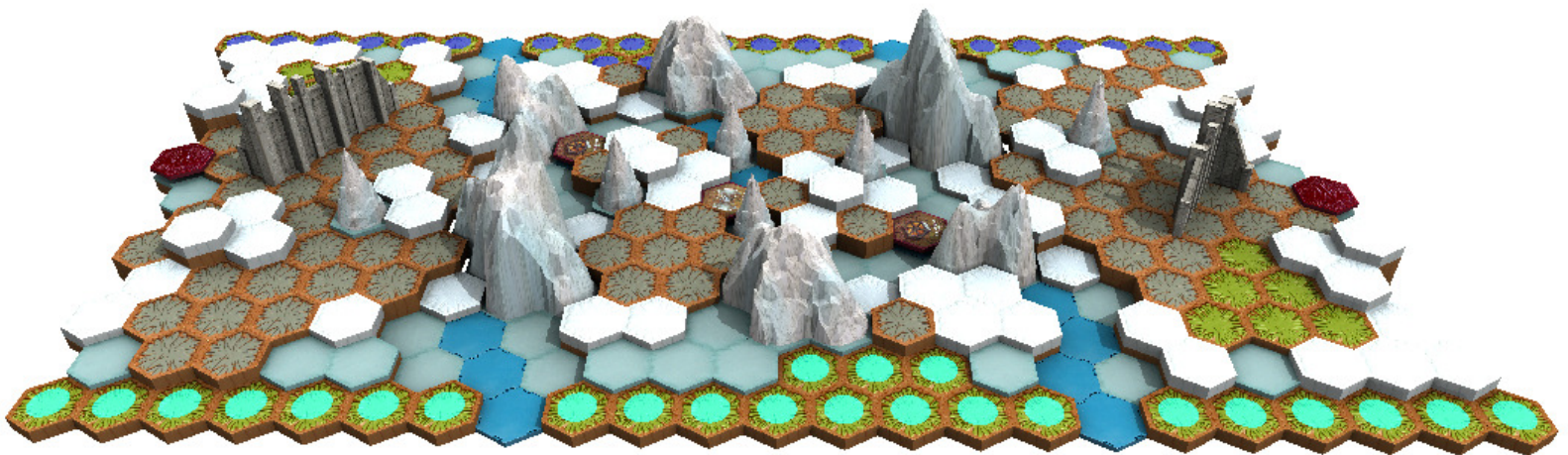
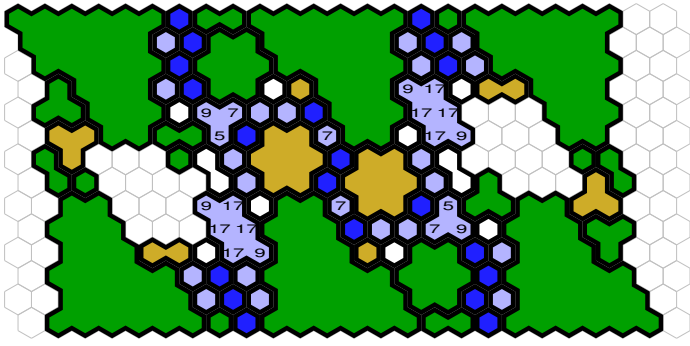


Tredipation

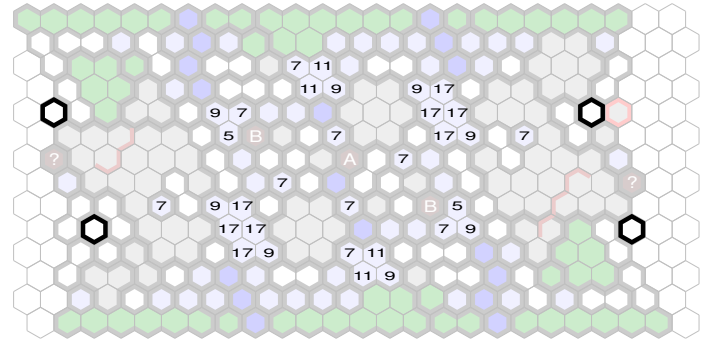


Author : Dignan

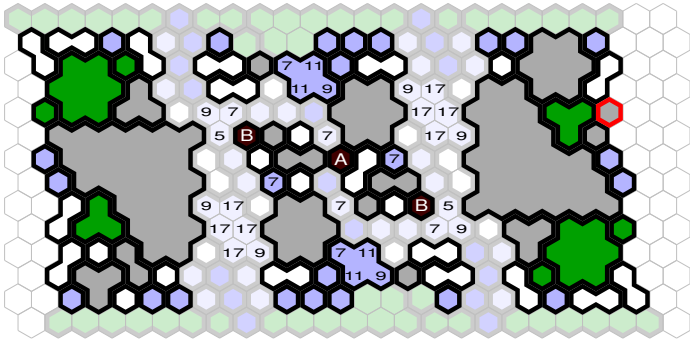
Level : 1



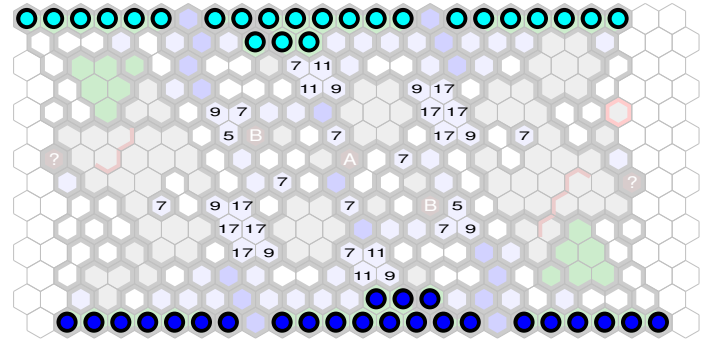
Level : 4



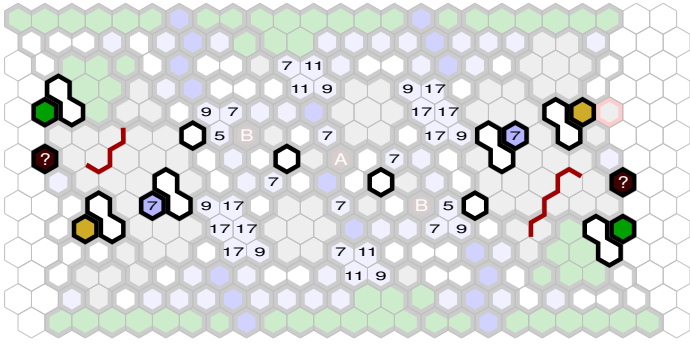
Level : 2



Start



Level : 3



A map for two armies of 400-600 points.

Requires: 1 RotV, 2 TT
Normal snow, normal ice

The glyphs of Brandar are treasure glyphs.

TREASURE GLYPH TRAP:

Cold Snap: On a roll of 1-5, all players must roll for all of their figures on snow spaces. To do this, roll one attack die. If you roll a skull, that figure takes a wound. Otherwise it is safe. Players may choose in what order to roll for their own figures.