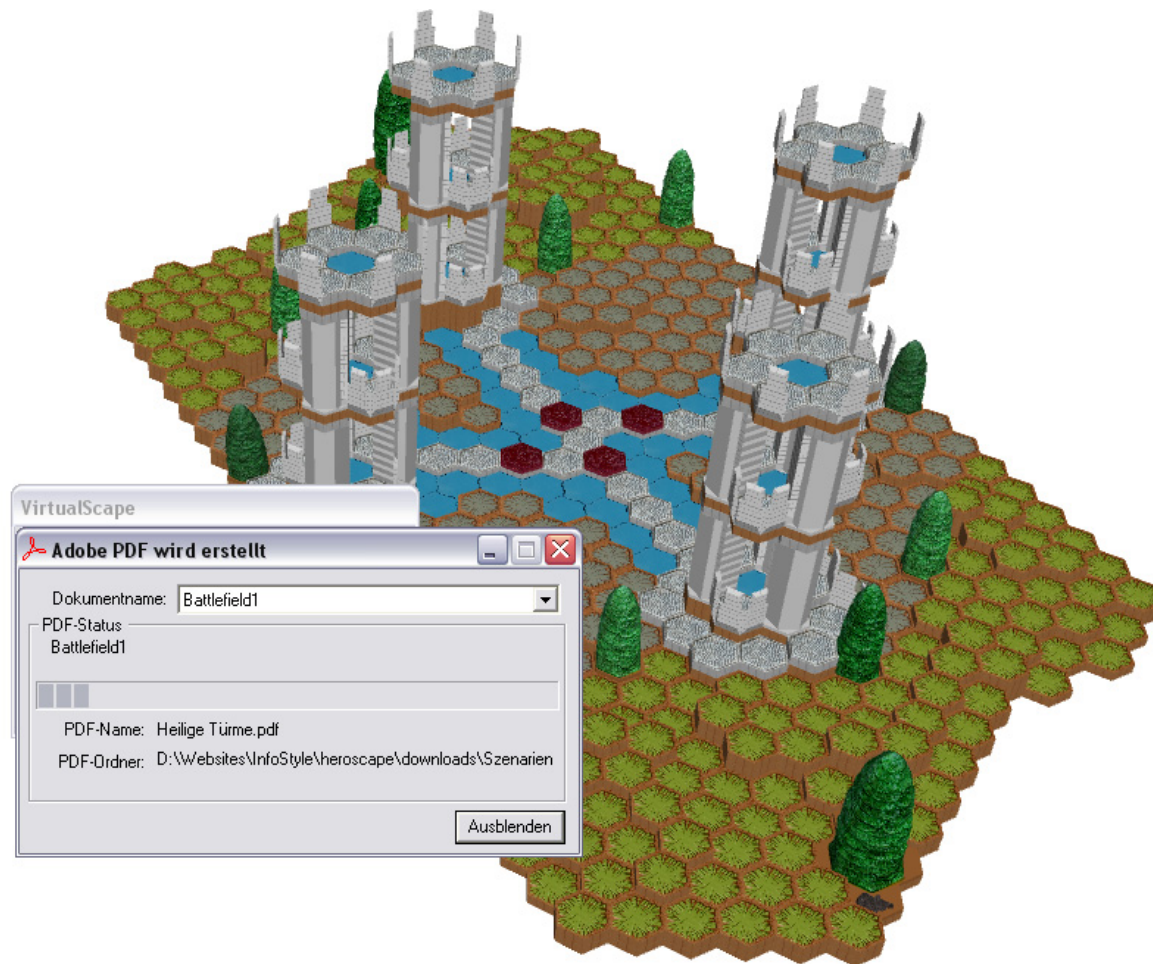
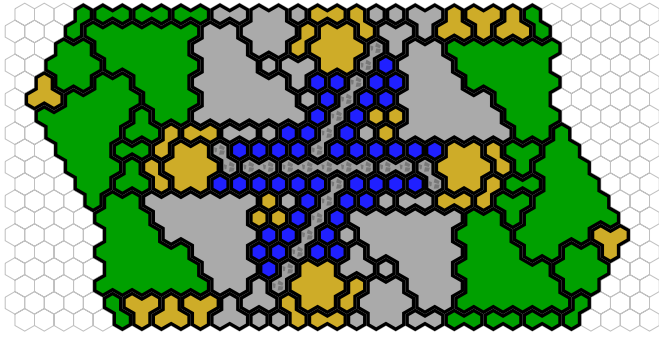


Heilige Türme

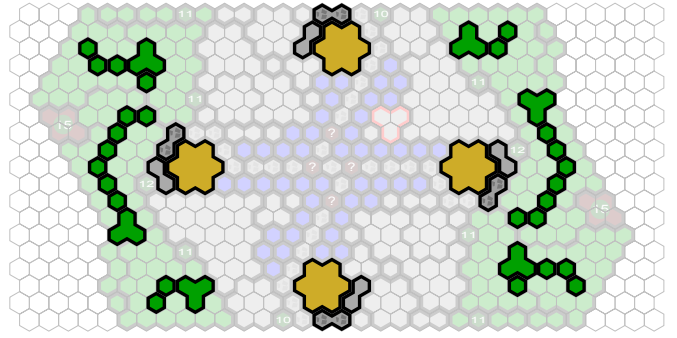


Author : JS

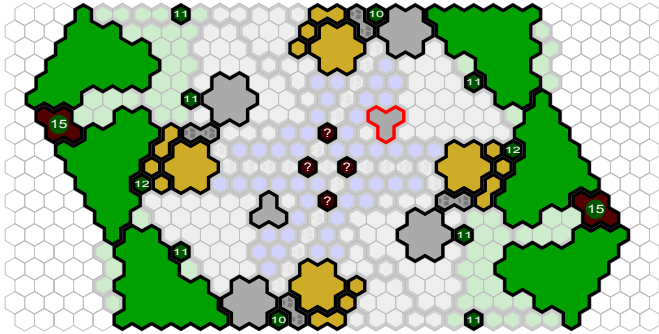
Level : 1



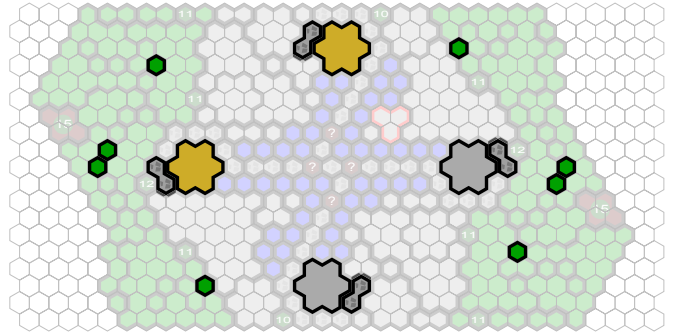
Level : 3



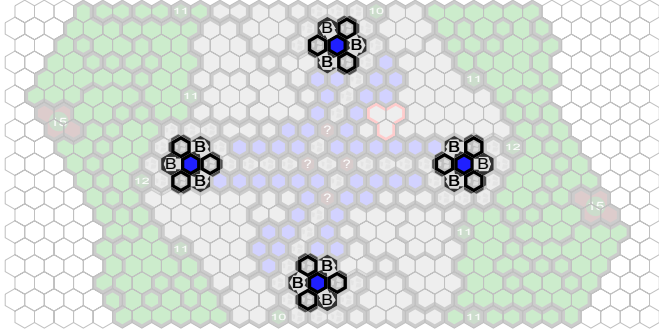
Level : 2



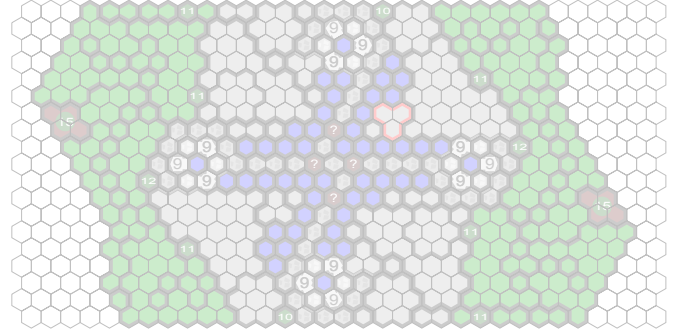
Level : 4



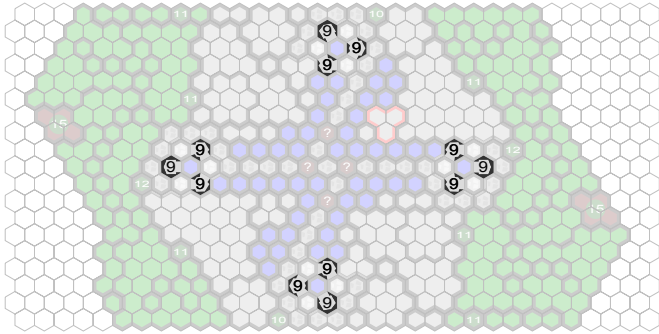
Level : 5



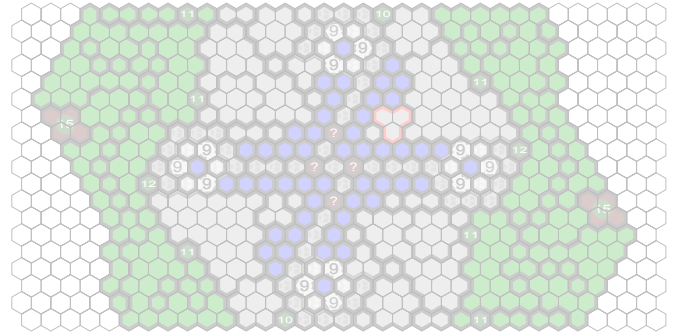
Level : 7



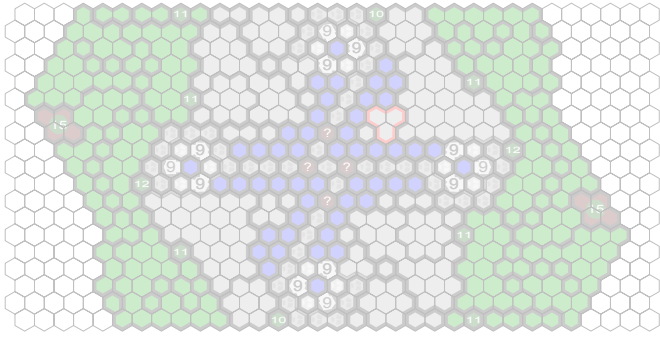
Level : 6



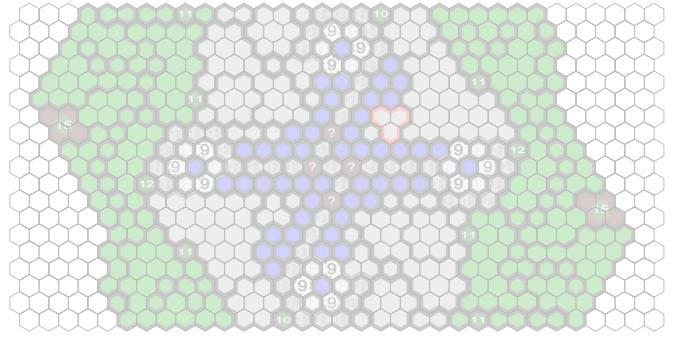
Level : 8



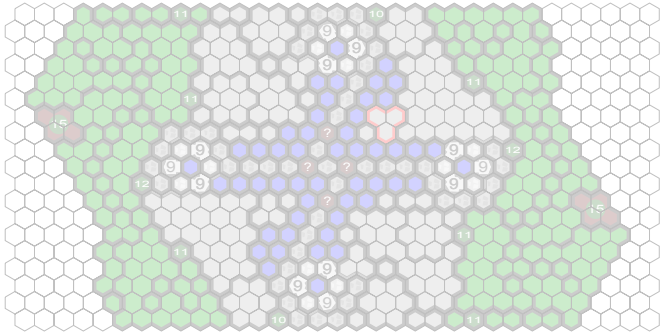
Level : 9



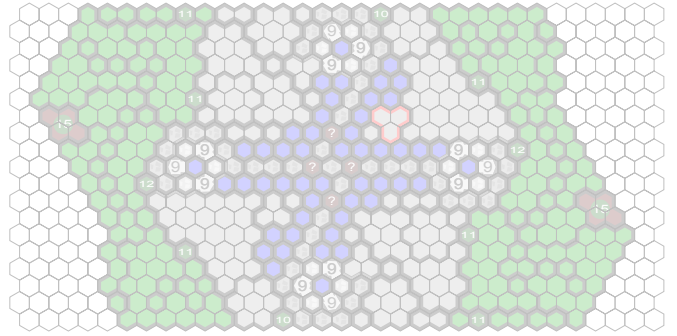
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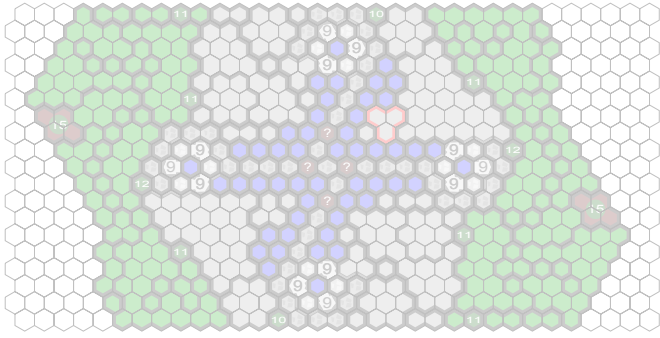
Level : 10



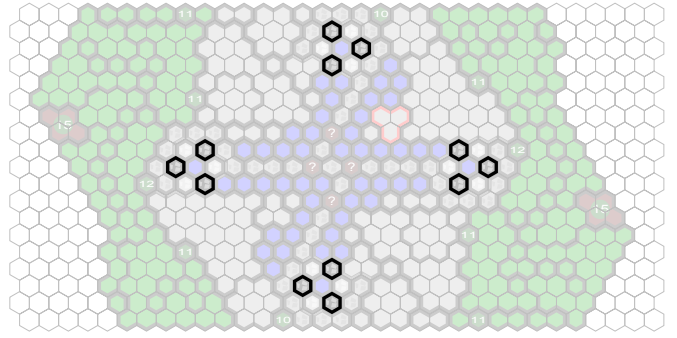
Level : 12



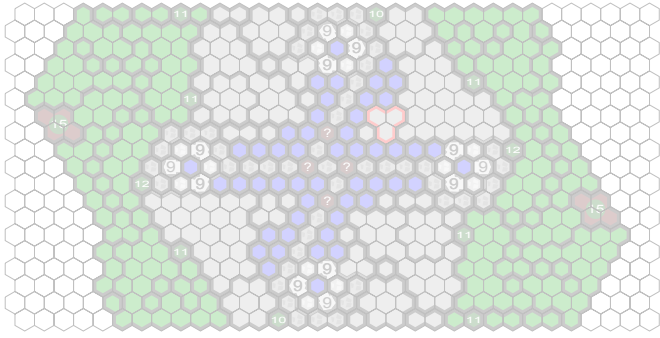
Level : 13



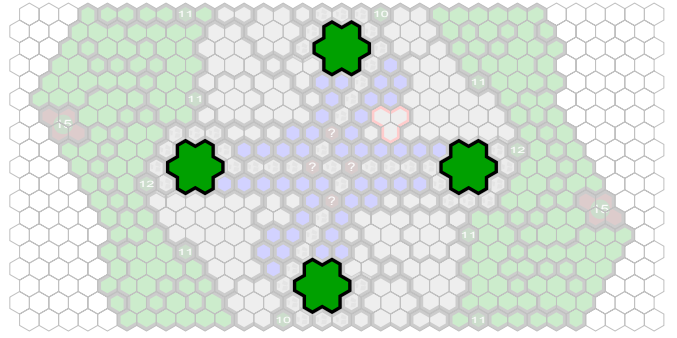
Level : 15



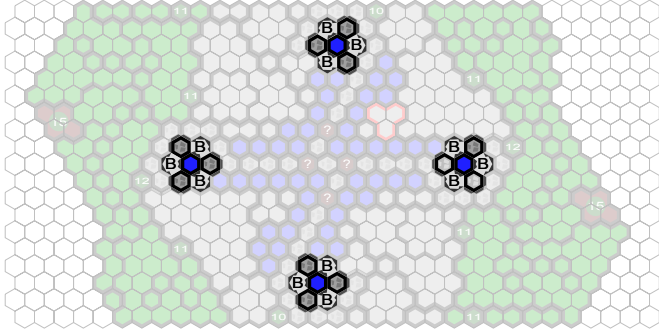
Level : 14



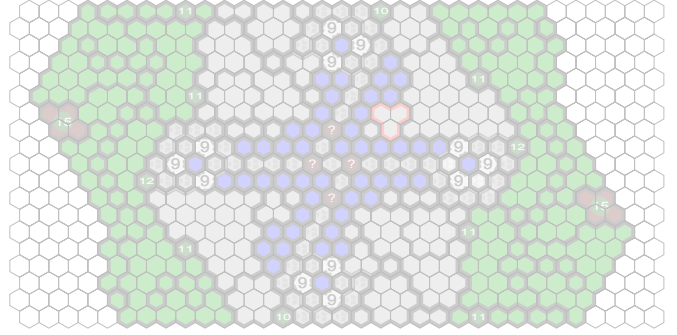
Level : 16



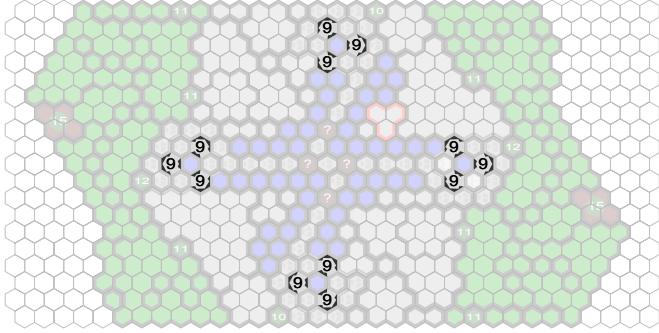
Level : 17



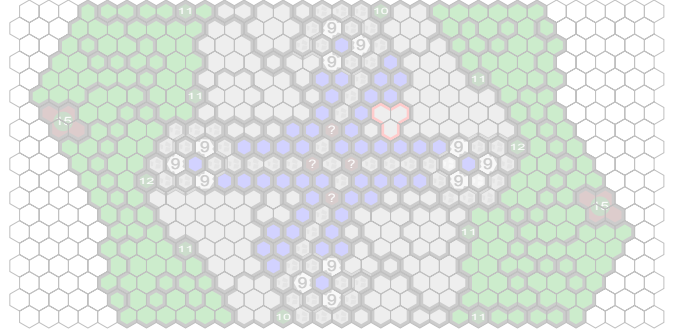
Level : 19



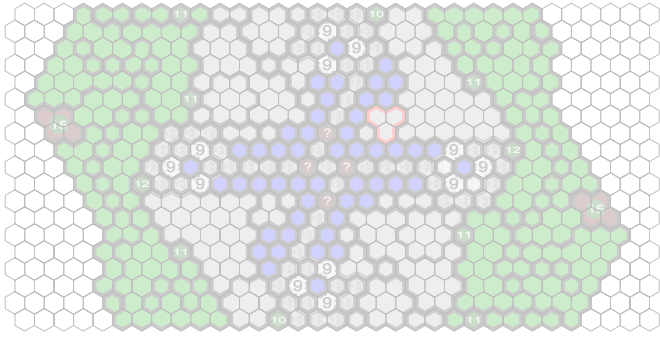
Level : 18



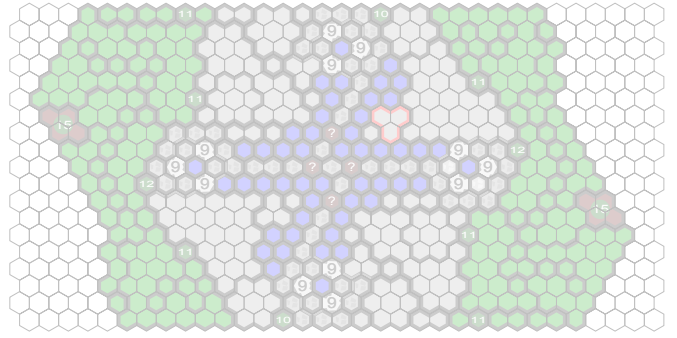
Level : 20



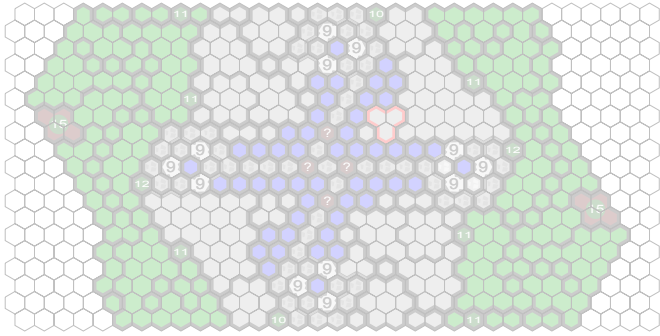
Level : 21



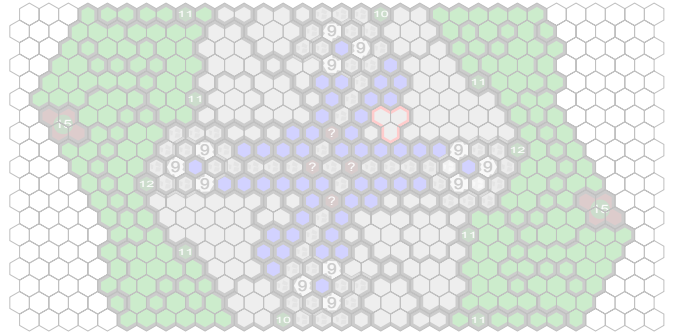
Level : 23



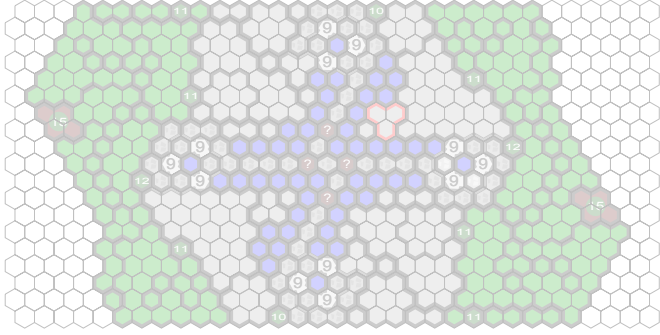
Level : 22



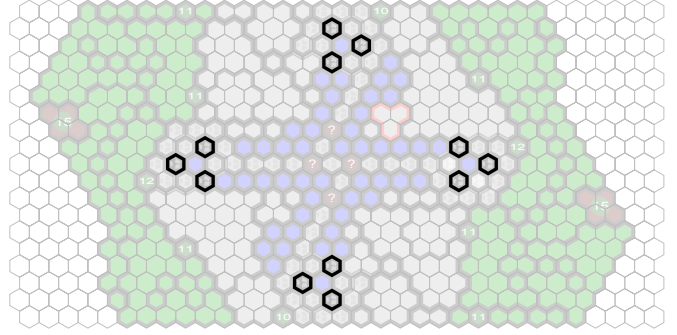
Level : 24



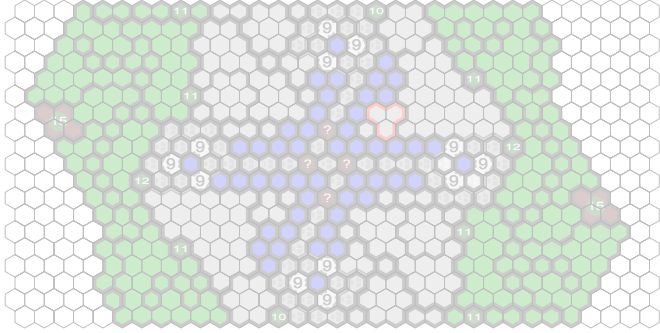
Level : 25



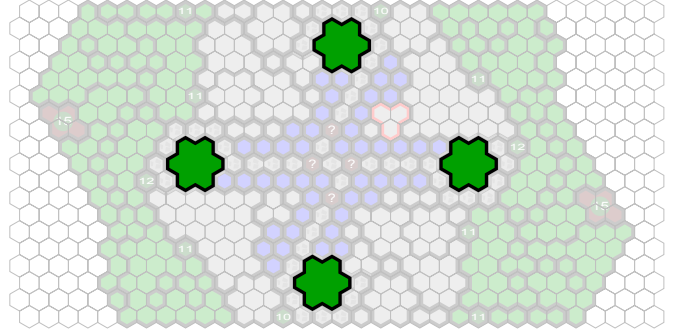
Level : 27



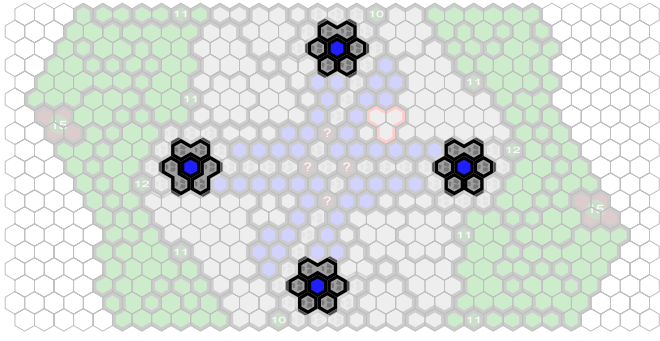
Level : 26



Level : 28



Level : 29



Number of player : 2-4

Size : 31.00x18.00 hex

Grass 1 : 34
Rock 1 : 14
Sand 1 : 14
Road 1 : 22
Tree 1 : 6
Base end : 4

Grass 2 : 12
Rock 2 : 8
Sand 2 : 16
Road 2 : 24
Tree 1 : 2
Wall corner : 20

Grass 3 : 10
Rock 3 : 8
Sand 3 : 8
Road 5 : 3
Unknown glyph : 4
Wall end : 4

Grass 7 : 10
Rock 7 : 8
Sand 7 : 14
Tree 4 : 2
ground castle 1 : 38
Battlement : 98

Grass 24 : 12
Rock 24 : 4
Water 1 : 58
Tree 1 : 2
Base corner : 20

Jedes Feld ist von jedem anderen Feld im selben Turm für 3 BEW zu erreichen, aber in den Türmen erhalten Figuren nicht den BEW-Bonus für Straßenbewegung.