

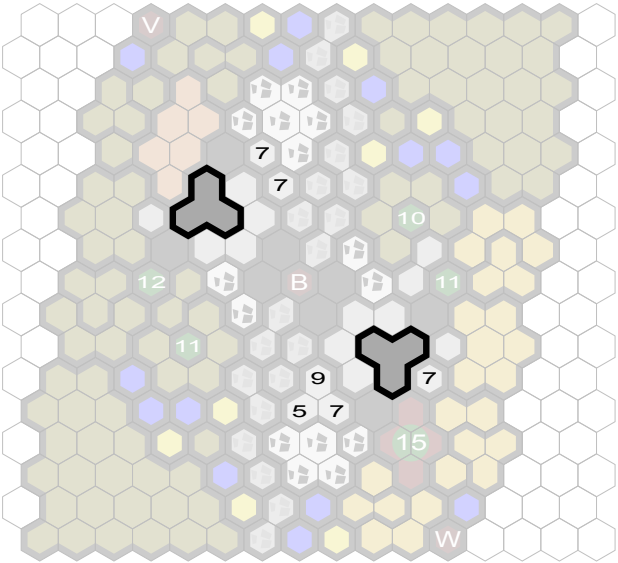
# Jotun Tripped...

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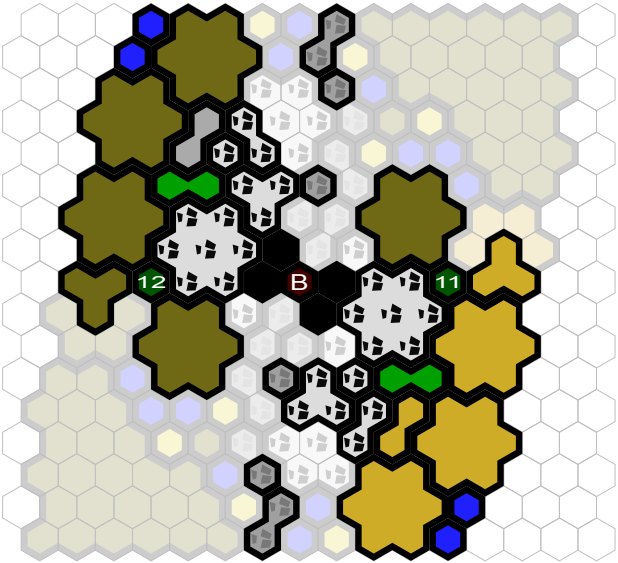
Level : 1



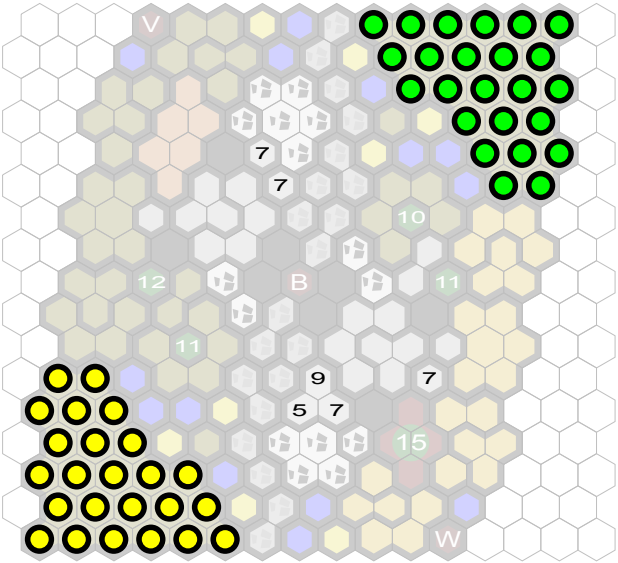
Level : 4



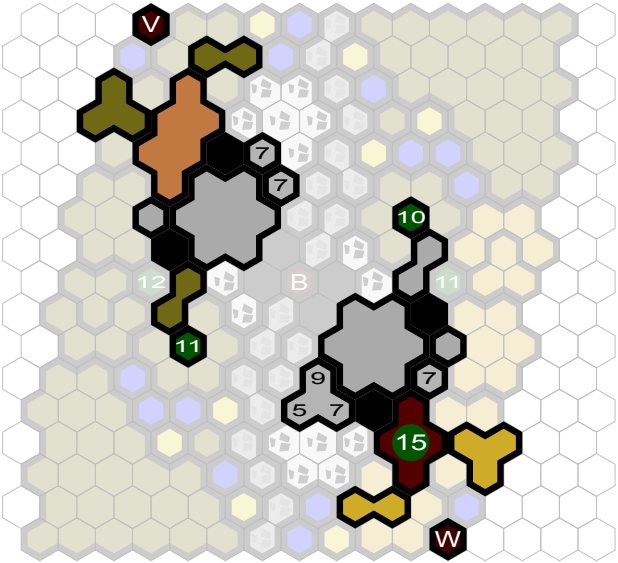
Level : 2



Start



Level : 3



Number of player :

Size : 66.87x66.92 cm

Designed for 500-600 Point Armies.

Recommended Power Glyphs are Valda and Wannok. (Glyphs should be randomly placed symbol-side up, then flipped over after armies are placed.

Glyph of Brandar is a random Treasure Glyph.

Treasure Glyph Trap: "Whoops!"

On a roll of 1-5, the Hero trying to pick up the glyph trips. Roll 2 attack dice. The Hero takes one wound for each skull. If the Hero is Huge, one at a time, roll one attack die for each figure adjacent to it to see if it gets crushed. The figure takes one wound for each skull.