

Ember Canyon Road (v2) – by Homba (April, 2007)

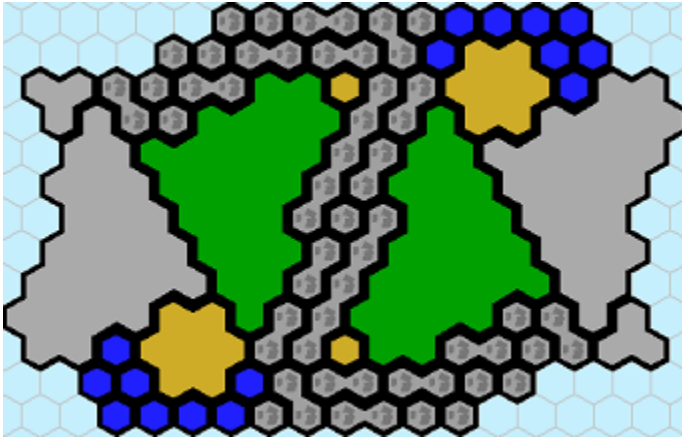
Modified to version 2 for submission to the Battlefields of Valhalla project. The original [Ember Canyon Road](#) has slightly greater materials requirements (2 VW + odd 1 & 2 hex booster pieces), however the two maps are virtually identical. (ECR was inspired by Khanbob42's [Roadkill](#).)

Requires: 1 Original Master Set, 2 RttFF (Bridge/Trees), 1 VW (lava)

Start Zones: 29 as shown. (26+ in practice, readily adaptable with booster tiles.)

Questions/Comments: Post in [Homba's Maps & Scenarios](#) thread on Heroscapers.com, PM me there, or [email me](#).

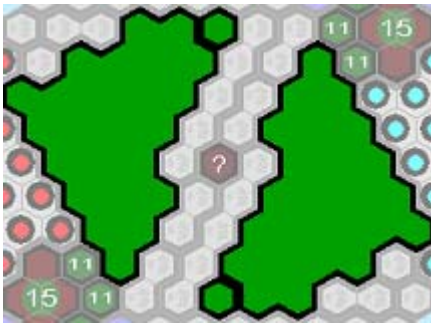
Level 1



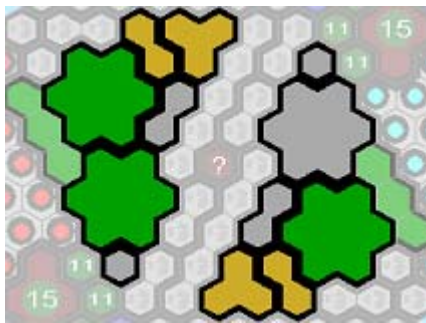
Level 2*



Level 3



Level 4



Level 5



Level 6



Level 7



Level 8



Level 9 (just glyphs)



***Note, Level 2 (Start Zone Markers):** The first two road tiles on each end of the road are included in the Start Zones.

***Note, Levels 6-8 (Molten Lava):** The lighter shaded (pinkish) tiles are molten lava.