

Precipices Collide Battlefield



Not even mountains can withstand the march of Time. Once a single magnificent mountain whose name has been lost through the ages. Now it stands as three eroded mountains, fallen upon themselves as if trying desperately to cling-on to their once magnificent stature. Often overlooked due to it's proximity of the ocean, scouts have recently discovered it's true hidden beauty. It is now destined to become the marred but the ugliness of war.

LEVEL
01



LEVEL
02



LEVEL
03



LEVEL
04



LEVEL
05



LEVEL
06



LEVEL
07



Precipices Collide Scenarios



MASTER GAME - Seize the Prize

(2 players)

Required Sets: RotV Master Set & Marvel Set (Marvel pieces maybe substituted as they are only used to build up the battlefield)

With the endless struggle over the known wellsprings taking toll on all factions, a chance discovery of an unclaimed wellspring has two Generals eager to claim the prize. The Generals send a small advanced army ahead to claim the wellspring. The battle has become a race where the victor maybe the last one standing.

Goal: Be the first to hold the wellspring (signified by the Glyph of Brandor) for 3 turns.

Setup: Place the Glyph of Brandor power side up where shown.



Two players: Each player drafts or brings pre-made 300-point armies.

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

Special Rules: When a figure is standing on the Glyph of Brandor they receive; + Attack, +1 Defence, & +1 Range.

Victory: The player to have a figure on the glyph of Brandor for three consecutive turns is victorious. Or the player that still has figures on the battlefield when their opponents figures has all been defeated.

ROUND
MARKER
TRACK

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12

Precipices Collide Scenarios

MASTER GAME - Winners Hold the Prize

(2 players)

Required Sets: RotV Master Set & Marvel Set (Marvel pieces maybe substituted as they are only used to build up the battlefield)

With the race now won, a hush falls over the battlefield. The surviving combatants, weary, sore & tired, feel a thickness in the air. Looking around they breathe easy as they realise their reinforcements have arrived. Relief is short-lived as they too soon realise the enemies reinforcements have arrived also. The sinking feeling is back as they straighten their armour & arm themselves once more. This is going to be all out war & judging by the size of the armies it will end in a blood-bath.

Goal: Destroy all of your opponents figures.

Setup: Battlefield (from the Seize the Prize) remains unchanged & all surviving figures remain where they are. All surviving figures remove one wound marker if they have any.

Two players: In addition to any surviving figures still on the battlefield each player drafts or brings pre-made 600-point armies. These armies cannot contain any figures previously destroyed during Seize the Prize battle.

Players additional armies start in the starting zones set out during Seize the Prize battle.



Special Rules: When a figure is standing on the Glyph of Brador they receive; +1 Attack, +1 Defence, & +1 Range.

Victory: When the other side has no figures left on the battlefield, you win. If the battle reaches round 12, then the battle is over and the player with the least points (see **Scoring**, on page 14 in the *Master Game Guide*) retreats. The remaining player is the victor.

Scenarios

ROUND
MARKER
TRACK

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- 2
- 3
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- 11
- 12

Scenarios

ROUND
MARKER
TRACK

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12

Scenarios

ROUND
MARKER
TRACK

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