

Road to Ruin

by Ulysses

Adepticon 2026



Required Terrain

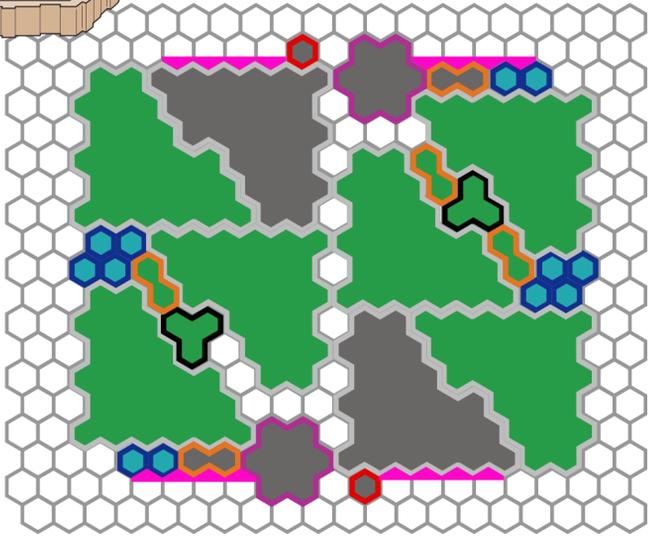
Age of Annihilation Master Set (x1), Roads of Valhalla (x1),
Urban Landscape of Valhalla (x1)

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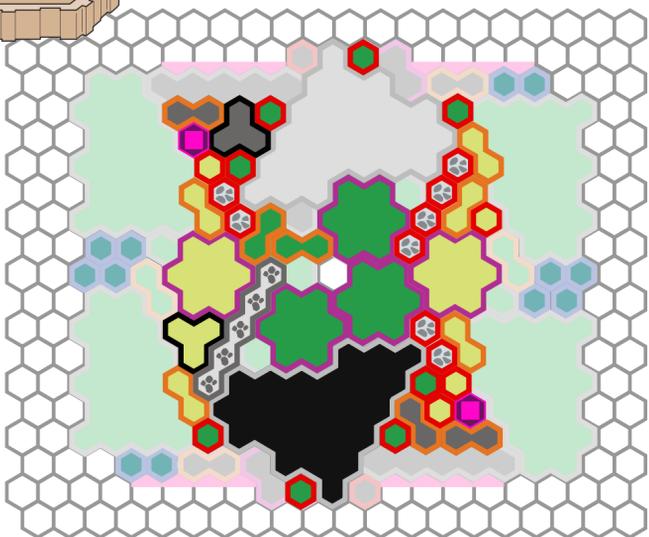
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Notice centers and border colors	Grass green centers	Sand tan centers	Rock grey centers	Swamp dark green centers	Snow white centers with snowflakes	Lava Field dark red centers	Asphalt dark gray centers	Concrete light gray centers	Dungeon gray-green centers
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	

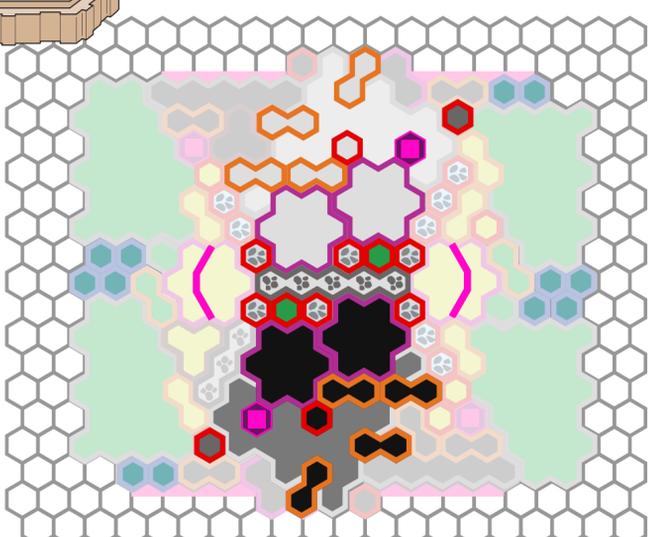
LEVEL 01



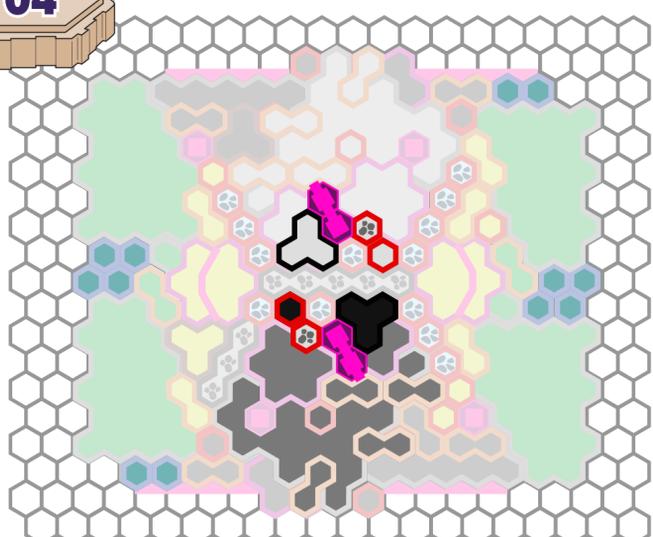
LEVEL 02



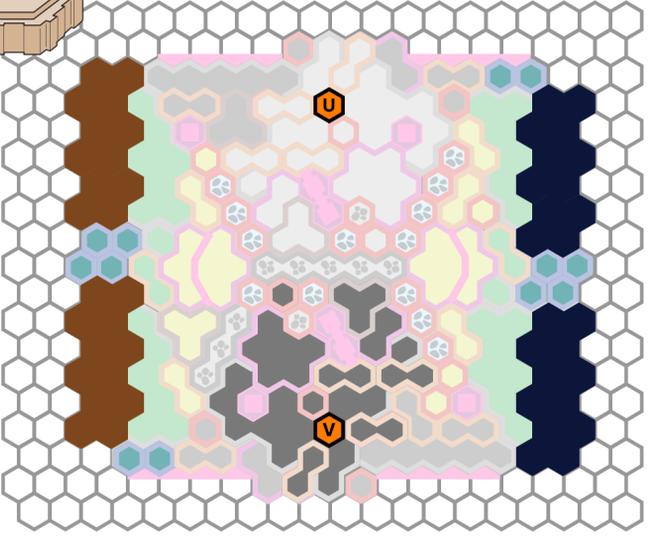
LEVEL 03



LEVEL 04



START



- Start Zone 1
- Start Zone 2
- Ulaniva
- Valda

These are the glyphs for Adepticon 2026.

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