

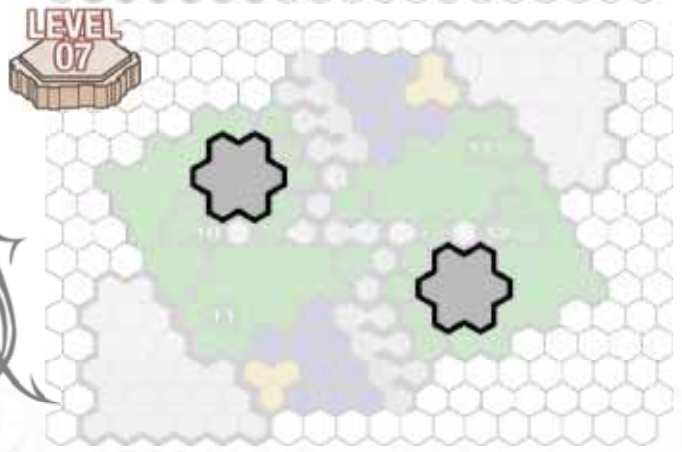
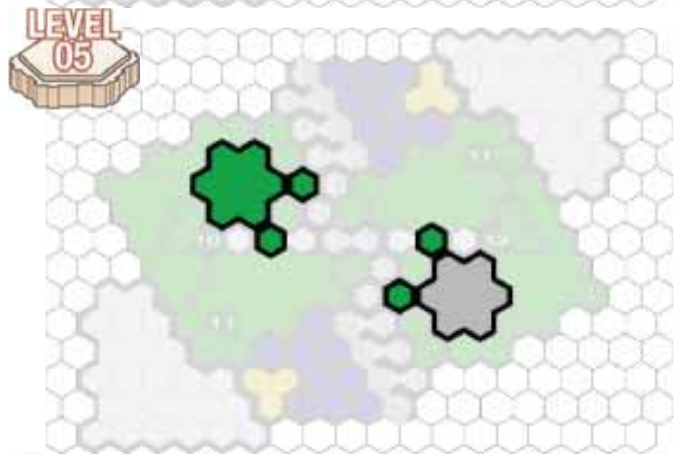
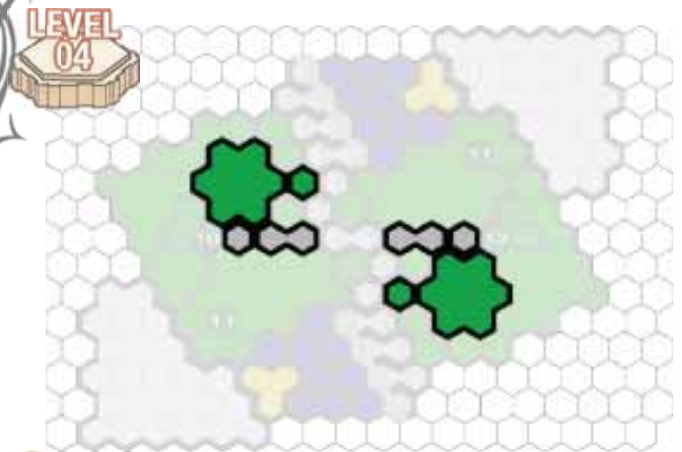
Twin Peaks Valley Battlefield

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Time doesn't heal all wounds. Valhallan roads were at one time something to be proud of, but in these war ravaged times they are just ruins, decaying like the many corpses that litter the country side.

Twin Peaks Valley is the only break in the river for many miles. Acting as a land bridge the road through these time worn hills has seen better days.



Twin Peaks Valley Scenarios

MASTER GAME - Hold the Line

(2 players)

Required Sets: RotV Master Set & RTTFF Expansion Set

War after war ravages every part of Vahalla and Twin Peaks Valley is no exception. Twin Peaks Valley is small and has little strategic value to winning any campaign, however it is significant in the fact that a small army can cross the river at this point to ruin even the best laid battle plan.

Any General worth his salt knows that their battle plan must include a contingency for holding Twin Peaks Valley. Forget this and you'll be going home on your shield!

Goal: Destroy opposing force at Twin Peaks Valley.

Two players: Each player drafts or brings pre-made 400-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 or team with the most points on the battlefield wins (see **Scoring**, on page 14 in the *Master Game Guide*).

ROUND
MARKER
TRACK

