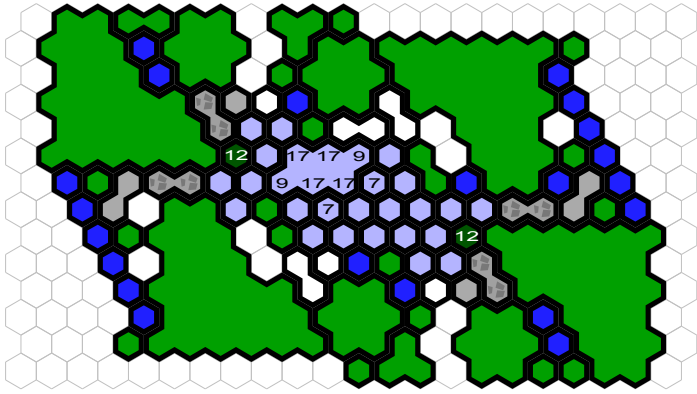


Ice Under the Bride

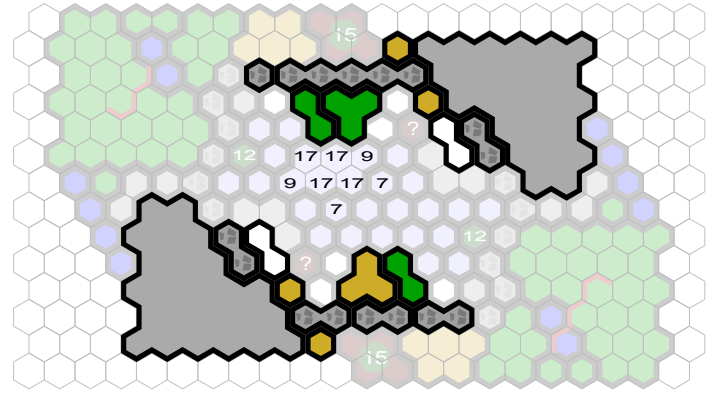


Author : Leaf_It

Level : 1



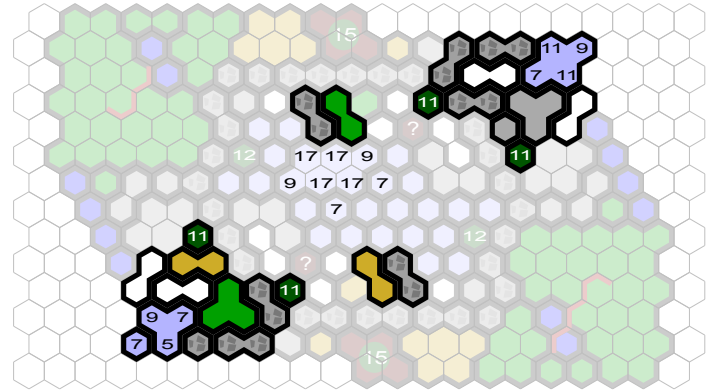
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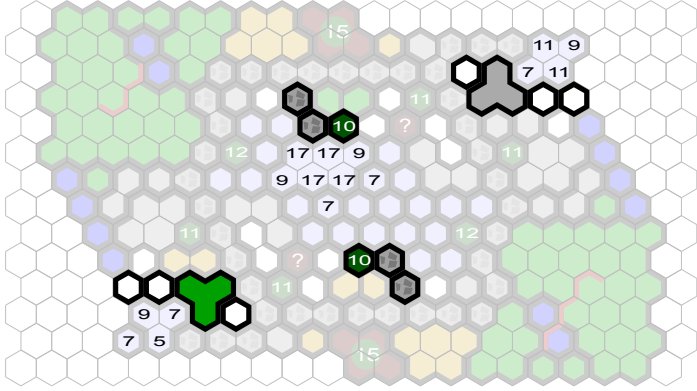
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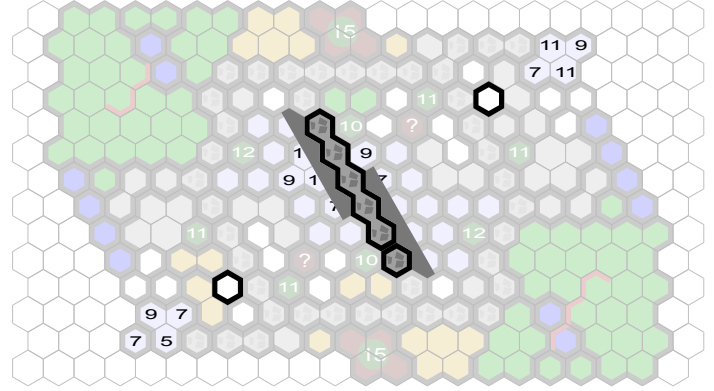
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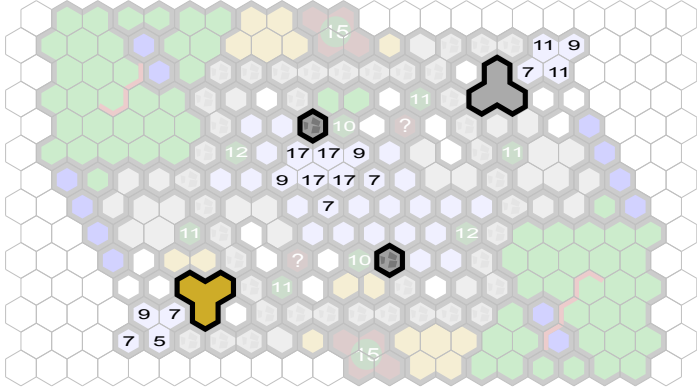
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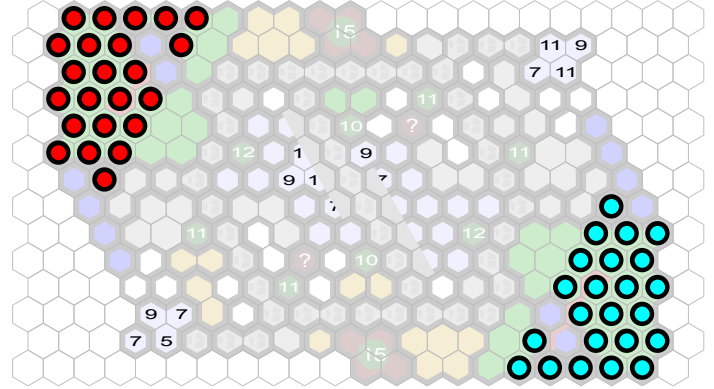
Level : 7



Level : 6



Start



- 1 Rise of the Valkyrie
- 1 Thaelenk Tundra
- 2 Road to the Forgotten Forest

The base of the largest Glacier is used as normal ice on the bottom layer.

This map uses Normal Snow. In addition, this map was designed to use a new Ice mechanic that I call Very Slippery Ice.

Very Slippery Ice: When moving on Ice tiles, count movement normally, but for each space, if it is possible to do so, you are forced to move one additional space in the same direction you just moved. This additional move is free. The free move cannot be used to go up terrain levels, but it can be used to go down terrain levels. If you can't move one additional same level space, you do not get to keep the free move. Flying figures are not forced to take the free move if they are flying, except on the space they end their movement on. Ice can now be more effective than roads.

Scenario:

Player 1 and 2 are allied, and start in the indicated Start zones. They have 450 points each, and must fit in their respective 24 hex starting areas. Player 3 may place they're units on any Snow or Road hex. They are limited to 700 points, and cannot take up more than 60 hexes.