

Paragon Mountain – by Homba (September, 2007)

Only those who have mastered every aspect of the Art of War will prevail among the long shadows of Paragon Mountain.

Designed for: 1 vs. 1, team, and tournament play. (Stairs climbable by 2-space figs with a base move of at least 6.)

Requires: 1 Original (Rise of the Valkyrie) Master Set, 2 RttFF (Bridge/Road/Trees), 1 TT (Ice/Snow/Glacier), plus the Wave 1 booster tiles, those being: 6 x 2-hex grass, 4 x 1-hex rock, 4 x 1-hex sand.

Start Zones: 32 as shown.

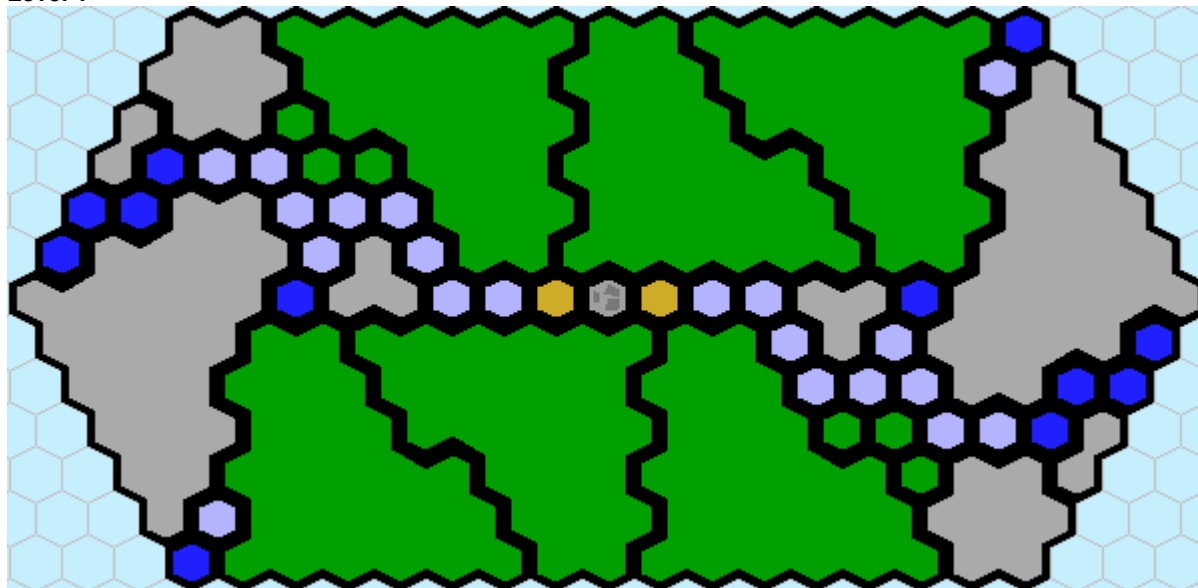
Ice: Use “Normal Ice” (no movement penalty).

Glyphs: Place a glyph at each glyph location. Face up / down, and type at the Tourney Director’s or players’ discretion.

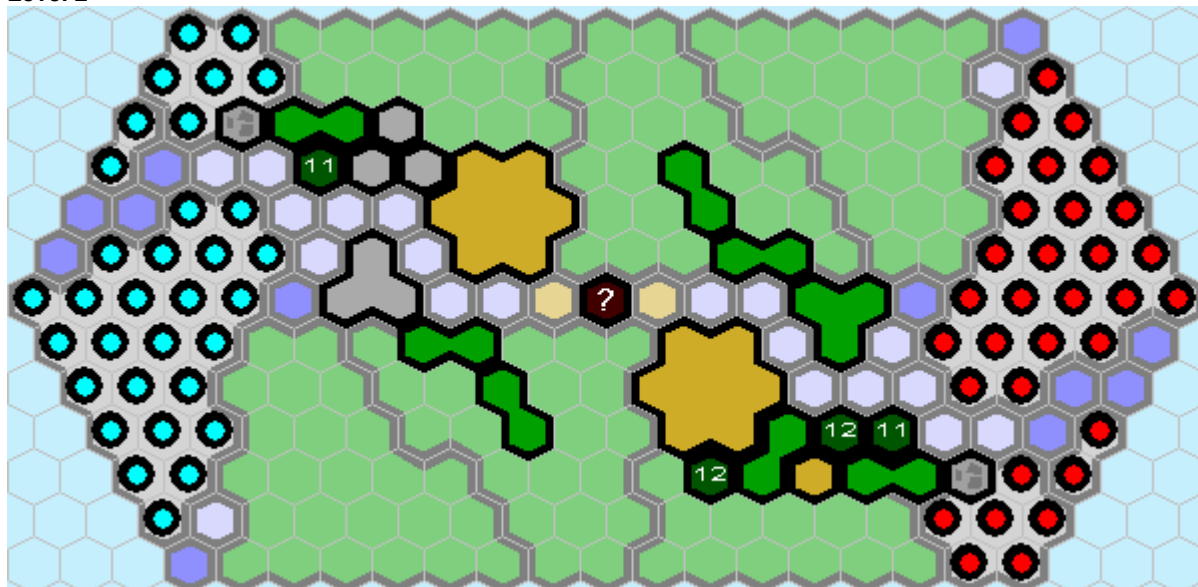
Questions/Comments: Post in [Homba’s Maps & Scenarios](#) thread on Heroscapers.com, PM me there, or [email me](#).

Thanks: [VirtualScape](#)

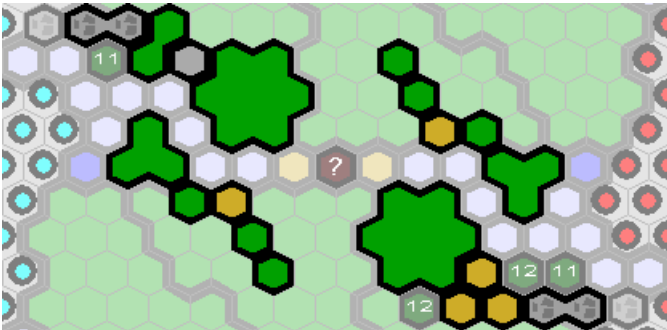
Level 1



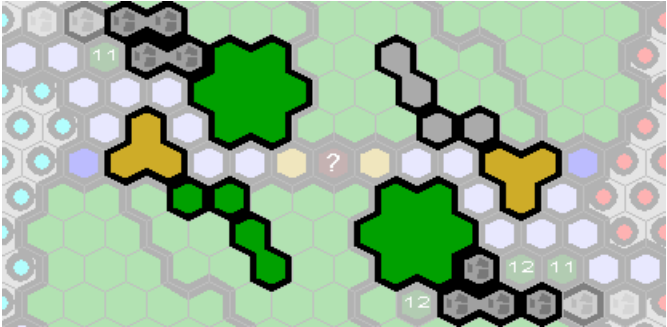
Level 2



Level 3



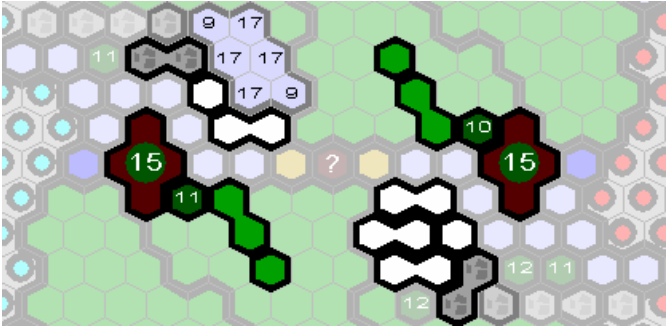
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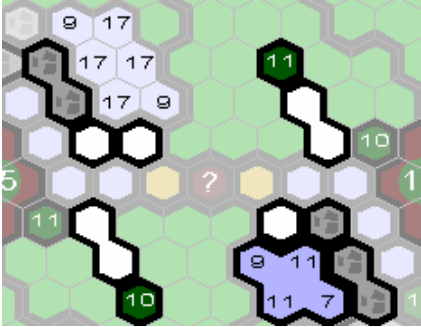
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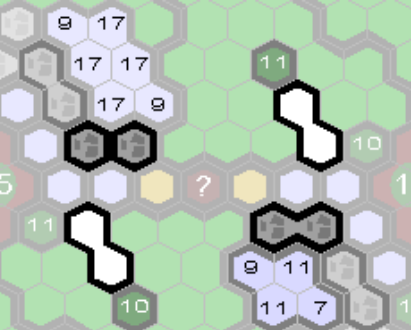
Level 6



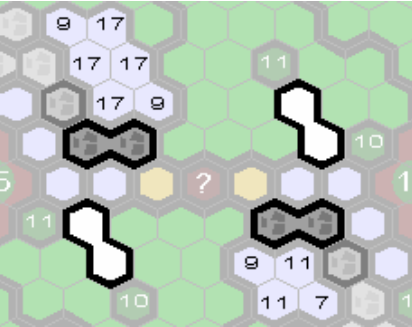
Level 7



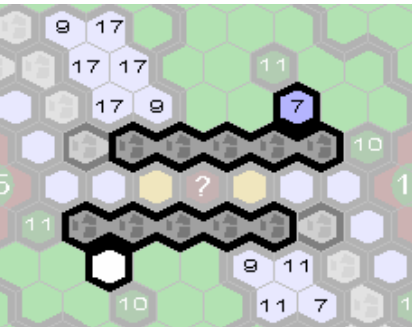
Level 8



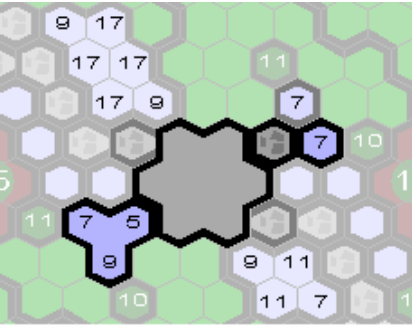
Level 9



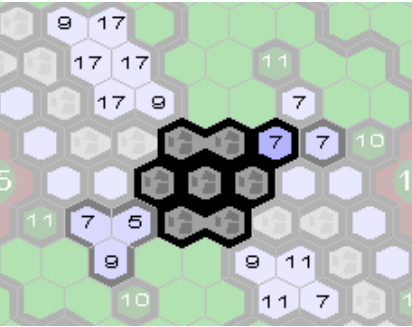
Level 10



Level 11



Level 12



L13 (the glyph)

