

# Rotten Ice

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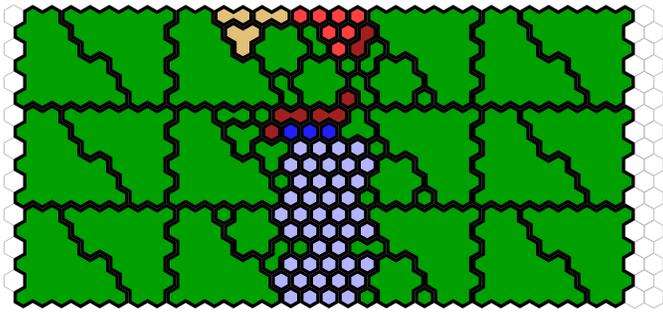
Number of player : 2

Victory conditions: The player who moves the Glyph of Brandar off their end of the board wins. The Glyph is moved by moving a figure onto the Glyph and picking it up. The figure carrying the g must pay double movement costs for height changes, does not receive a road movement bonus, and may not use any special movement (i.e., flying, jumping, etc.) If the figure carrying the Glyph is destroyed, the Glyph is placed in the hex where the figure was destroyed, unless the figure was destroyed by an attack from an adjacent figure, in which case that figure automatically acquires the Glyph.

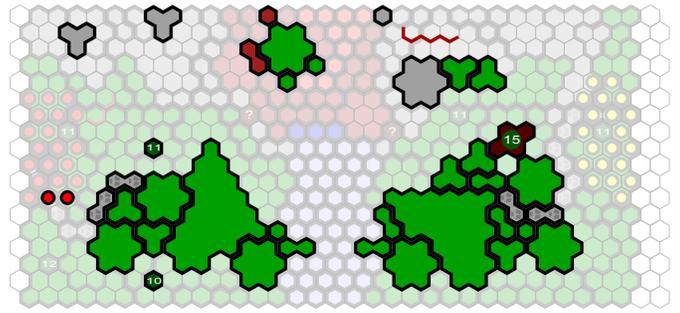
If neither player succeeds in moving the Glyph off their side of the map, victory is determined by the point value of enemy figures destroyed. Additionally, if either player has figures on the bridge landings (marked by green start markers), add 25 points for every landing hex \_not\_ occupied by an enemy figure. If no enemy figures are on either landing area, the player with figures on the landing area receives an additional 200 points.

Special Rules: Due to the heat from the lava being carried into the water, the ice is rotten. Any figure entering an ice hex must roll the D20 (subtract 2 for Medium figures, 4 for Large figures, 6 for Huge figures); on a roll of 1-3, the figure breaks through the ice and must stop movement for the turn. Replace the ice hex with a water hex.

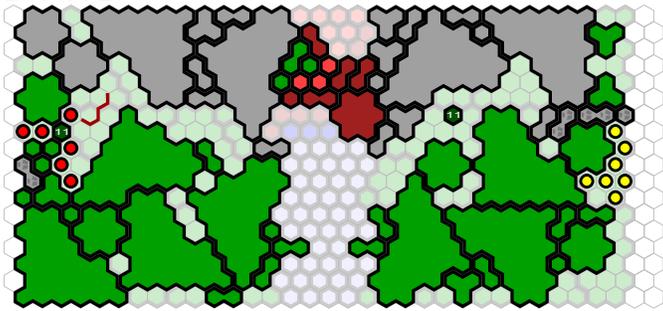
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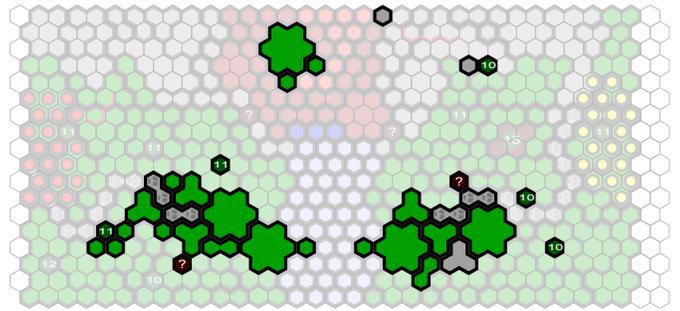
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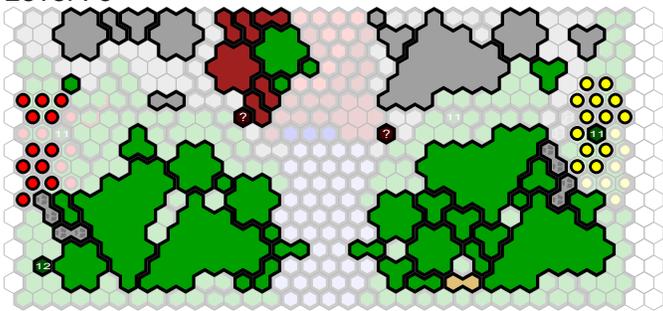
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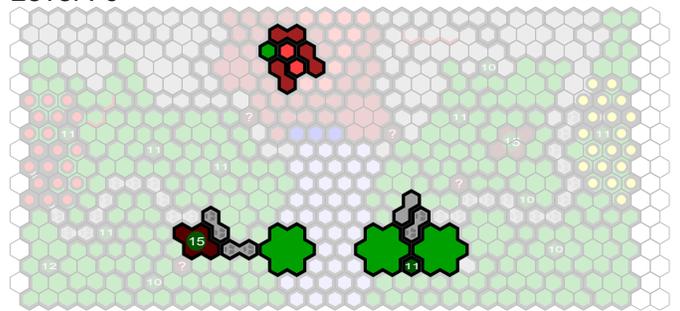
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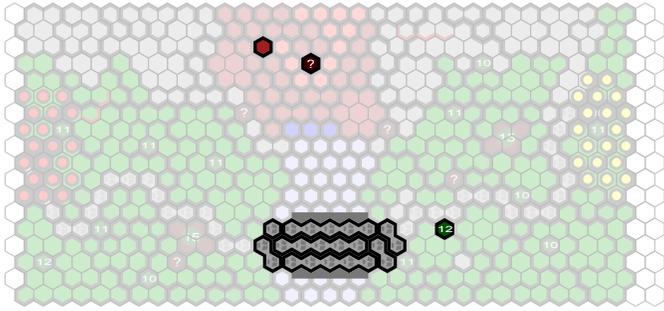
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Level : 8

