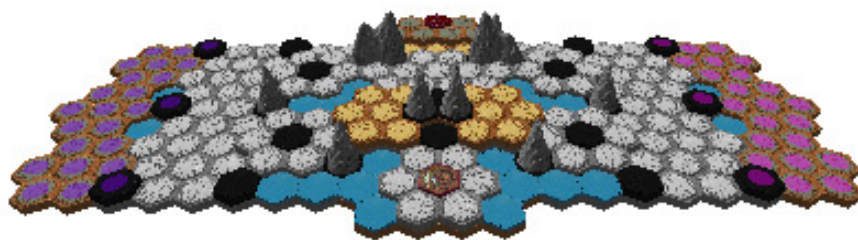
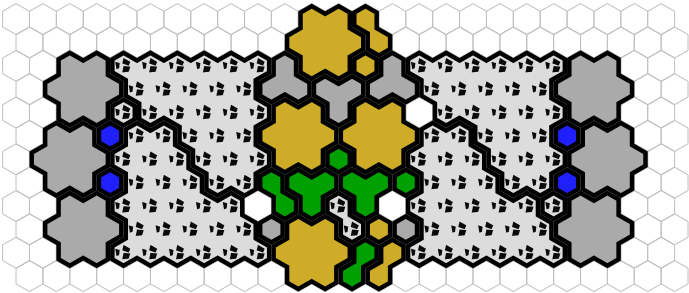


Hade's Gate

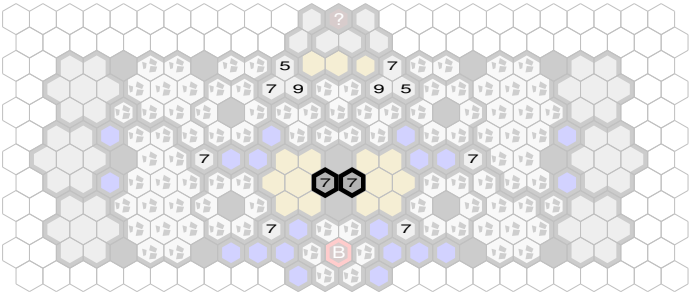


Author : MegaSilver

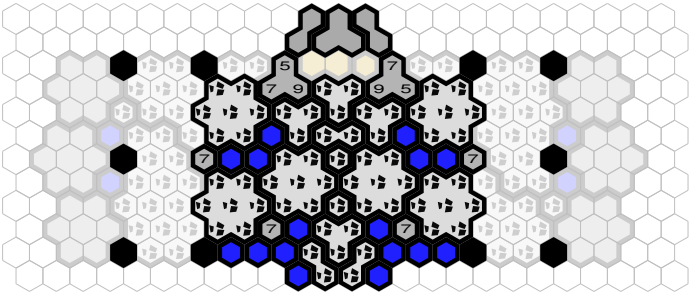
Level : 1



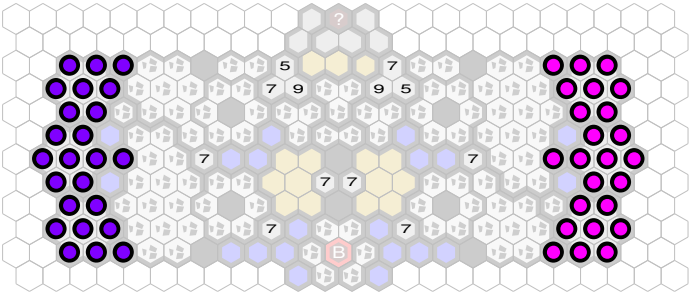
Level : 4



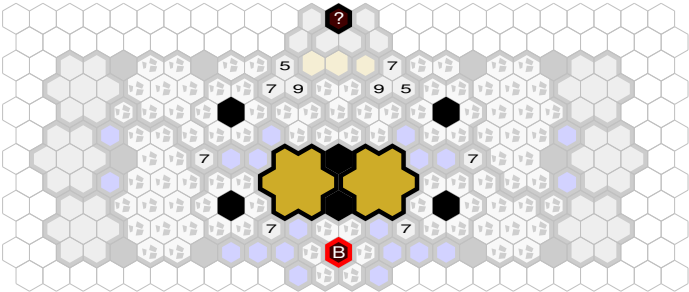
Level : 2



Start



Level : 3



Number of player : 2

Size : 23.00x11.00 hex

Grass 1 : 2
Rock 3 : 4
Water 1 : 20
Dungeon 1 : 4
Outcrop 1 : 6

Grass 2 : 2
Rock 7 : 6
Unknown glyph : 1
Dungeon 2 : 4
Outcrop 3 : 2

Grass 3 : 2
Sand 1 : 2
Brandar glyph : 1
Dungeon 3 : 4

Rock 1 : 2
Sand 2 : 2
Shadow 1 : 6
Dungeon 7 : 6

Rock 2 : 2
Sand 7 : 6
Shadow 2 : 10
Dungeon 24 : 4

Requires 2 DnD (BftU) master sets.

400-600 pt armies, start in violet and purple zones.

Brandar represents a random, symbol-side up Treasure Glyph.

Treasure Trap: Roll the 20d. On a roll of 1-5, leave the T Glyph symbol-side up, and your turn immediately ends. Your opponent may immediately take a turn with their X order marker, whether or not it has already be revealed. On a 6-20, you may pick and place the T Glyph on the card of the Hero that landed on the glyph, and finish your turn.

The other gylph represents a randon, normal glyph, symbol side up.

MegaSilver