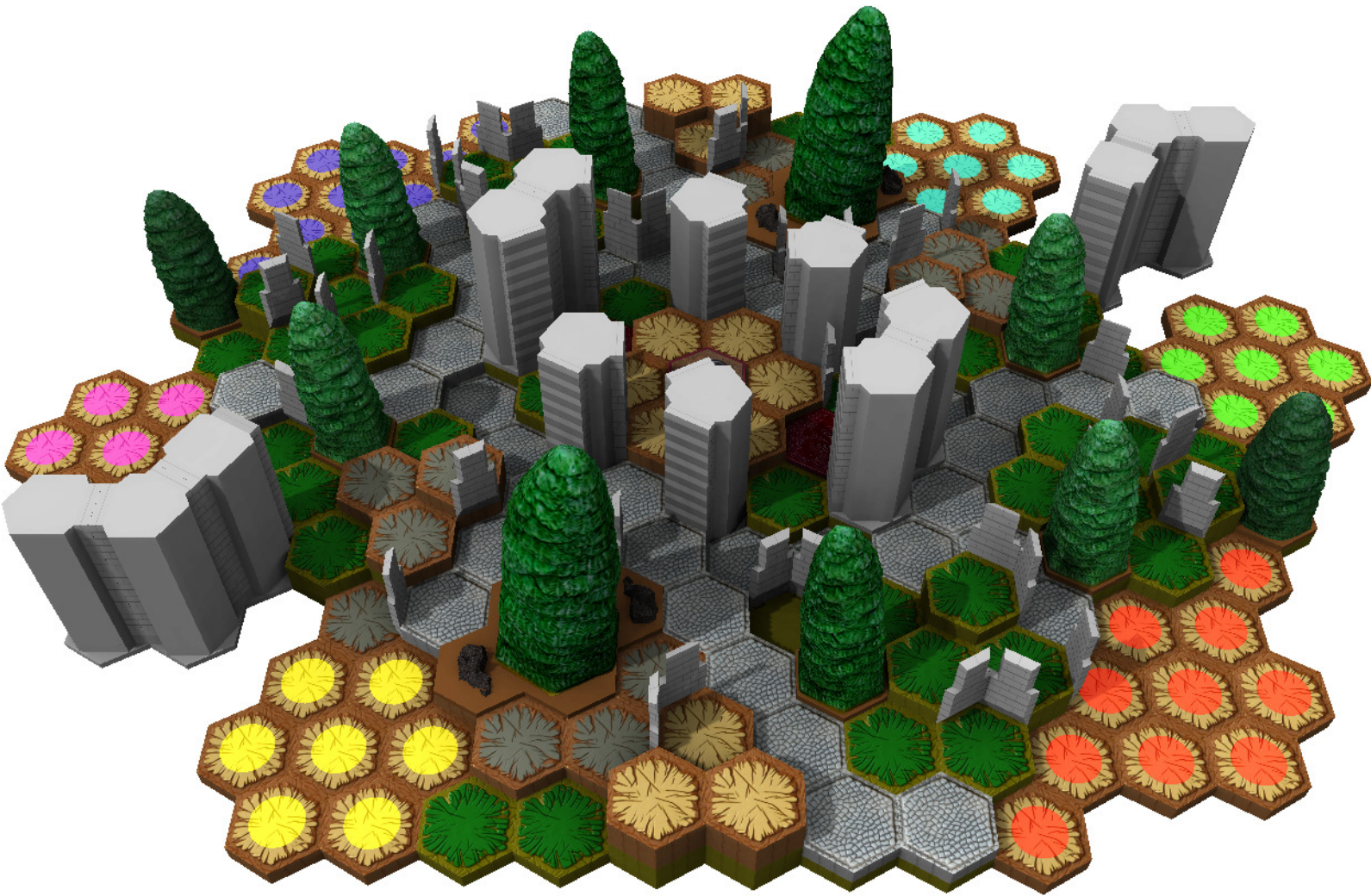
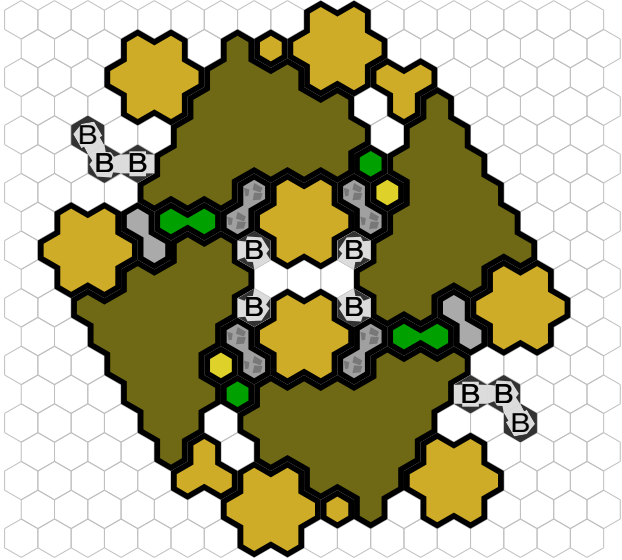


This!

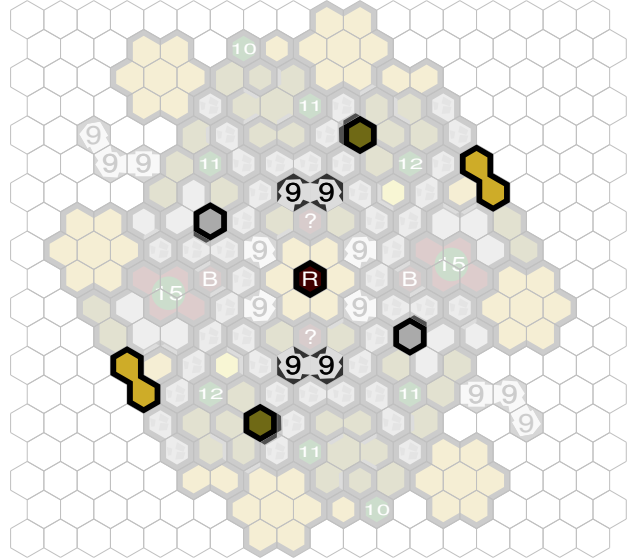


Author : capsocrates

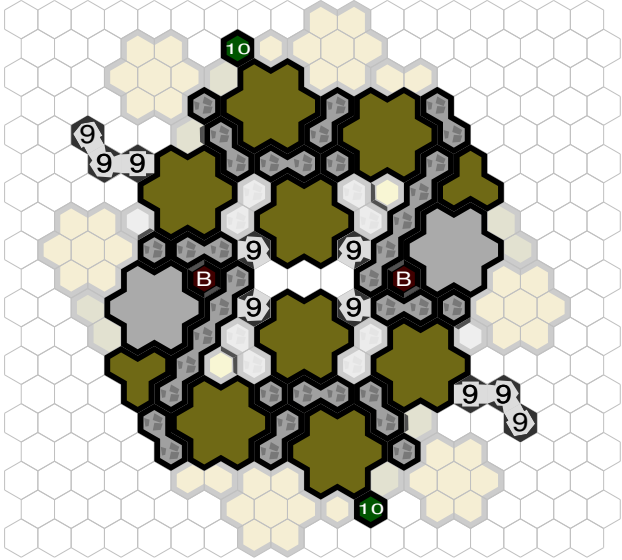
Level : 1



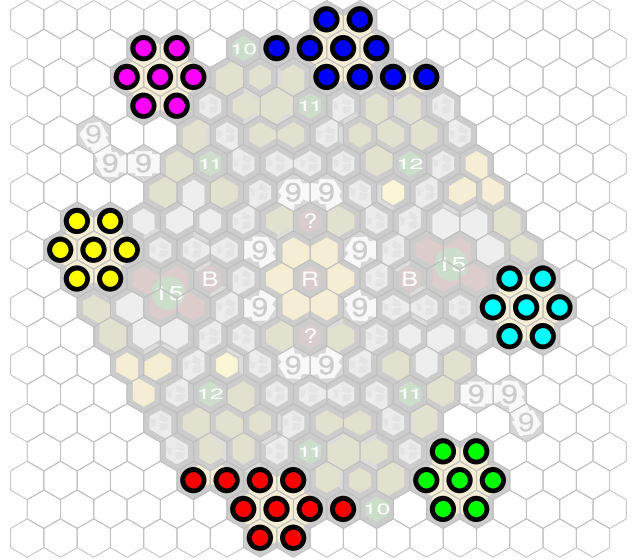
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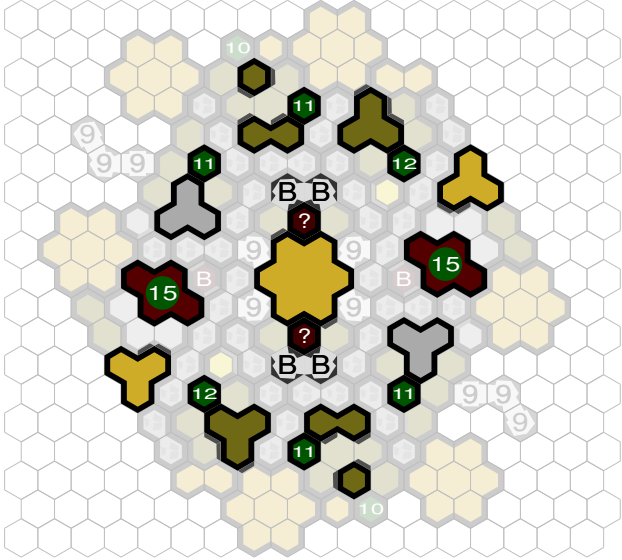
Level : 2



Start



Level : 3



Another experiment in unconventional map shapes for two armies of 400-600 points.
Uses 2xSotM, 2xRttFF, 1xFotA.

The Starting Zones are very flexible. They can be

A) blue + pink + yellow vs. red + green + cyan

B) blue + pink + cyan vs. red + yellow + green

C) blue + yellow + green vs. red + pink + cyan

Any combination other than A) will yield an instant-action map.

The two glyphs of Brandar are treasure glyphs.

The trap functions just like the Pit Trap.

The central glyph is optional. Wannok is also great as the central glyph, especially if no glyphs are placed in the ? spots.

The two ? glyphs should be the same. I suggest Wannok or Kelda. Kelda makes the center of this map very hero-friendly.