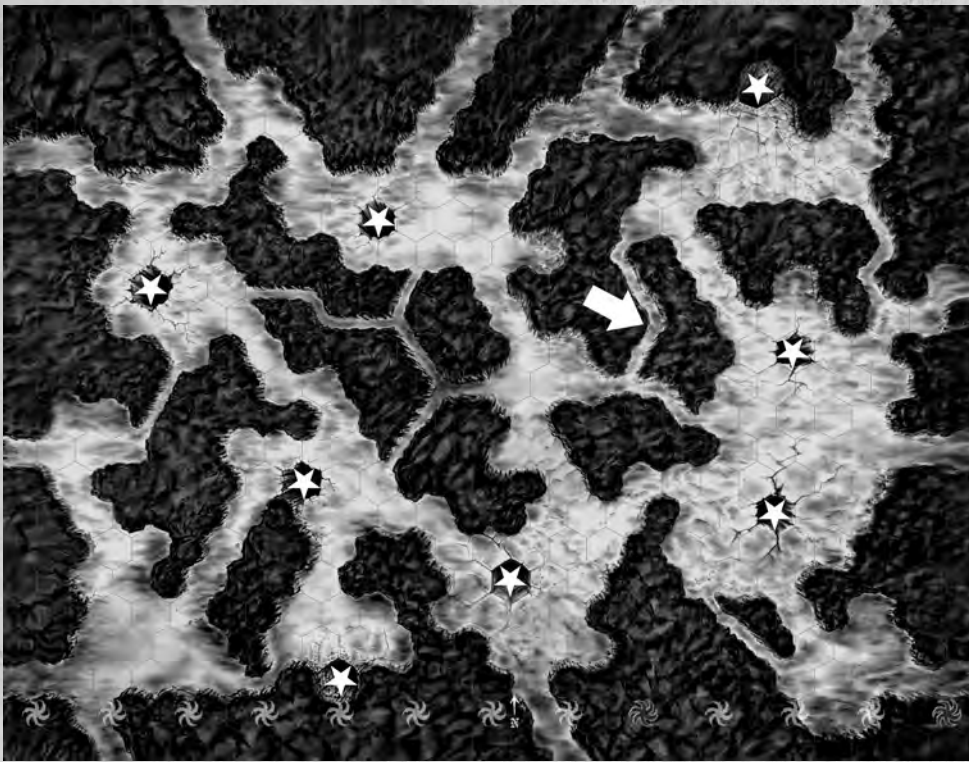


Flaps



- ★ **PITS**
Victory Hex
- ➔ **NARROW TUNNELS**
2 Small, or 1 Medium
may move through.
Can be excavated

CAVERNS OF SHADOW

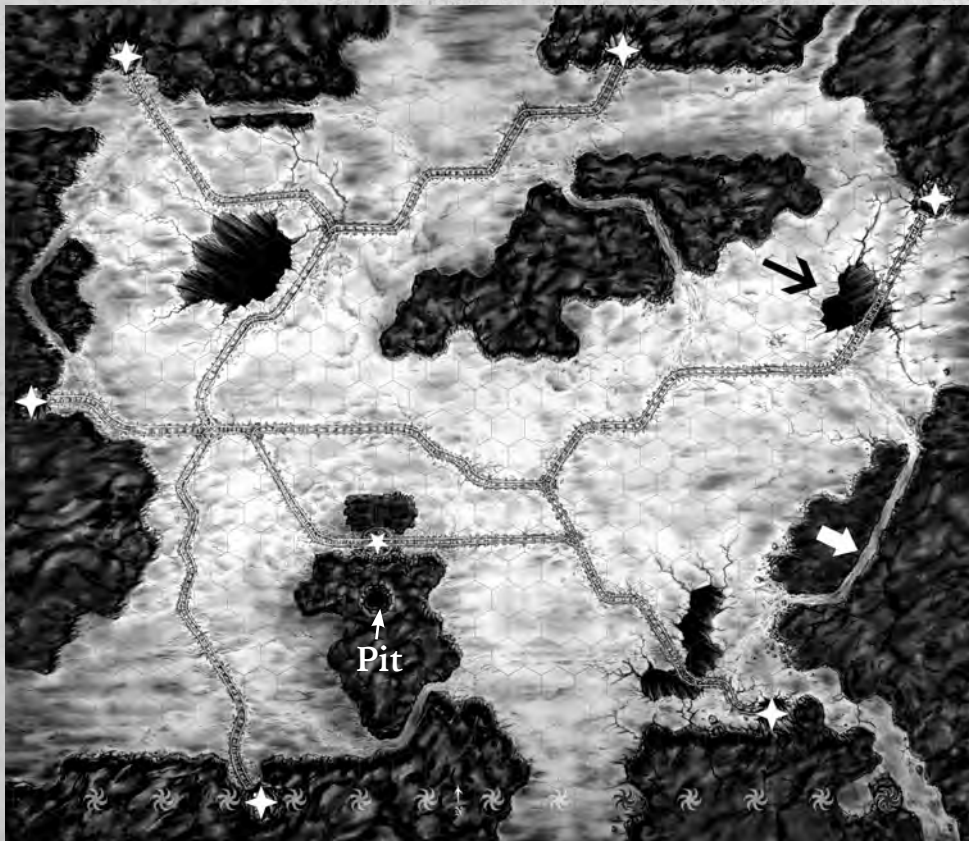
Victory: Player surrounding most Pits at games end. Any pit with multiple adjacent players are not counted.

Tie: Continue Cycles until a victory (Sudden Death) occurs or the game is considered a draw.

Campaign: Victor earns 25 Shadowflame per Interim and an addition 25 Shadowflame every interim the map is held by a Garrison.

Eternal Battle: Victor earns 10 ShadowFlame per pit.

FLY: Creature must be 1 hex away from undug hex to fly.



- ★ **MAIN MINE**
Victory Hex
- ★ **MINOR MINE**
Can be mined as
action
- ➔ **NARROW TUNNELS** ➔ **CHASMS**
2 Small, or 1 Medium
may move through.
Can be excavated

METAL MINES

Victory: Player holding MAIN MINE is victor.

Tie: Sudden Death. Or considered draw.

Campaign: Same as above. Victor earns 25 Metals and an addition 25 Metals every interim the mine is held by a Garrison.

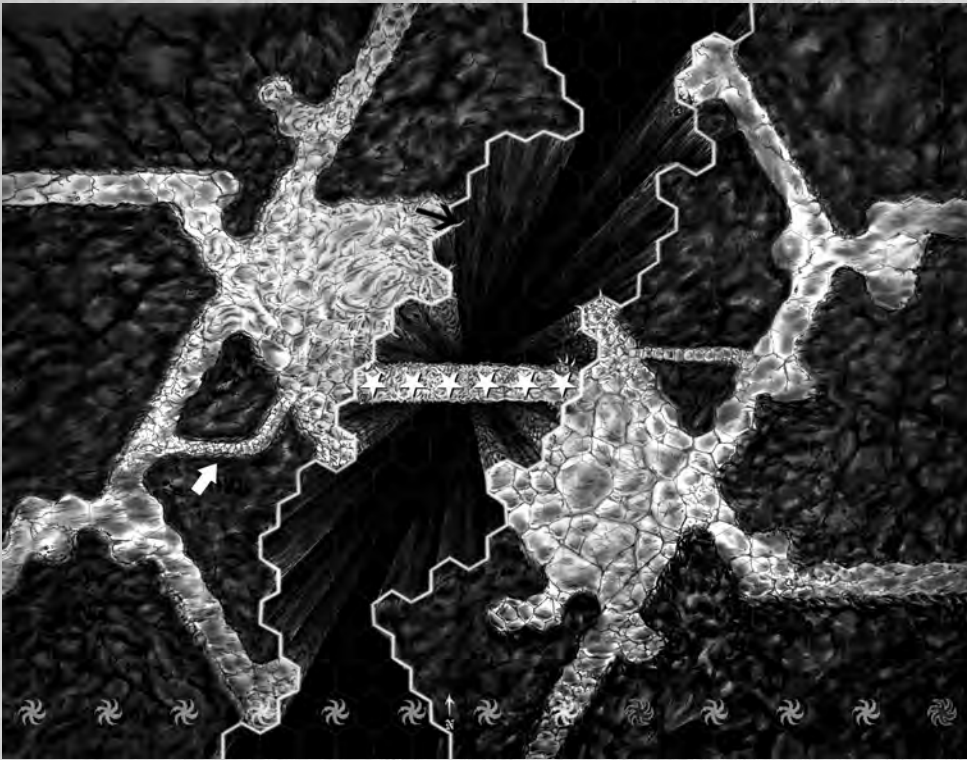
Eternal Battle: Victor earns 25 Metals for Main Mine and 5 Metals per minor mine.

ADDITIONAL SET UP: Fist Drop both Mine Carts and slide to nearest tracks. If a creature begins and ends movement in Cart, may move up to 10 spaces, along track hexes, and conduct an action. Cart adds +6 all attributes.

FLY: Creature must be 1 hex away from undug hex to fly.

TRACKS: Fist Drop "terrain" tokens on track are considered underneath track, and can be moved over if using cart. Track can be collapsed upon.

Tracks can be walked on over chasm as a bridge, hexside to hexside.



CHASM BRIDGE

Victory: Player holding most Bridge Hex spaces.

Tie: Sudden Death. Or considered draw.

Campaign: Victor earns 1 additional Rally Cry per game AND per Interim as long as victorious player Garrisons map.

Eternal Battle: Victor earns 1 additional Rally Cry ONLY for the next game and interim.

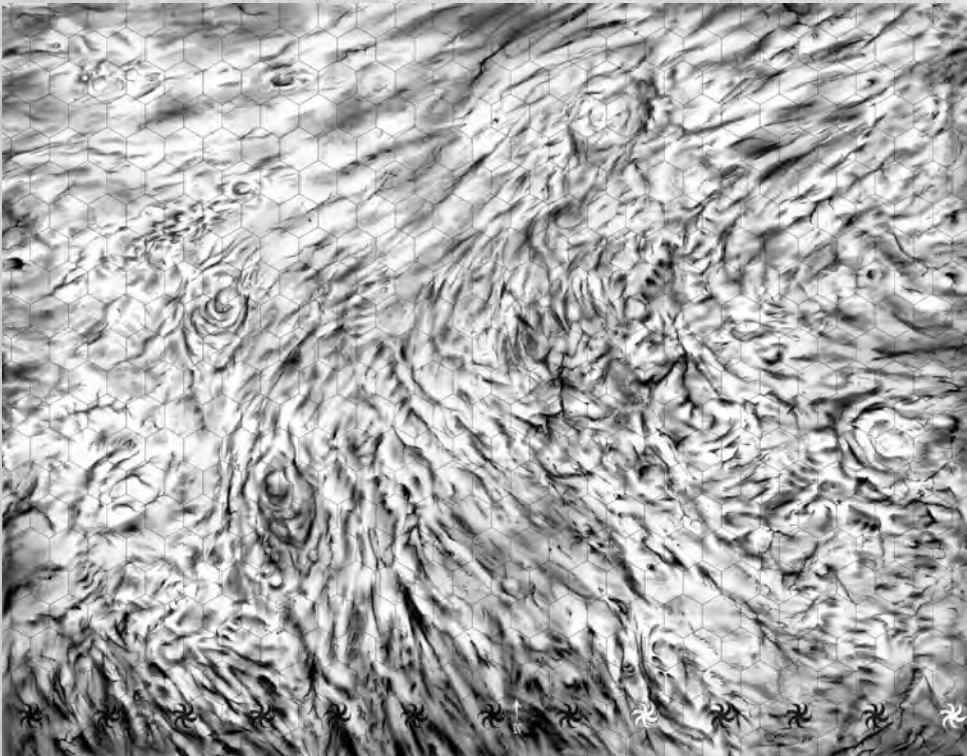
CHASM: Creatures can fly on any Chasm hex.

FLY: Creature must be 1 hex away from undug hex to fly, except Chasm.

BRIDGE: There is no ceiling on Chasm hex. Ceiling creatures cannot use their ability on chasm hex.

Excavation/ Collapse: Cannot be done on Chasm hex, and main bridge.

- ★ **BRIDGE HEX**
Victory Hex
- ➡ **NARROW TUNNELS**
2 Small, or 1 Medium may move through.
Can be excavated
- ➡ **CHASMS**



MOLTEN FROZEN CORRUPTED PLAIN

Victory: Player with most Kill Points earned on this map.*

Tie: Continue Cycles until a victory (Sudden Death). Or draw.

Campaign: Victor earns 1 additional Hitloss to any creature in their Warcult. Map cannot be Garrisoned

Eternal Battle: Victor earns 1 additional Hit Loss to any creature in their Warcult.

FLY: Creature must be 1 hex away from undug hex to fly.

***ADDITIONAL SETUP**

If in Campaign or Eternal Battle make a note of Kill Points earned in this game alone. Players may spend any Kill Points earned from previous and/or current games

Excavation/ Collapse: cannot be done (including items and spells) in this vast plain, unless a single pillar was Fist Dropped during setup. The Pillar can be collapsed from or excavated. Collapses can lead to additional collapse if occurring within 2 hexes of previously undug hex.