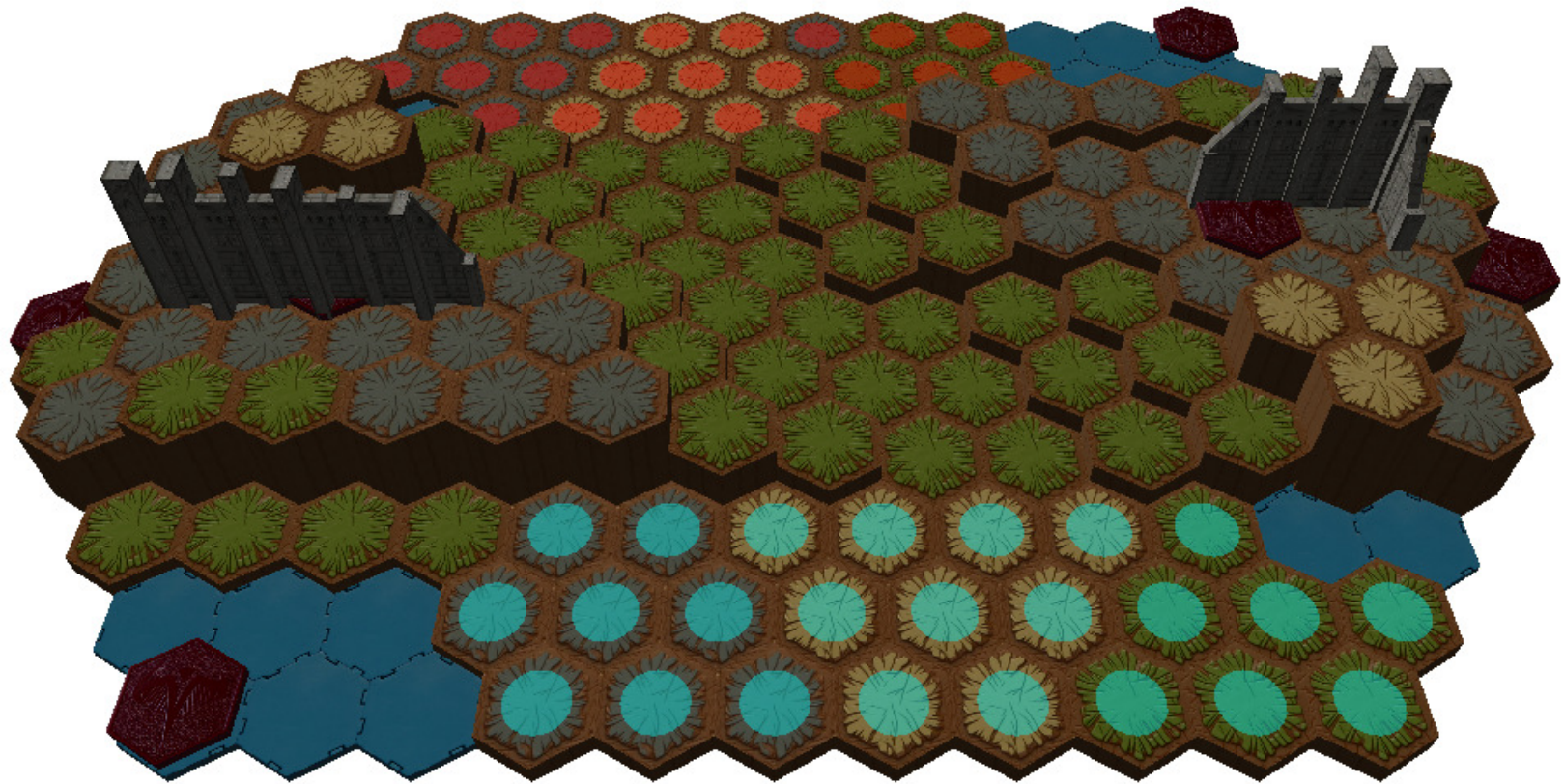
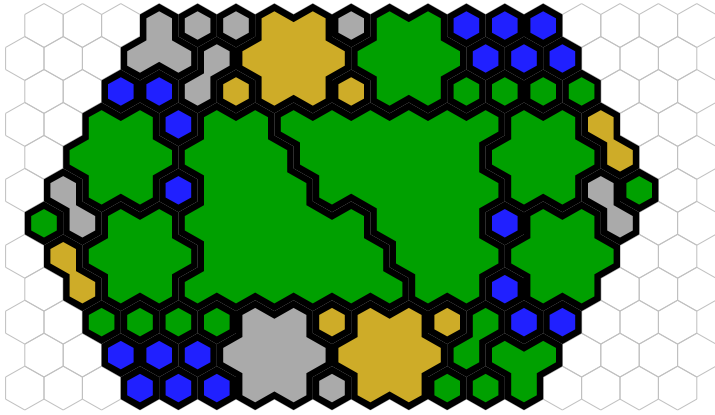


Rift Between Ruins

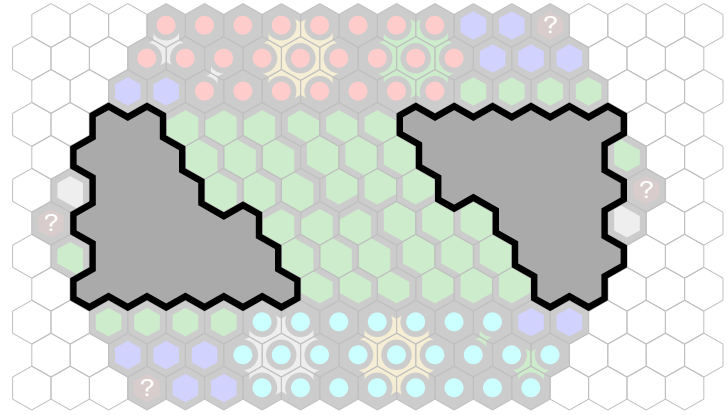


Author: Skylord163

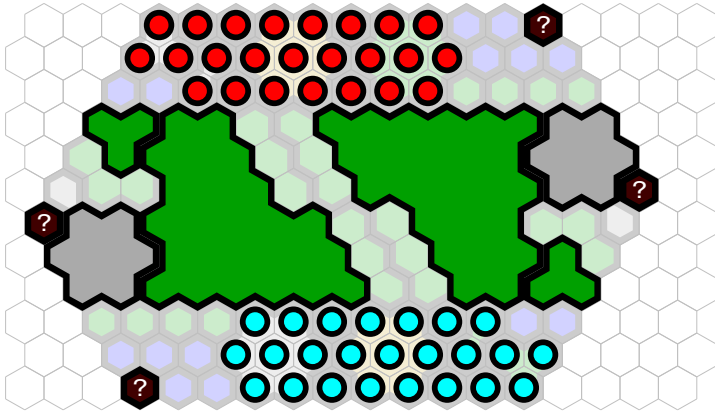
Level: 1



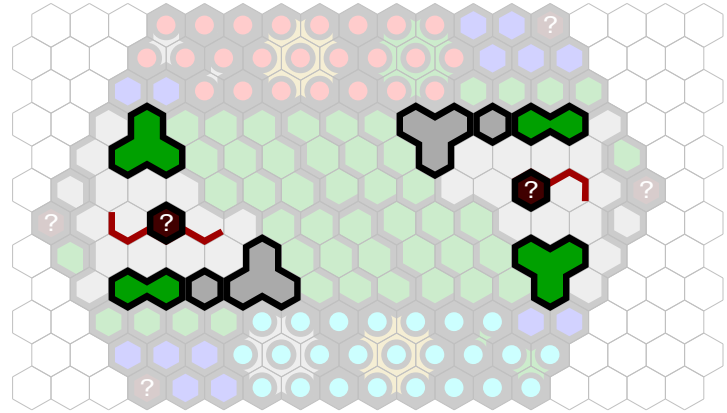
Level: 4



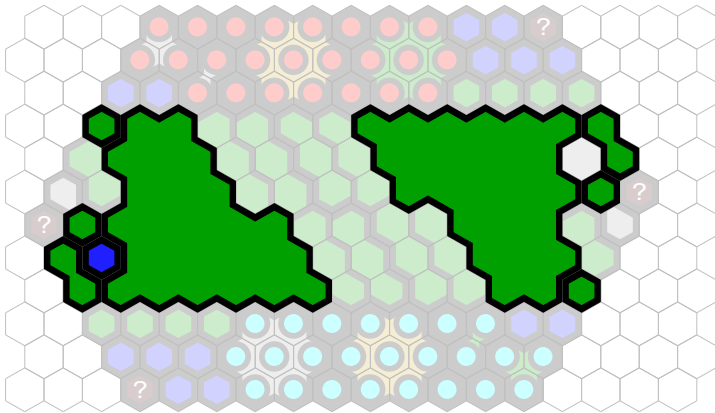
Level: 2



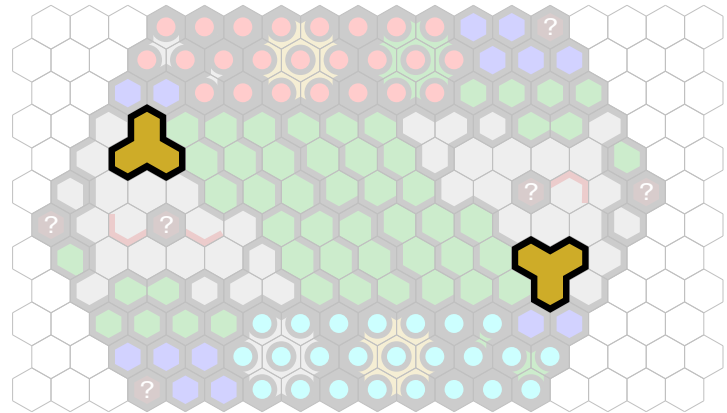
Level: 5



Level: 3



Level: 6



Number of players: 2

Size: 28.85x18.67 inch

Grass 1 : 16	Grass 2 : 5	Grass 3 : 5	Grass 7 : 5	Grass 24 : 6
Rock 1 : 6	Rock 2 : 3	Rock 3 : 3	Rock 7 : 3	Rock 24 : 2
Sand 1 : 4	Sand 2 : 2	Sand 3 : 2	Sand 7 : 2	Water 1 : 21
Warehouse Ruin 2 : 1	Warehouse Ruin 3 : 1	Unknown Glyph : 6		

Map: Rift Between Ruins by Skylord163 (28.85" X 18.67")

Uses: 1 Rise of the Valkyrie (ROTV)

Seven Configurations For Random Glyph Placement

- * 2 Glyphs: Ravines Only, Pools Only, or Walls Only
- * 4 Glyphs: Ravines & Pools, Ravines & Walls, or Pools & Walls
- * 6 Glyphs: Ravines, Pools, and Walls

Historical Note: The first tournament use of this battlefield featured four Glyphs randomly placed in the Ravines & Pools configuration. I recall that the four glyphs used were from the ROTV set, with the fun surprise being the appearance of Mitsosoul in a pool:

- * Astrid (Attack +1),
- * Gerda (Defense +1),
- * Mitsosoul (Massive Curse: roll 1d20 for each figure on battlefield, destroy figure on a 1), and
- * Valda (Move +2)