

CARTOGRAPHERS

FROZEN EXPANSE

REALM OF FROST GIANTS

MAP
PACK
4

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TW
GAMES

Frozen Expanse – Realm of Frost Giants

This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*.

COMPONENTS

- 75 Map Sheets (double sided)
- 2 Ambush Cards
- 1 Hero Card



CHANGES TO SETUP

Players collectively decide which side of the map sheets to use (*F1* or *F2*).

Select two other ambush cards at random and shuffle them together with the two new ambush cards to form the ambush deck.

If playing with *Cartographers Heroes*, select three other hero cards at random and shuffle them together with the one new hero card to form the hero deck.

SCOUTED SPACES

Scouted spaces have faded marks that indicate one of the four primary terrain types (*forest, village, farm, or water*). These spaces begin empty and can only be filled with terrain of the indicated type. However, hero attack patterns can still be drawn in scouted spaces.

If a player cannot legally draw any of the available shapes due to the additional limitations of scouted spaces, they must instead draw a 1x1 square anywhere on their map and fill it with any terrain type (*excluding mountains*).

During scoring at the end of the summer and winter seasons, each player earns one reputation star for each scouted space that is filled on their map. Scouted spaces that have been filled but then destroyed do not count.



FROZEN LAKE

When a player surrounds the frozen lake on their map by filling all adjacent spaces, they immediately gain three coins (*F1*) or four coins (*F2*). Lake spaces are considered to be filled spaces, but they have no terrain type.



DESTROYED SPACES

Some spaces on the map sheet might get destroyed by ambushes. When a space is destroyed, draw an “X” over the space. Destroyed spaces are considered to be filled spaces, but they have no terrain type.



Ambush Clarifications



DIRE WOLF PROWL

Whoever draws the shape decides which space is destroyed by the effect of the Dire Wolf Prowl. In a multiplayer game, each player resolves this on their opponent’s map sheet before passing it back. In a solo game, the player resolves this themselves.



FROST GIANT ADVANCE

When a player fills a scouted space with the effect of the Frost Giant Advance, they must fill it with terrain of the indicated type. They only get to choose any terrain type (*excluding mountains*) when they fill a ruins space with the effect instead.

Credits

Game Designers: John Brieger and Jordy Adan

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Illustrators: Lucas Ribeiro and Diego Sá

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