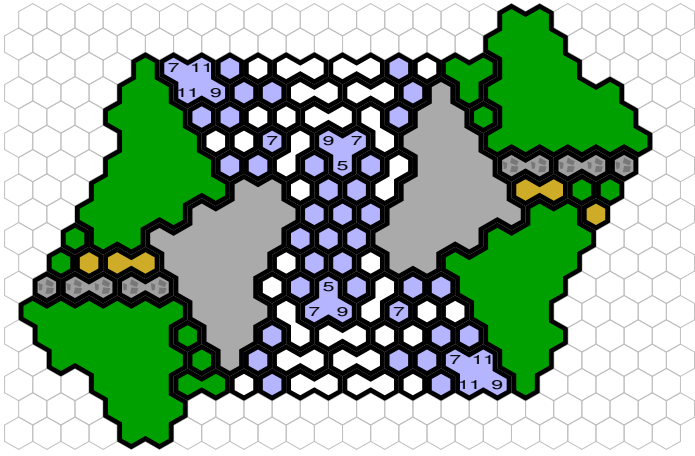
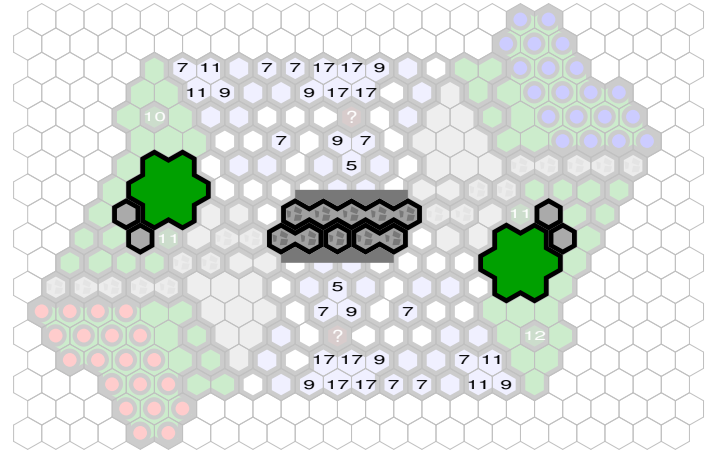


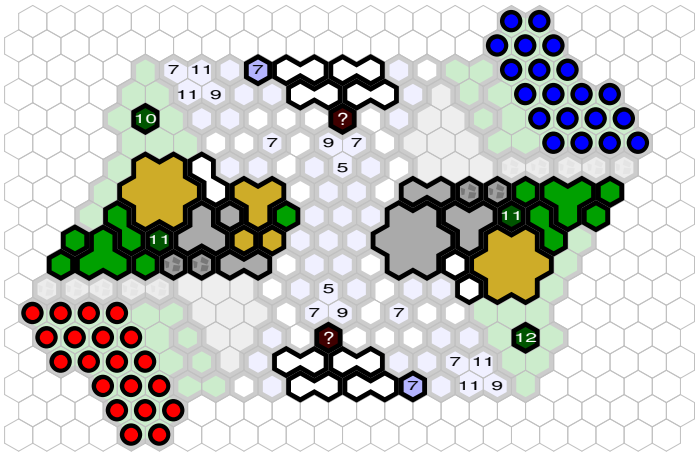
Level : 1



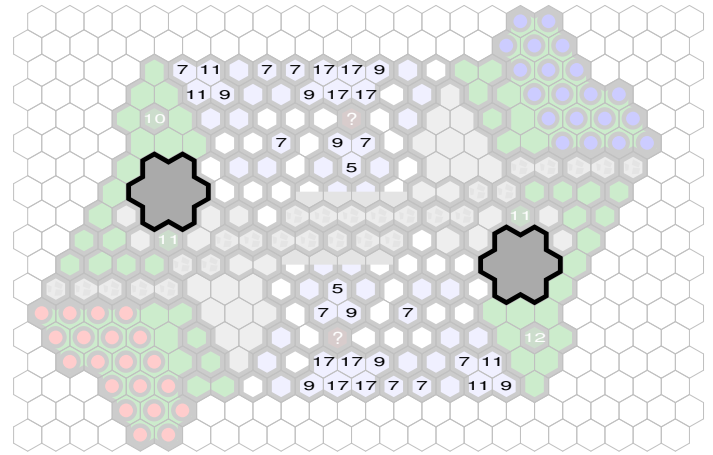
Level : 4



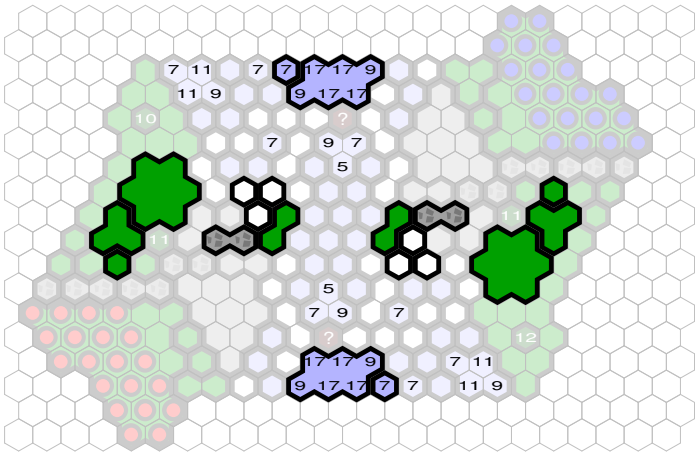
Level : 2



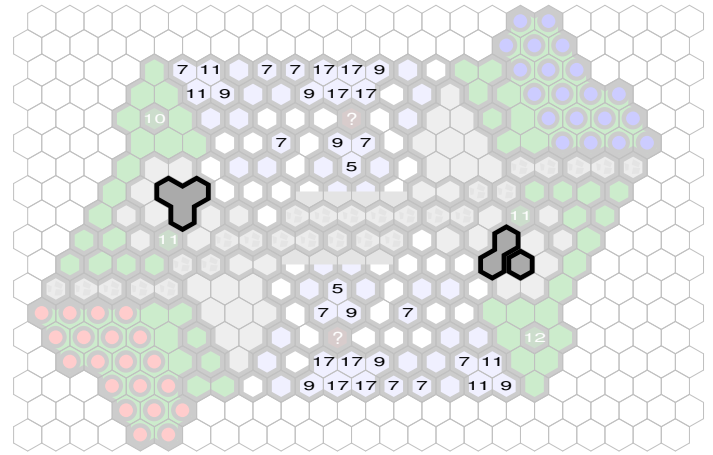
Level : 5



Level : 3



Level : 6



Number of player : 2

Requires 1 Master Set, 2 Tundra Sets, and 1 Riff

Points: 300-500

Victory Conditions: Destroy all opposing figures or once 12 rounds have been played player with highest remaining points left on the board wins. Partial squads count for full points.

Strategic Points:

The bridge crossing in the middle is the obvious easy route. However, passage across the snow is a viable option for outflanking your enemy. No matter which direction you go be wary of figures firing from the small bluffs next to the starting zones.

Special Notes:

Glyphs are optional on this map. However if used place two random glyphs on the unknown glyph spots indicated.

Optional: Treat all snow as Heavy Snow and all Ice as Slippery Ice.