

Archaic

by Shurrig

Gen Con 2026



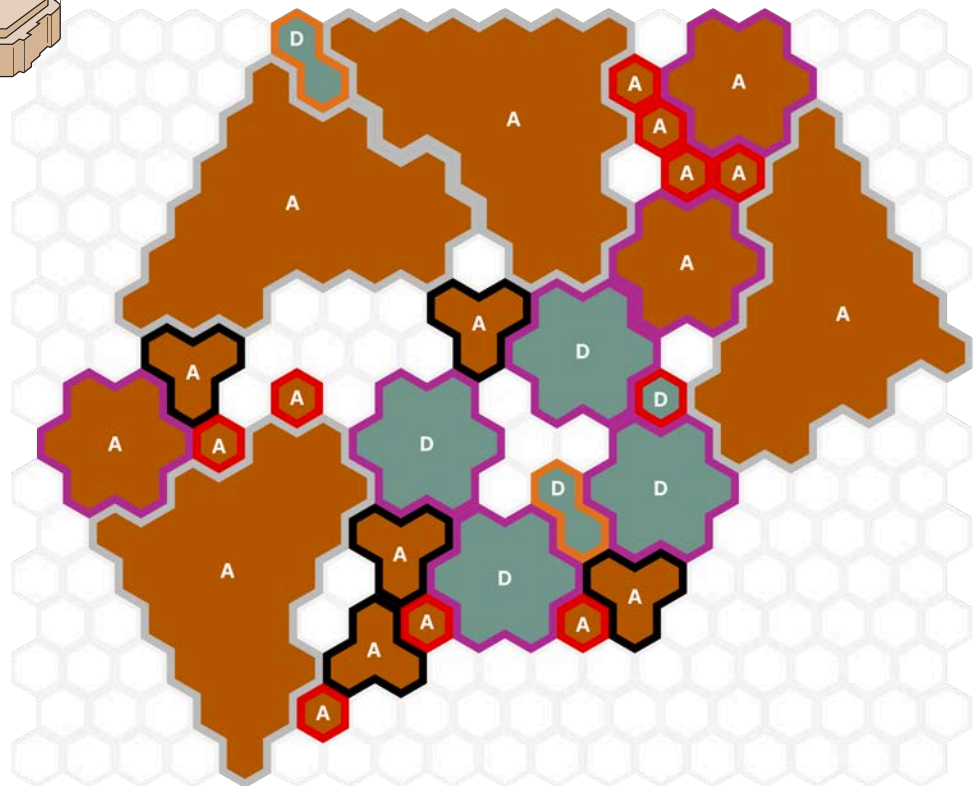
Required Terrain

Ancient Lands of Valhalla (x1), Battle for Blackscar Battle Box (x1),
Caverns of Valhalla (x1)

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Ancient Lands of Valhalla (x1), Battle for Blackscar Battle Box (x1), Caverns of Valhalla (x1)

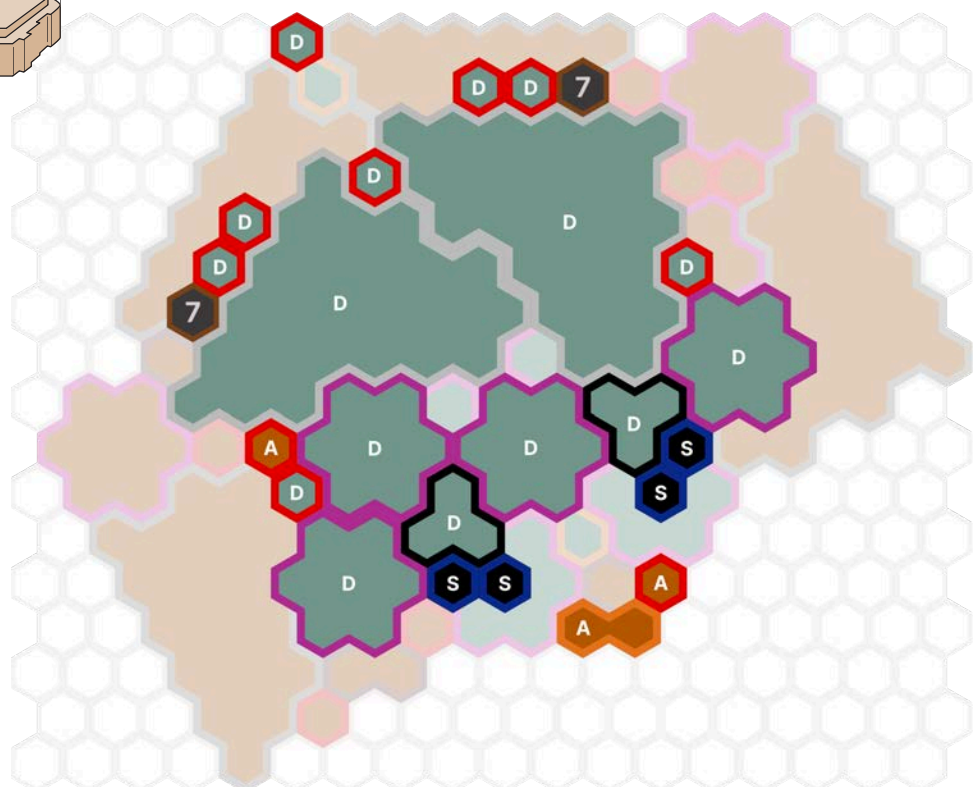
LEVEL 01



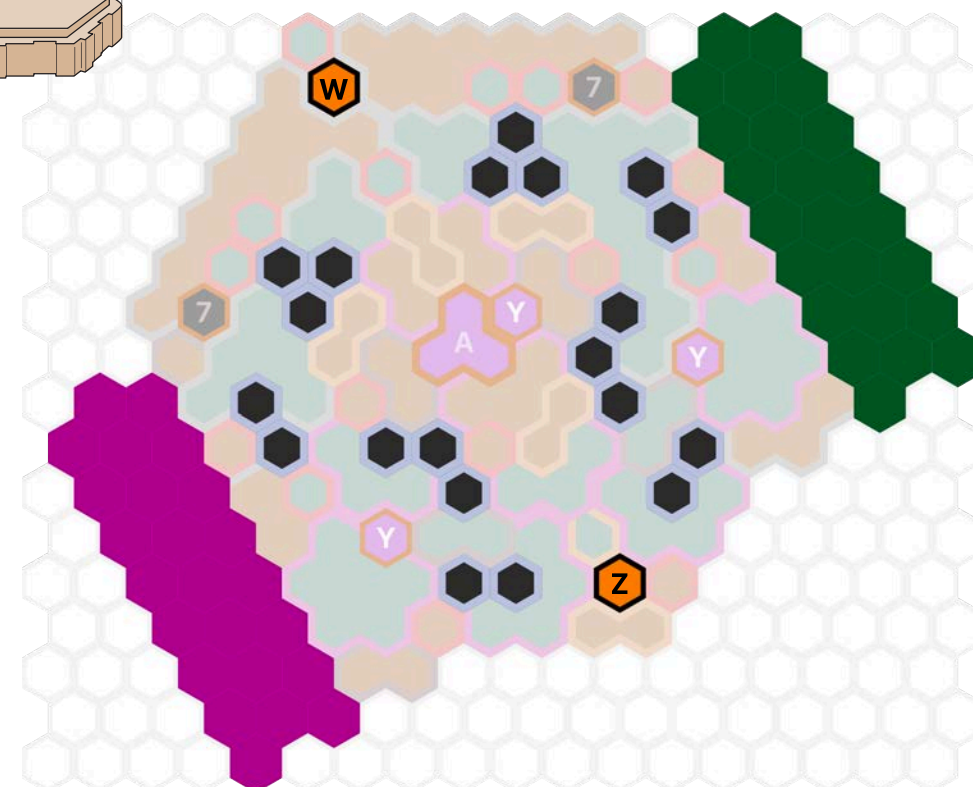
LEVEL 04



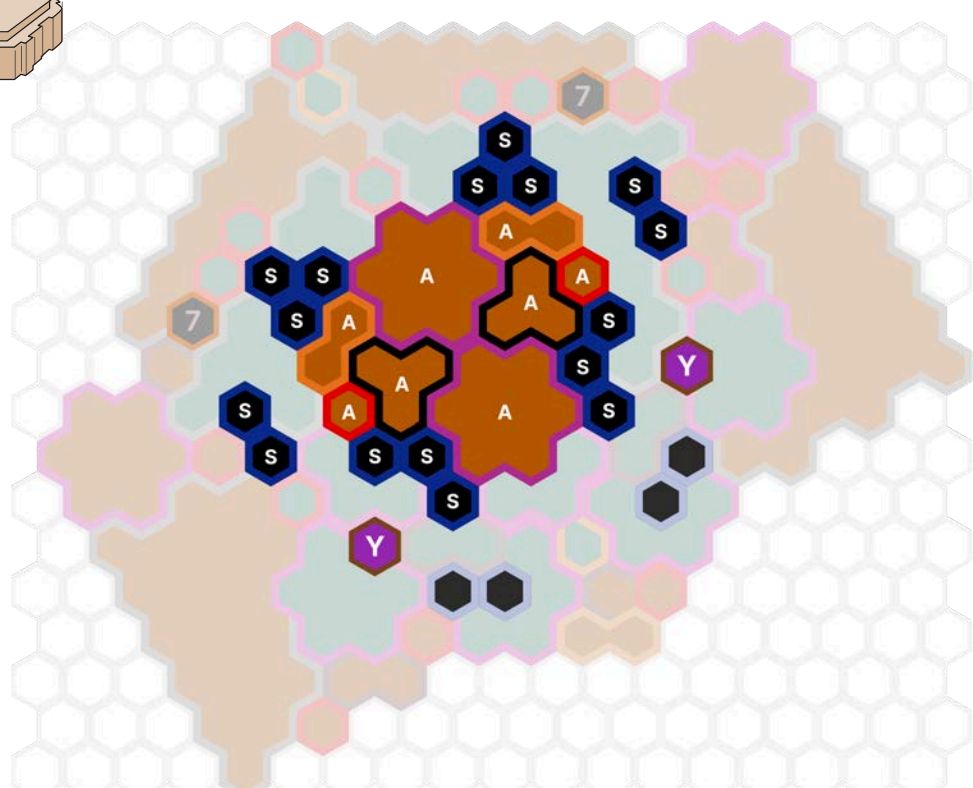
LEVEL 02



START



LEVEL 03



- Wannok
- Zigvald

These are the glyphs for Gen Con 2026.

For other events, Tournament Organizers may use glyphs of their choosing.

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| Notice centers and border colors | Grass green centers | Sand tan centers | Rock grey centers | Swamp dark green centers | Snow white centers with snowflakes | Lava Field dark red centers | Asphalt dark gray centers | Concrete light gray centers | Dungeon gray-green centers | Ancient bronze centers |
| 24 space tan borders | | | | | | | | | | |
| 7 space purple borders | | | | | | | | | | |
| 3 space black borders | | | | | | | | | | |
| 2 space orange borders | | | | | | | | | | |
| 1 space red or blue borders | | | | | | | | | | |

Special Tiles

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|----------------------------------------------------------|------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|----------------------------------------------------|------------------------------------------------------------------------|----------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|----------------------------------------|-----------------------------------------------------------------------|--------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| Water blue borders, blue centers | Wellspring Water blue borders, white centers | Swamp Water blue borders, yellow-green centers | Ice blue borders & centers, snowflake | Molten Lava blue borders, red centers | Shadow blue borders, black centers | Toxic Land black centers, hazard symbols | Road gray borders, cobblestone centers | | | | |
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| Pillars and Walls pink borders, purple centers | Jungle Trees brown borders, yellow centers, number indicates tree height | Evergreen Trees green borders, green centers, number indicates tree height | Rock Outcrop brown borders, center color matches base, number indicates rock height | Short Walls pink, must attach to terrain | Toxic Water blue borders, black centers, with hazard symbols | Fortified Walls pink, sits on top of terrain between hexes | Ship Pieces brown, must connect to terrain on lower level, upper level may connect to terrain | Wood Tiles brown, wood grain | Rope Ladders pink with arrows, connects to terrain from top | Cannons black circle with white arrow, barrel points in direction of arrow | Shroudshrooms brown borders, purple centers Y = Young, M = Mature, A = Ancient |
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