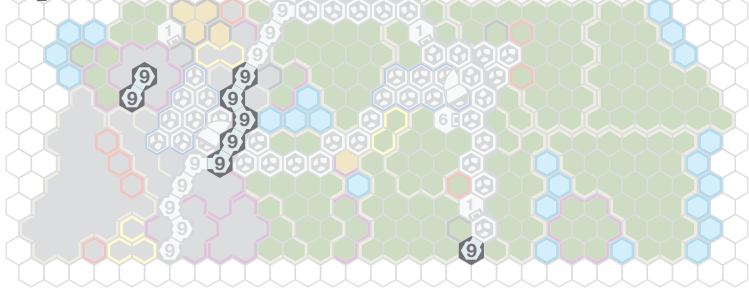
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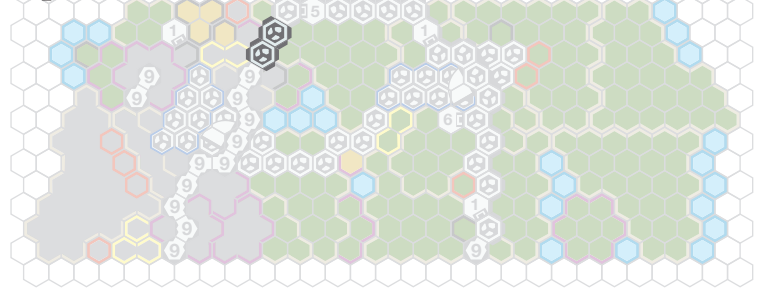
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LEVEL 17



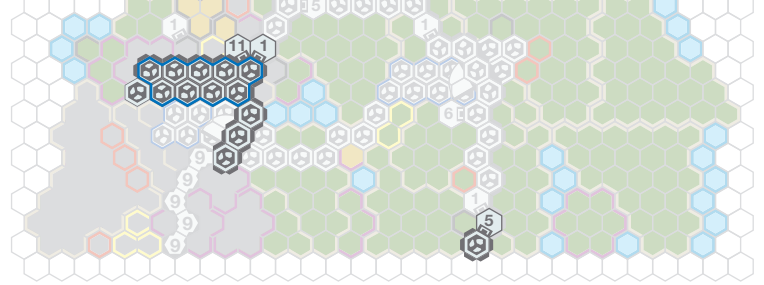
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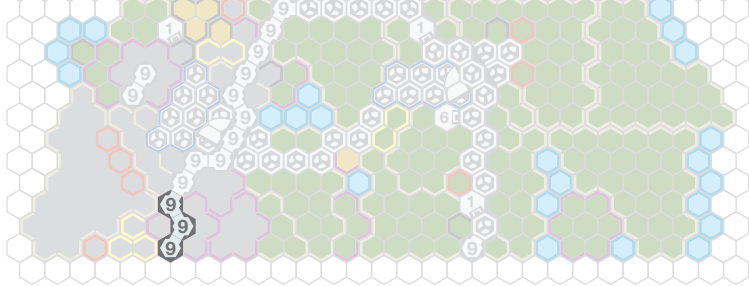
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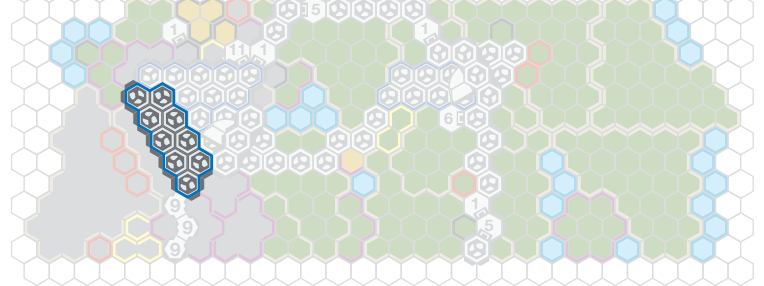
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LEVEL 19



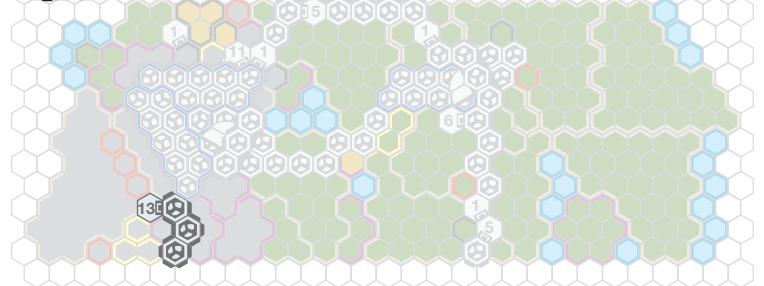
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LEVEL 23



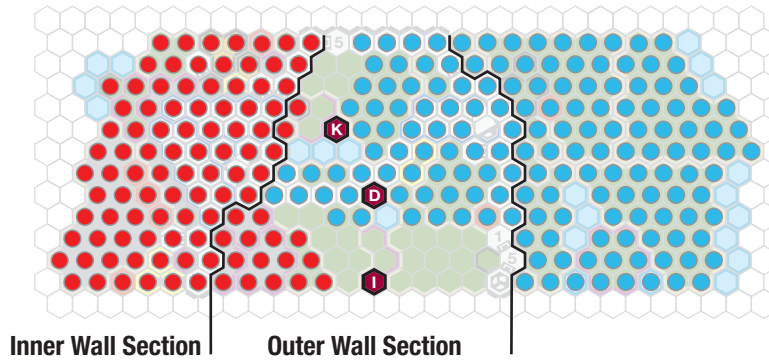
LEVEL 28





ONLINE EXCLUSIVE GAME SCENARIOS

AF1: The Battle for Aaryglynn



MASTER GAME – The Battle for Aaryglynn

Required Sets: (2) Rise of the Valkyrie Master Sets, (2) Fortress of the Archkyrie Sets. (3 or 4 Players)

A decoy force has lured Aaryglynn to send out an elite battle-hardened Army. Now the surrounding territories can converge on a less-powerful fortress defense. Despite this large converging alliance, the allied Armies are wary of what awaits them behind the fortress walls. The size and strength of the Aaryglynn force is unknown. Although the allied Armies have easily breached the outer walls, the battle for Aaryglynn has only just begun.

Player 1's Goal: Take back the Outer Wall Section of Aaryglynn or destroy all of your opponents' figures.

Players 2, 3, & 4's Goal: Take control of the Inner Wall Section or destroy all of your opponent's figures before the end of the 12th round.

Setup: Place the glyphs power-side up as shown. Place 5 wounds on the Inner Wall Door Card.

Three Players: Player 1 drafts or brings a pre-made 800-point Army. Players 2 and 3 each draft or bring a pre-made 1000-point Army. Player 1 starts in the Red Starting Zone, including any open spaces under Wall Walk Spaces or overhangs in the Inner Wall Section. Players 2 and 3 start in the Blue Starting Zone, including any open spaces under Wall Walk Spaces of the Outer Wall Section. Players 2 and 3 are considered friendly to each other.

Four Players: Player 1 drafts or brings a pre-made 900-point Army. Players 2, 3, and 4 each draft or bring a pre-made 700-point Army. Player 1 starts in the Red Starting Zone, including any open spaces under Wall Walk Spaces or overhangs in the Inner Wall Section. Players 2, 3, and 4 start in the Blue Starting Zone, including any open spaces under Wall Walk Spaces in the Outer Wall Section. Players 2, 3, and 4 are considered friendly to each other.

Special Rules: The Door in the Blue Starting Zone (Outer Wall Section) starts in the open position and is controlled by the player who occupies Door Space #4. The Door in the Red Starting Zone (Inner Wall Section) is controlled by Player 1 and starts in the closed position.

Victory: Player 1 wins immediately if there are no opponents' figures within the Outer Wall Section and the Inner Wall Section. Player 1 may also win if all opponents' figures are destroyed.

At the end of any round, Players 2, 3, and 4 win, if they have more figures within the Inner Wall Section than Player 1. They may also win if all of Player 1's figures are destroyed.

If no player has achieved victory by the end of the 12th round, the elite battle-hardened Aaryglynn Army returns to defend their castle and destroys all the attacking armies. Player 1 wins.

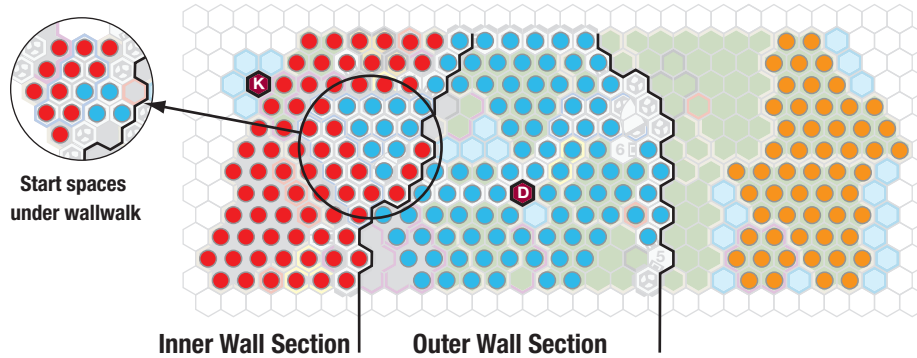
ROUND
MARKER
TRACK





ONLINE EXCLUSIVE GAME SCENARIOS

AF2: Total Destruction at Aaryglynn



MASTER GAME – Total Destruction at Aaryglynn
Required Sets: (2) Rise of the Valkyrie Master Sets, (2) Fortress of the Archkyrie Sets. (2, 3 or 4 Players)

The Door to the Inner Wall has been destroyed and the wallwalks have been breached. Aaryglynn now stands at the threshold of defeat. The attacking Armies, sensing a victory, charge headlong into the Inner Wall – oblivious to the return of Aaryglynn's Army of elite, battle-hardened warriors just beyond the Outer Wall. In this battle, nothing but total destruction awaits for one Army.

Goal: Destroy all of your opponents' figures within the Inner Wall Section and Outer Wall Section of Aaryglynn.

Setup: Place the Glyphs power-side up as shown. Remove the Door in the Inner Wall Section.

Two Players: Players 1 and 2 each draft or bring a pre-made 1500-point Army. Player 1 starts in the Red and Orange Starting Zones and must place at least 700 points of figures in the Orange Starting Zone. Player 2 starts in the Blue Starting Zone.

Three Players: Players 1 and 3 each draft or bring pre-made 600-point armies and play as Team 1. Player 2 drafts or brings a pre-made 1800-point Army and plays as Team 2. Player 1 starts in the Red Starting Zone. Player 2 starts in the Blue Starting Zone. Player 3 starts in the Orange Starting Zone. Players 1 and 3 are considered friendly to each other.

Four Players: Each player drafts or brings a pre-made 750-point Army. Player 1 starts in the Red Starting Zone. Players 2 and 3 start in the Blue Starting Zone. Player 4 starts in the Orange Starting Zone. Players 1 and 4 play as Team 1 are considered friendly to each other. Players 2 and 3 play as Team 2 are considered friendly to each other.

Special Rules: The Door in the Blue Starting Zone (Outer Wall) starts in the open position. No player controls the Door at the start of the game. Place the Door's Army Card off to the side of the battlefield until a player lands on Door Space #4. Control of the Door then plays as normal.

Victory: At the end of any round, a player/team wins if no opponent's figures are within the Outer Wall Section and the Inner Wall Section of the battlefield.

If no player/team has achieved victory by the end of the 12th round, each player/team counts the number of figures still alive within the Inner and Outer Walls of the Castle. The player/team with the most figures wins the game. If there is a tie, the player(s)/team defending Aaryglynn wins the game.

ROUND
MARKER
TRACK

