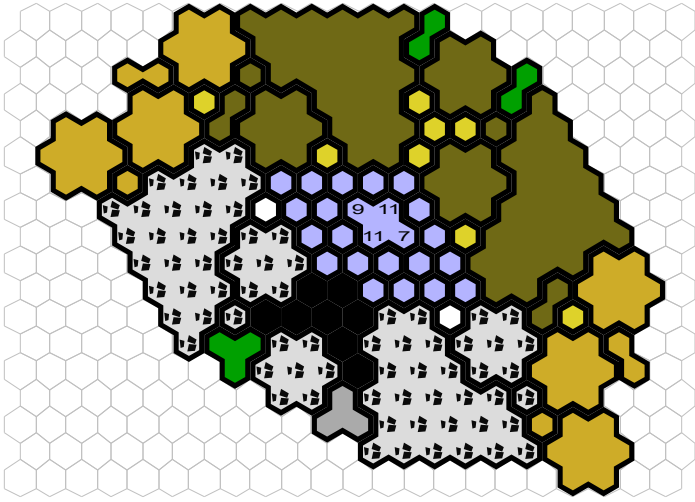


Halcyon

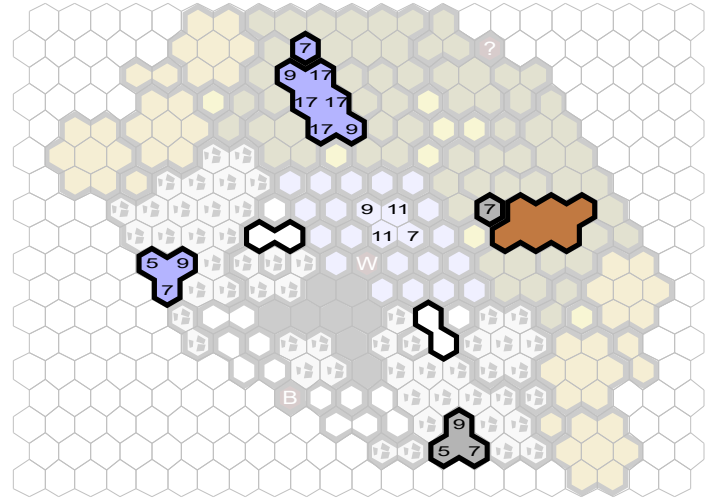


Author : capsocrates

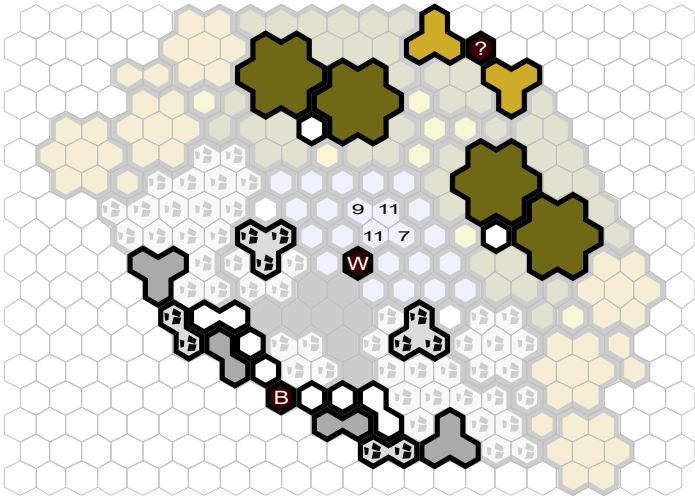
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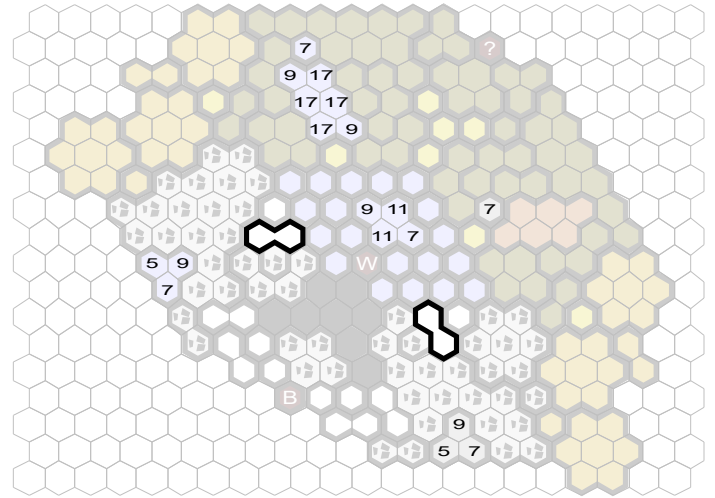
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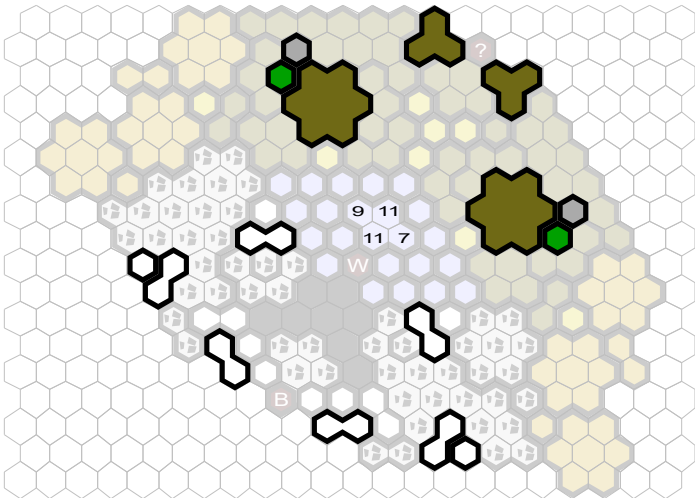
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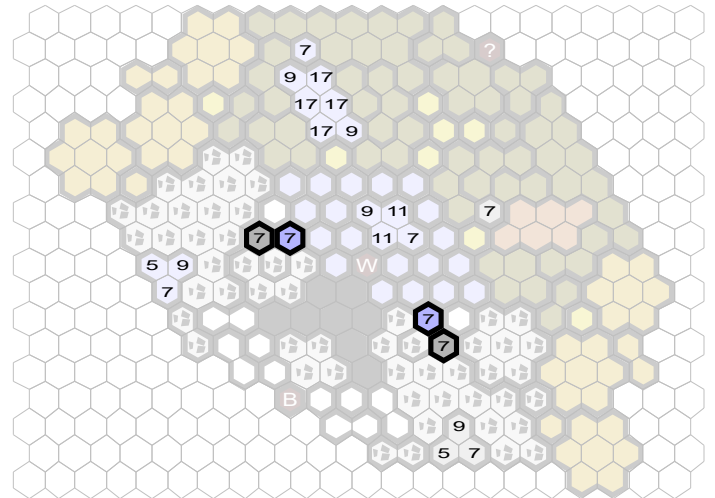
Level : 5



Level : 3



Level : 6



Number of player : 2

Size : 91.40x70.78 cm

A competitive map for two armies of 400-600 points.

The unknown glyph should be fairly strong: Move +2, Unique Attack +1, or something of similar strength.

The glyph of Brandar may be played as a treasure glyph, or as another power glyph: +8 initiative or something of similar strength.

Normal snow, normal ice.

Optional Trap Rules: If you spring a trap on a treasure glyph, your opponent may swap the positions of any two squad figures on the board.

Uses 1xSotM, 1xBftU, and 1xTT