

# Iced Cider

*by Caps*

Gen Con 2026



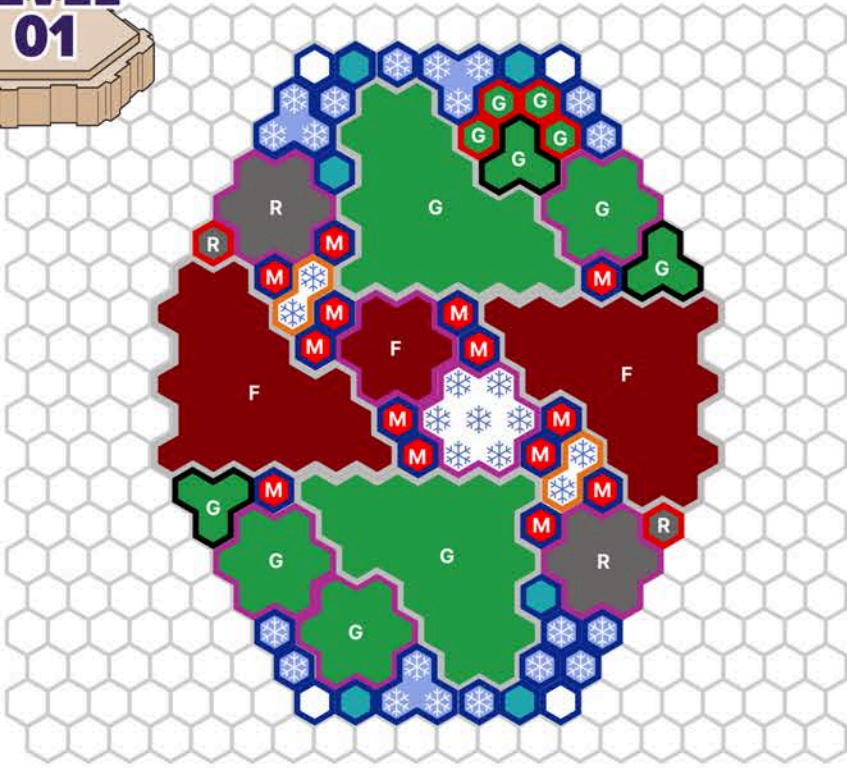
## Required Terrain

Battle for the Wellspring Battle Box (x1), Snowfields of Valhalla (x1),  
Lava Fields of Valhalla (x1)

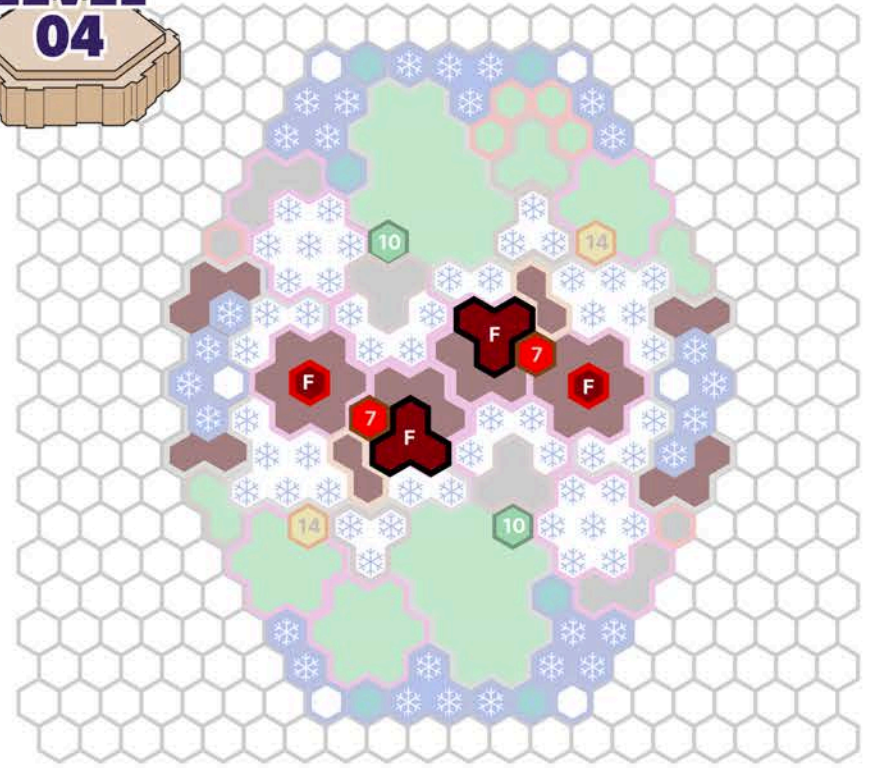
# Iced Cider *by Caps*

Battle for the Wellspring Battle Box (x1), Snowfields of Valhalla (x1), Lava Fields of Valhalla (x1)

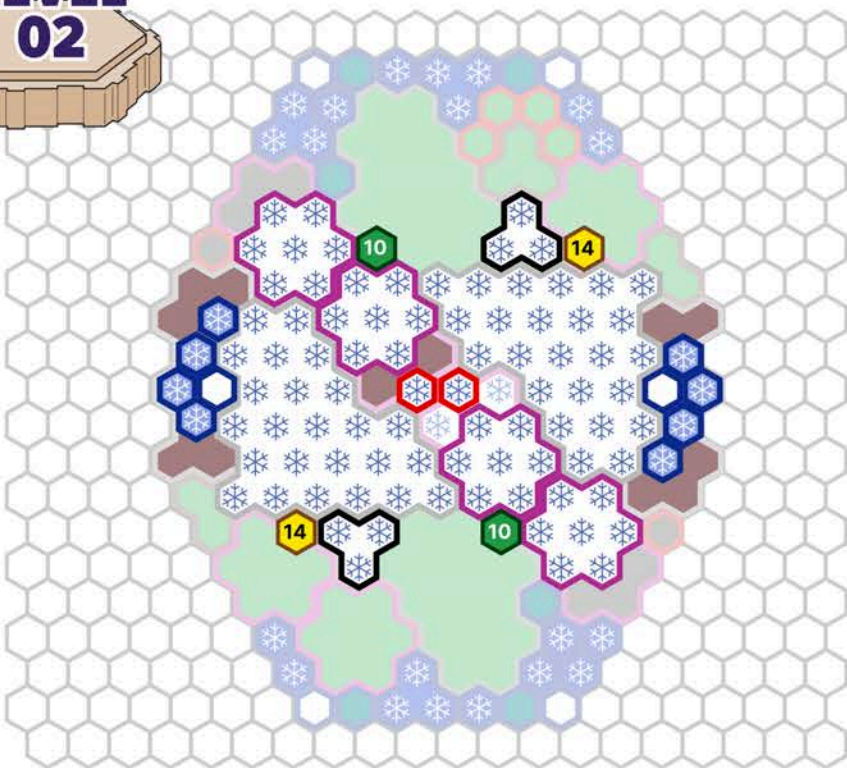
## LEVEL 01



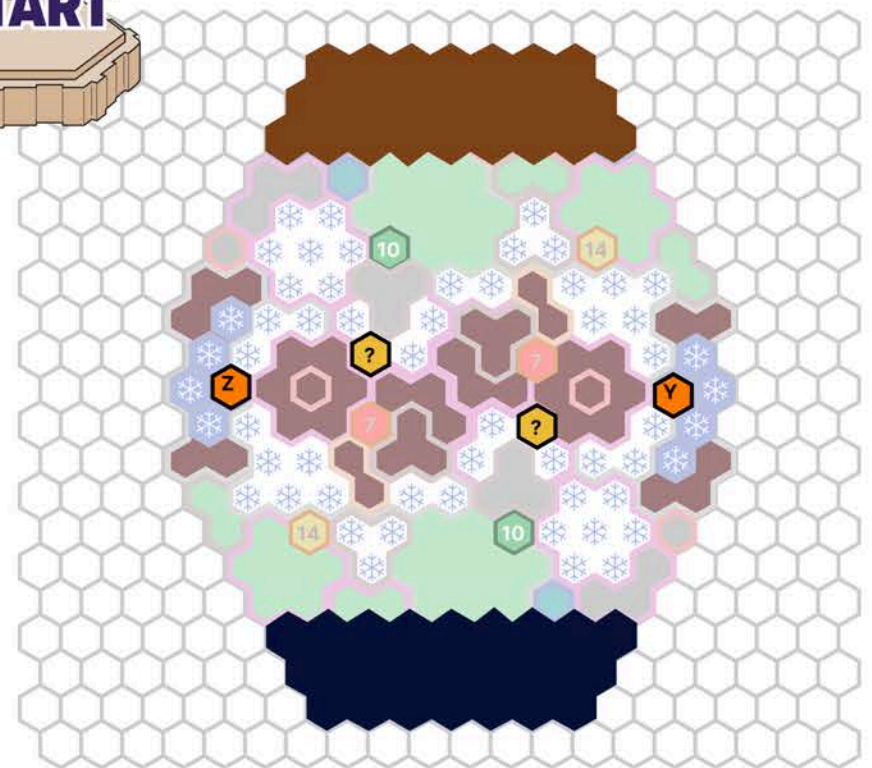
## LEVEL 04



## LEVEL 02



## START

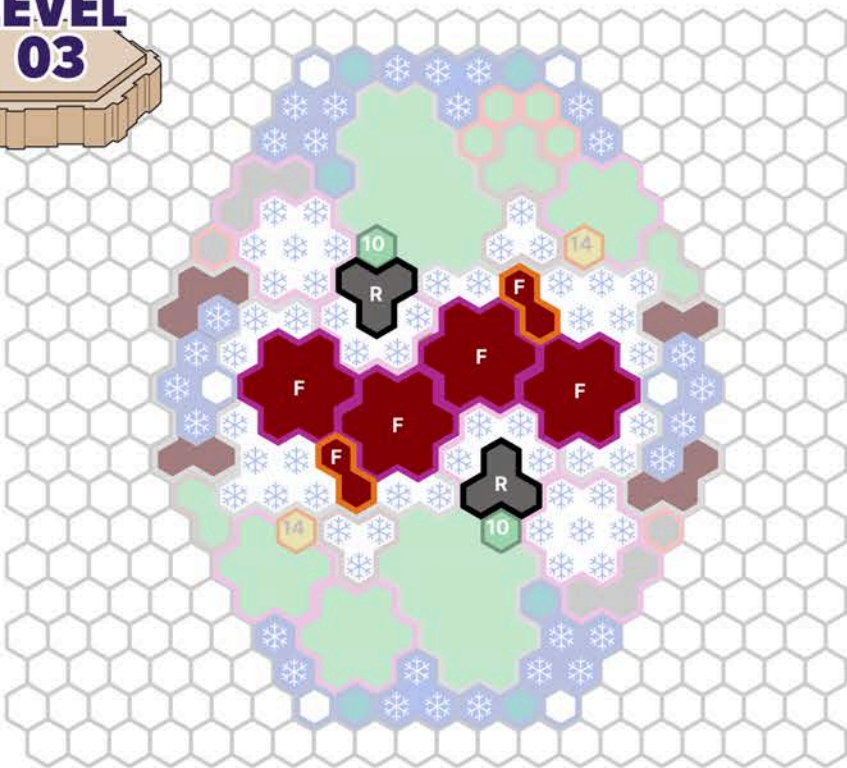


-  Zigvald
-  Yadulkia
-  Optional Treasure Glyphs

*Gen Con 2026. will use these Power Glyphs only and no treasure glyphs.*

*For other events, Tournament Organizers may use glyphs of their choosing. Treasure Glyphs are optional.*

## LEVEL 03



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

**Special Tiles**

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