

# Mt. Aracarta Battlefield

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*Beauty is in the eye of the beholder. Mt. Aracarta is one of the many active and inactive volcanos and mountains forming the Great Divide along the Volcarren faultline. This mountainous range and it's passes have seen many heated battles in the wars over the wellsprings. However no general is foolhardy enough to wage war near the active volcanos, and Mt Aracarta is no exception, with it's glowing magna flowing directly into the sea creating an intense sauna shimmering in the sun light it truely is a sight to behold.*

LEVEL  
01



LEVEL  
02



LEVEL  
03



LEVEL  
04



LEVEL  
05



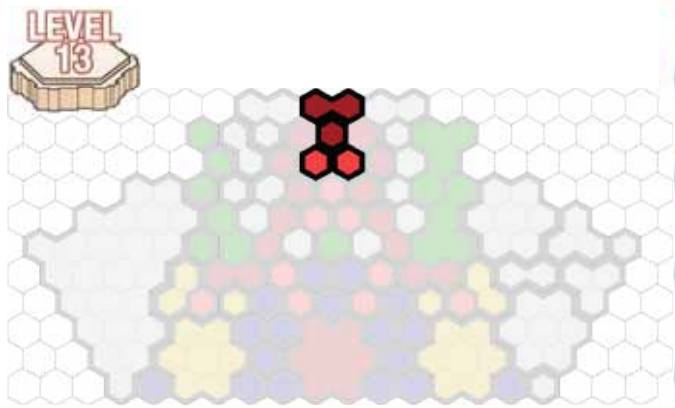
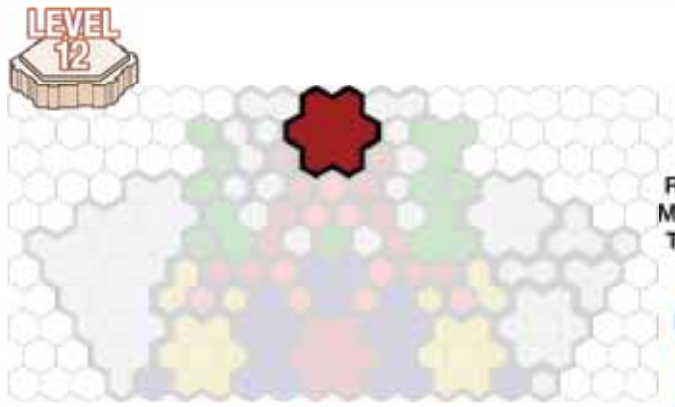
LEVEL  
06



LEVEL  
07



# Mt. Aracarta Scenarios



## MASTER GAME - Volcano's Edge

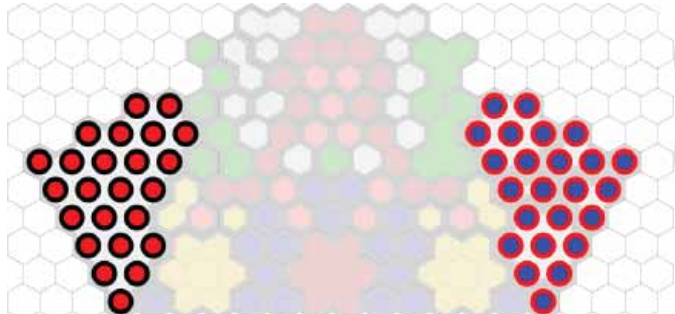
(2 players)

Required Sets: RotV Master Set & Volcarren Wasteland

*Mt. Aracarta is the last place you would expect to find yourself, but some reckless general thought they could sneak around the end of the divide in an effort to attack from the rear. So here you are at the end of the divide facing off, two great armies with little more than footholds between you and charcoal. This is your battlefield, now let's hope your strategy is strong. Only decisive moves will prove the victor this day.*

**Goal:** Destroy the opposing army attempting to strike a path around the divide at Mt. Aracarta, and watch your step!

**Two players:** Each player drafts or brings pre-made 500-point armies.



One player starts in the red starting zone; the other player starts in the blue starting zone.

**Victory:** When the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 12, then the game is over and the player with the most points on the battlefield wins (see **Scoring**, page 14 in the *Master Game Guide*).

ROUND  
MARKER  
TRACK

