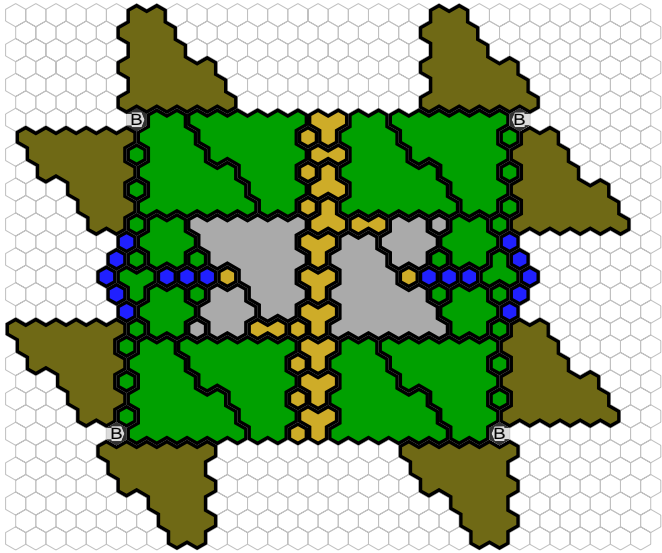


The Flooded Plains (for KublaCon)

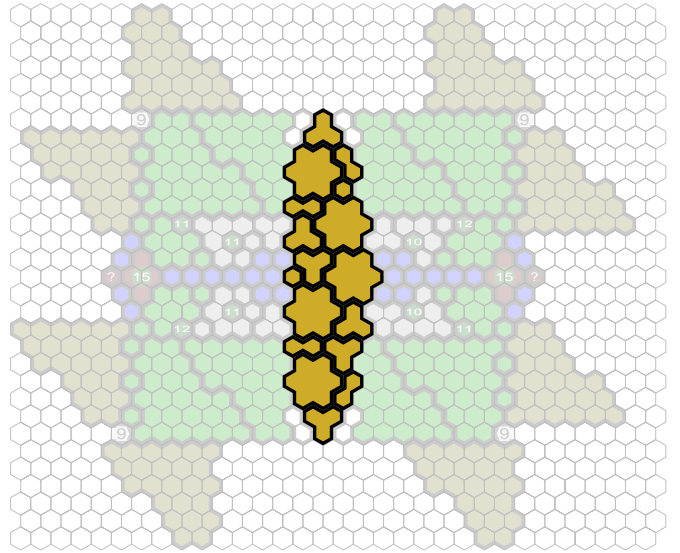


Author : cmgames

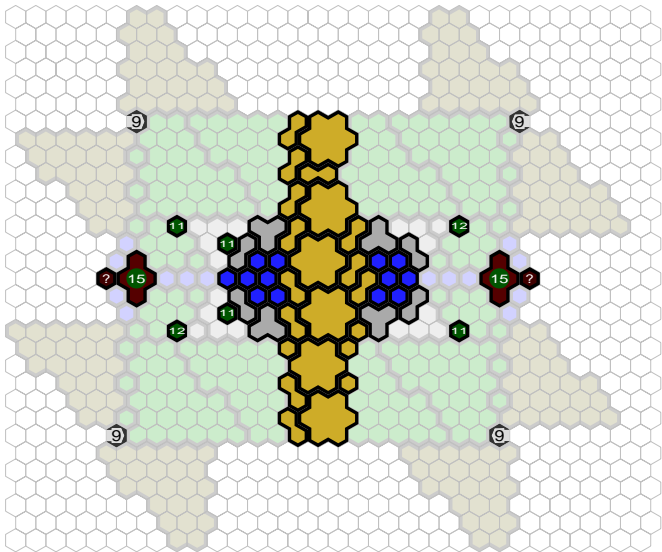
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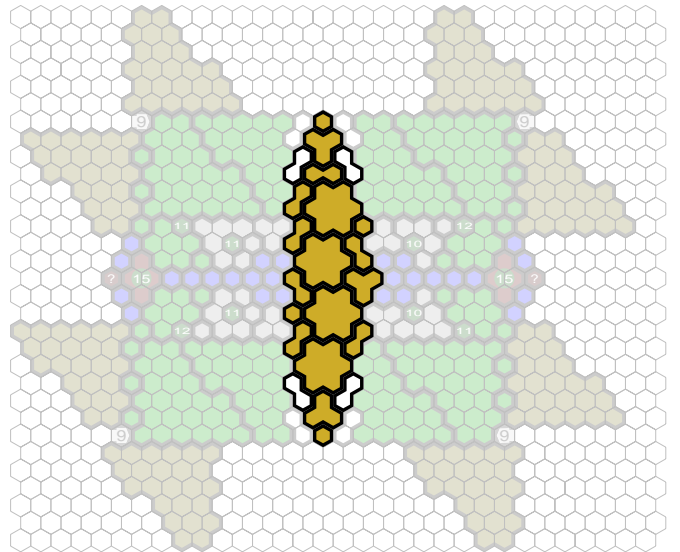
Level : 4



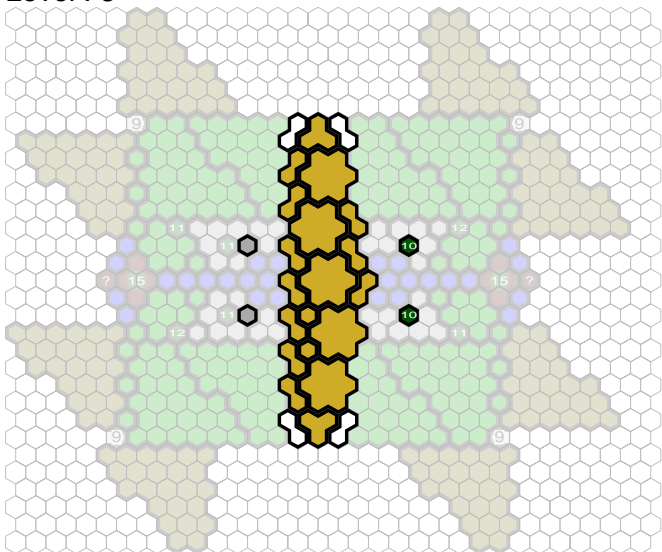
Level : 2



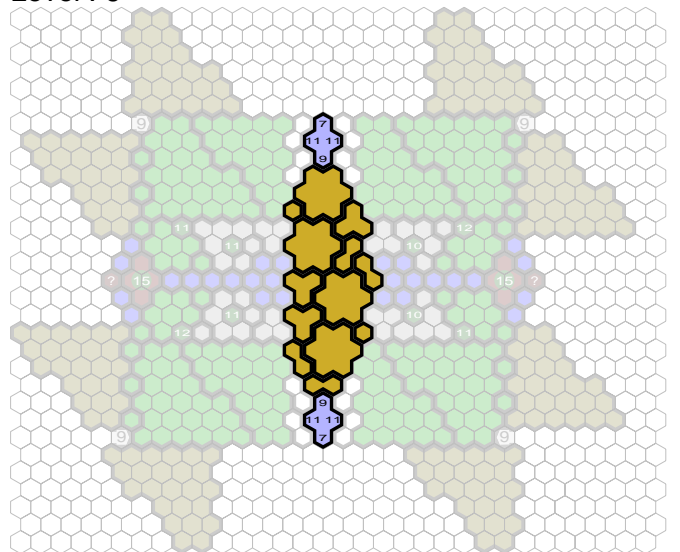
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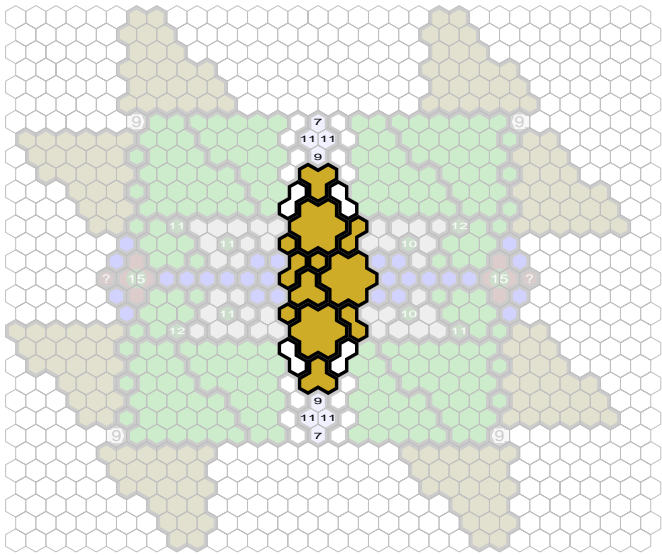
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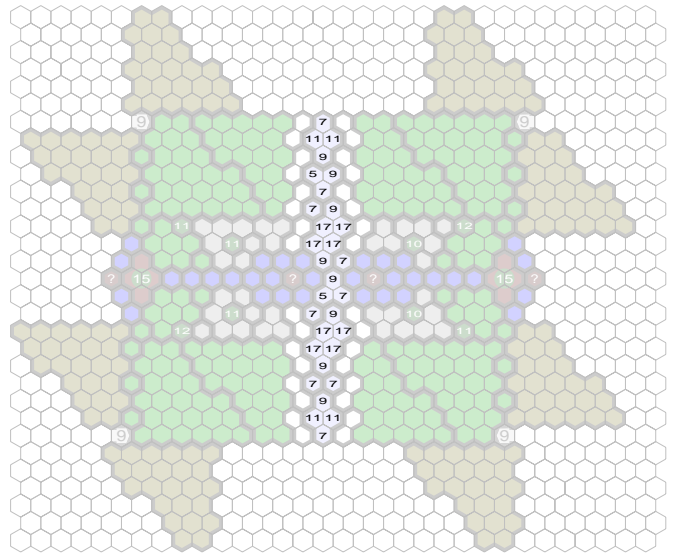
Level : 6



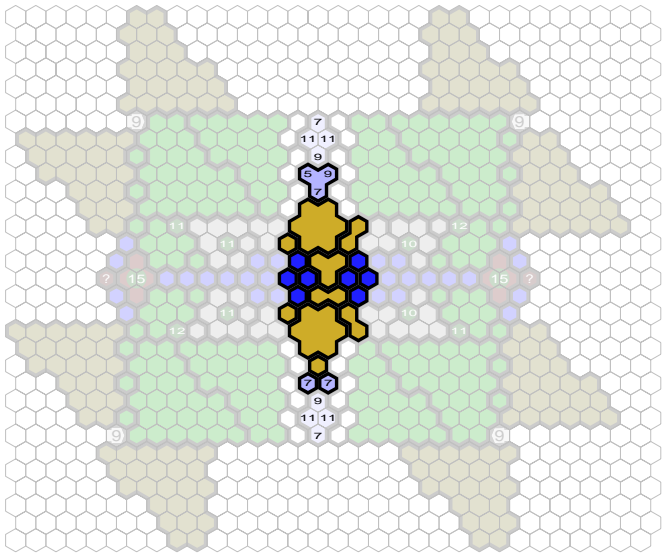
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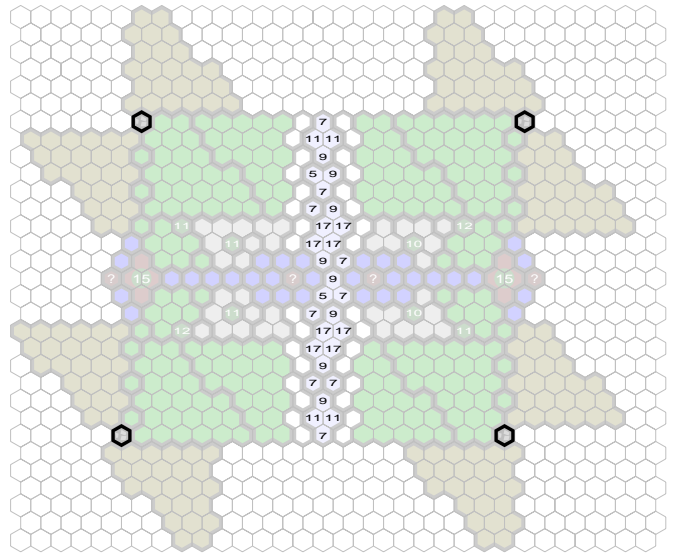
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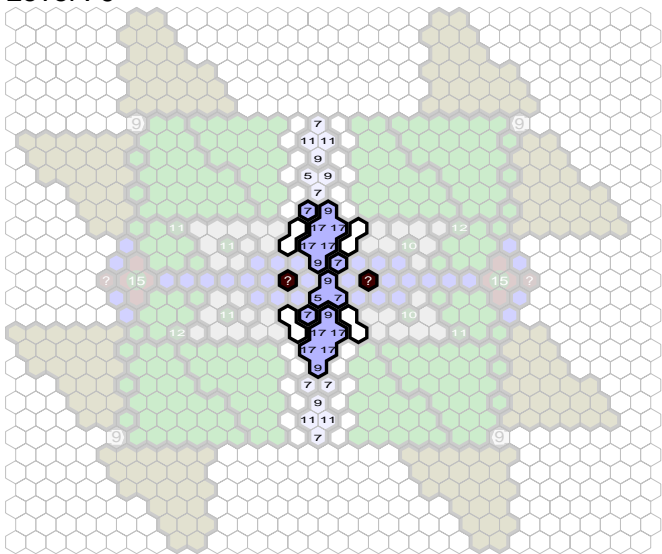
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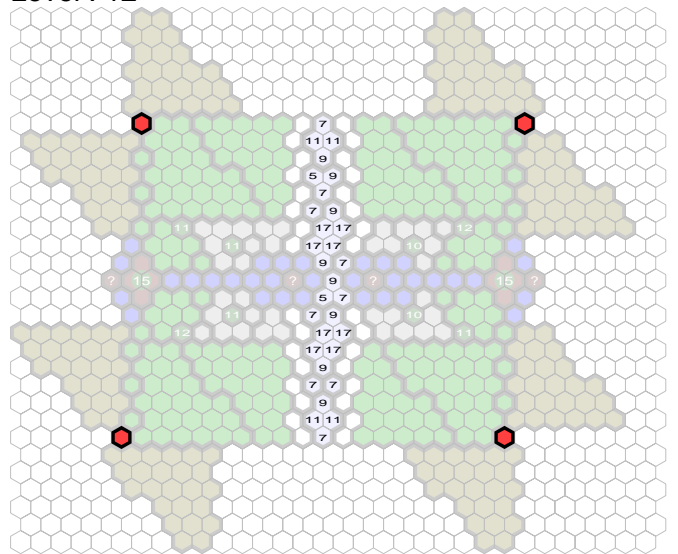
Level : 11



Level : 9



Level : 12



Requires: 3x Master Set:RotV, 2x RttFF, 2x TT, 1x VW, 1x FotA

Note: The pieces marked as "Sand" or "Swamp" are filler pieces that can be any terrain type. Each side has two hidden glyphs drawn from two identical glyph pools. Snow is 'Heavy Snow' and ice is 'Slippery Ice' - two movement points cost.

Scenario:

This scenario starts out as two separate games, one on each half of the board. The glaciers can be used by the Dzu-Teh, but only on the same side of the board - they cannot cross over.

At the beginning of the first round, the players who share a corner also share an uneasy truce. They cannot attack each other or use any ability that adversely affects the other. It is a truce, however, not an alliance. The two armies are not 'friendly' to each other - no ability which affects friendly figures will affect the other player. When the second round begins, the truce is broken - it's every man for himself!

Starting at the end of the third round, there is a possibility that the glaciers will melt, flooding the lowlands and joining the two sides of the board. When the glaciers melt, **any** figure on a level one (or lower) space is destroyed. Once the two sides are joined, all remaining players continue until only one player is left.

At the end of the third round, roll a d20. On a roll of 18 or more, the glaciers melt and flood the plains.

At the end of each subsequent round, if the glaciers are still there, roll the d20 to see if they melt. Each turn increases the odds by 4. Thus:

3rd - 18+

4th - 14+

5th - 10+

6th - 6+

7th - 2+

8th - they melt for sure!