

## ICY RIVER

A vast expanse of icy water lies before the Warriors. Small ice floes float up and down the river, carried by the ever changing current.

Place five ice floes randomly across the river, one in each row. Randomly determine the directions of the ice floes - one will move in an opposite direction from the floes next to it. They move at the beginning of each turn. When an ice floe reaches the edge of the board section it will reverse direction and float back the way it came. The Warriors must try and cross the river by walking onto the ice floes. To do so, each Warrior must wait until the ice floes are adjacent before moving onto one. If a Warrior is involved in a battle while balancing on the ice floes, or standing on the icy river banks, if he rolls a 1 to Hit he slips of the ice and falls into the icy water. He must lose 1 unmodified Wound and may climb out into an empty adjacent square at the beginning of the next Warriors' Phase.



## DUNGEON ROOM