

# Spring Fling

*by RainyDays*

Gen Con 2026

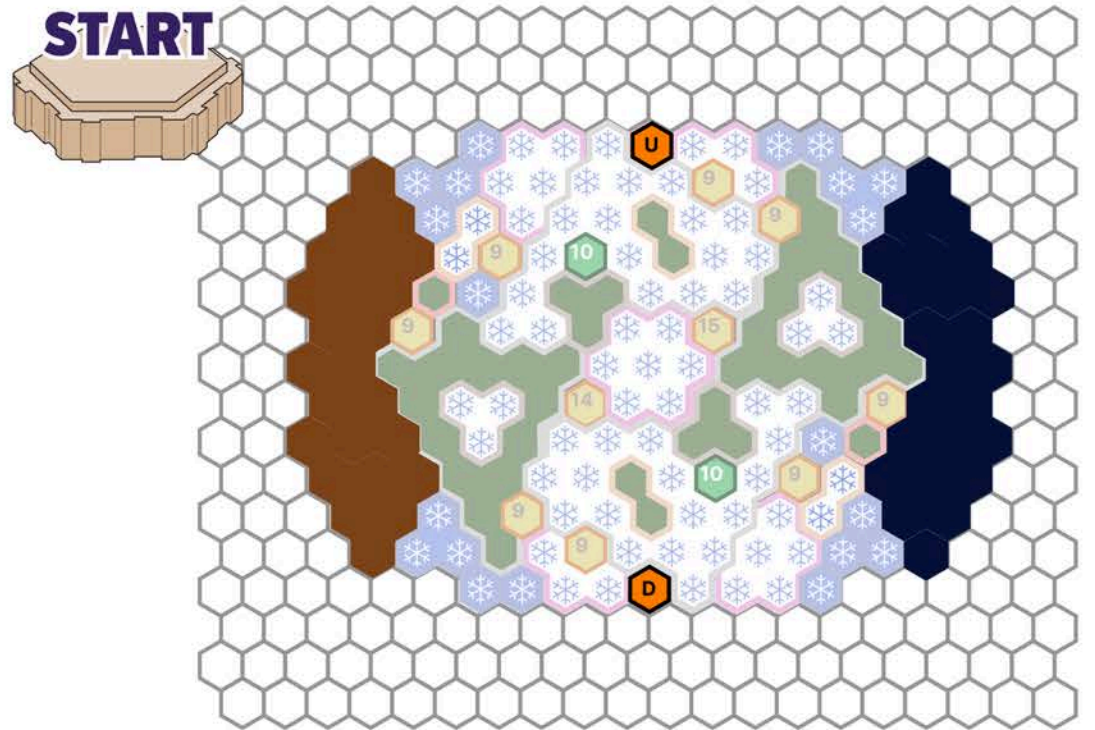
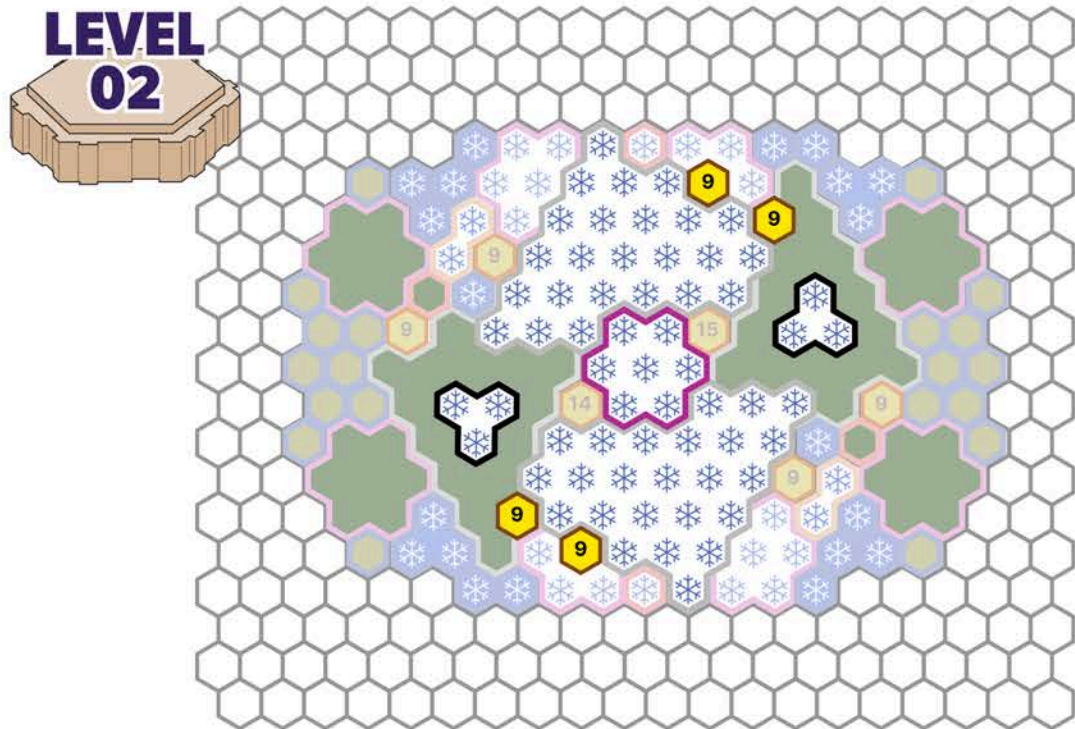
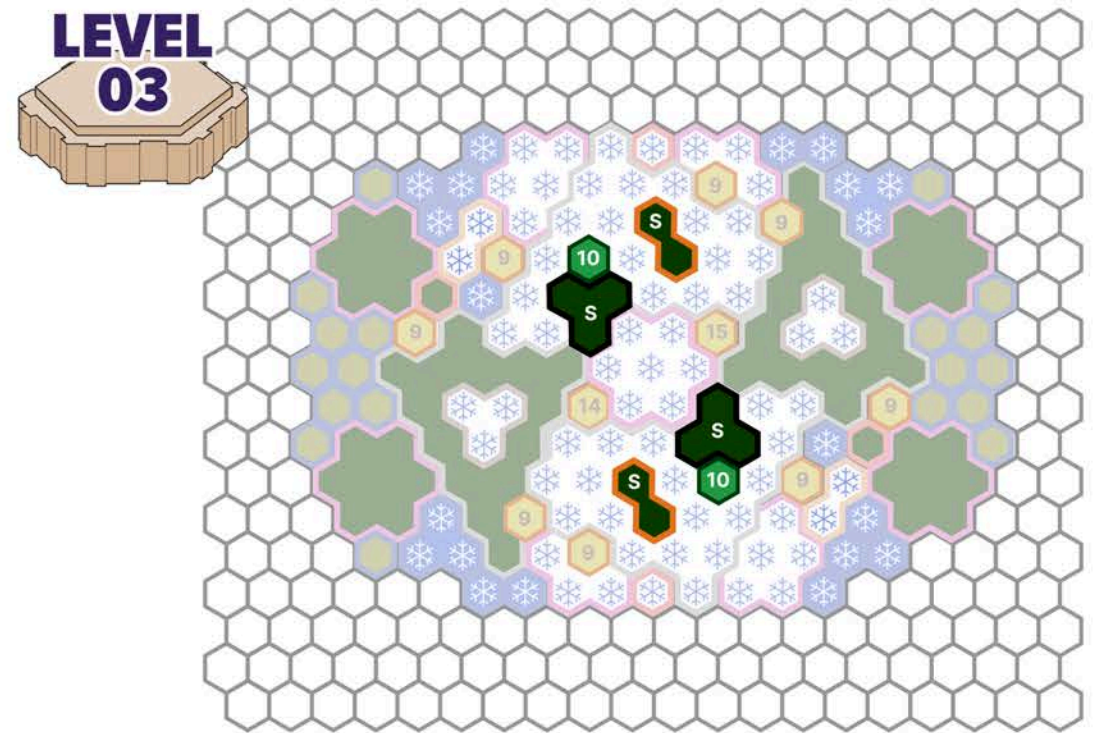
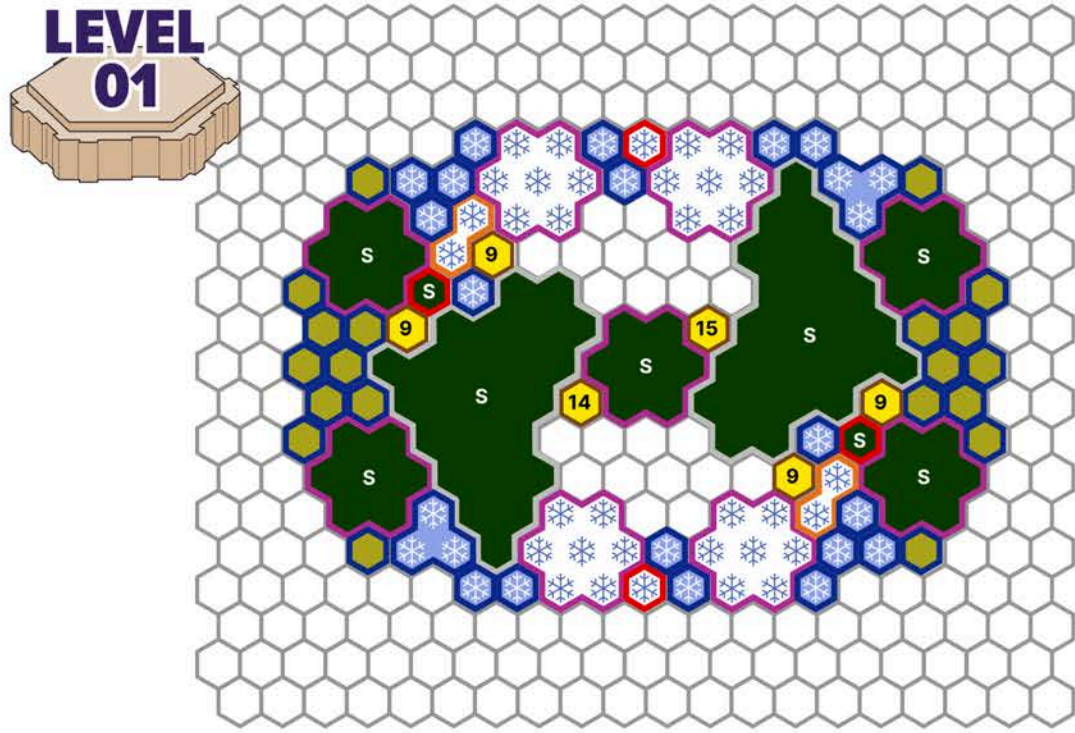


## Required Terrain

Swamps of Valhalla (x1), Snowfields of Valhalla (x1), 1x Grove at Laur's Edge (x1)

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Swamps of Valhalla (x1), Snowfields of Valhalla (x1), 1x Grove at Laur's Edge (x1)



- Yadulkia
- Dagmar

*These are the glyphs for Gen Con 2026.  
For other events, Tournament Organizers may use glyphs of their choosing.*

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		