

Swashbuckler

by dunedain

Gen Con 2026



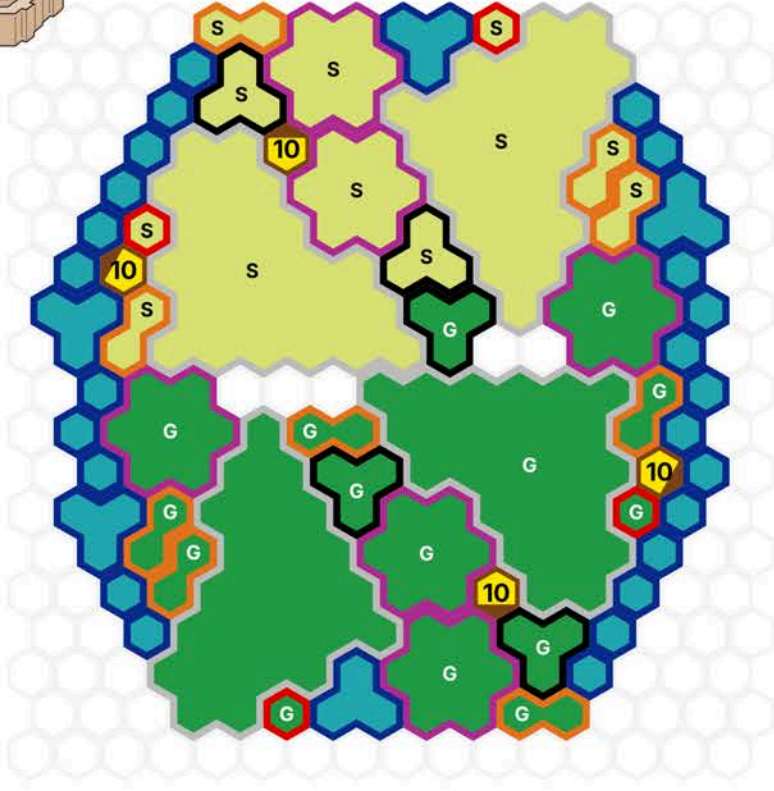
Required Terrain

Lands of Valhalla (x1), Waters of Valhalla (x1),
Grove at Laur's Edge (x1), Shores of Valhalla (x1)

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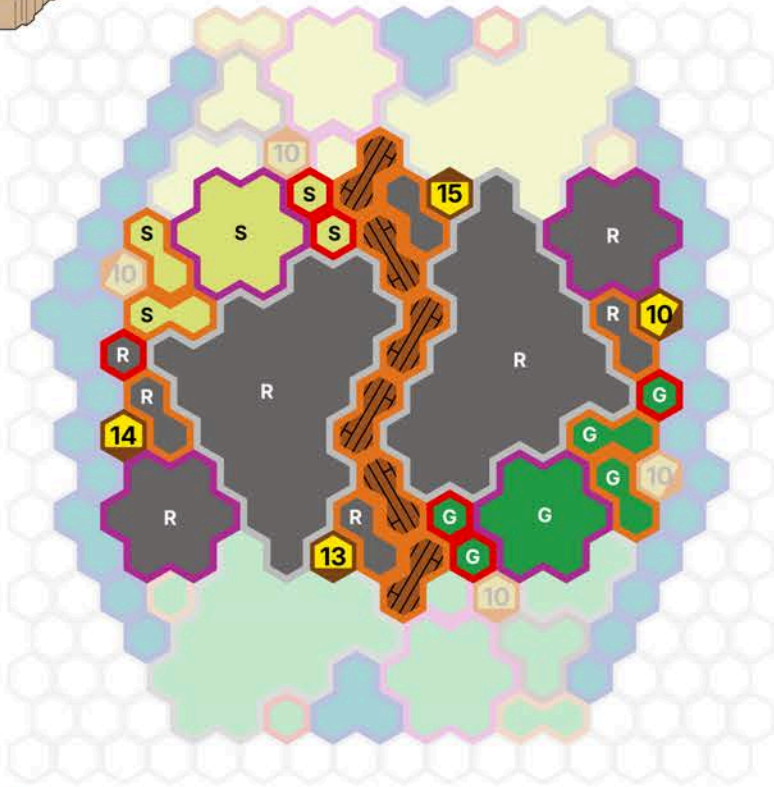
LEVEL 01



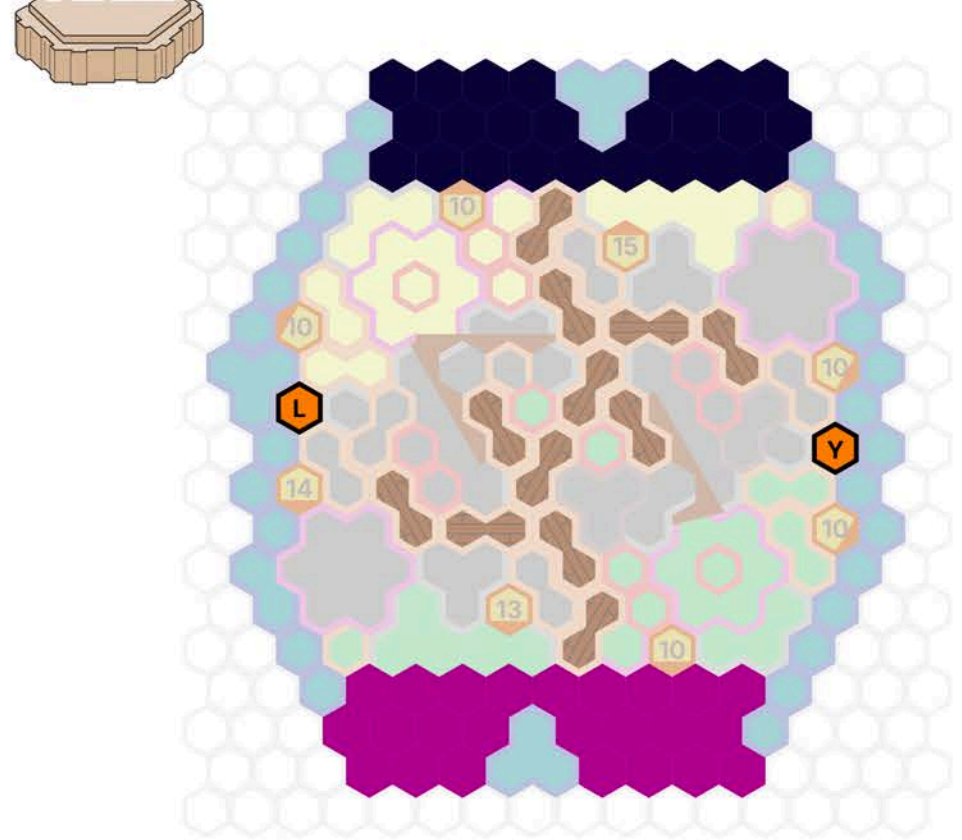
LEVEL 04



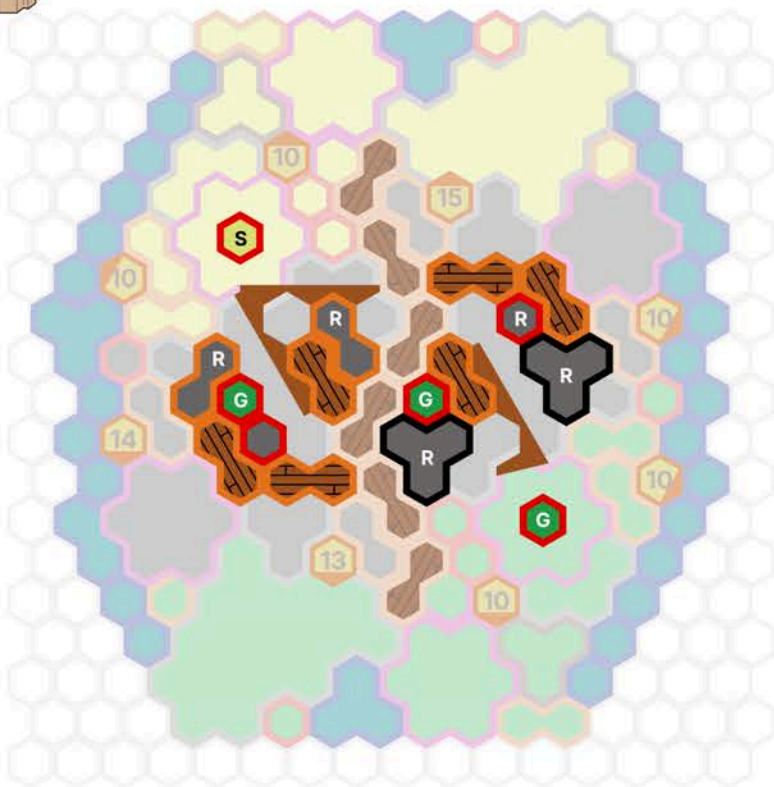
LEVEL 02



START



LEVEL 03



-  Lodin
-  Yadulkia

These are the glyphs for Gen Con 2026.

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

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

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
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		