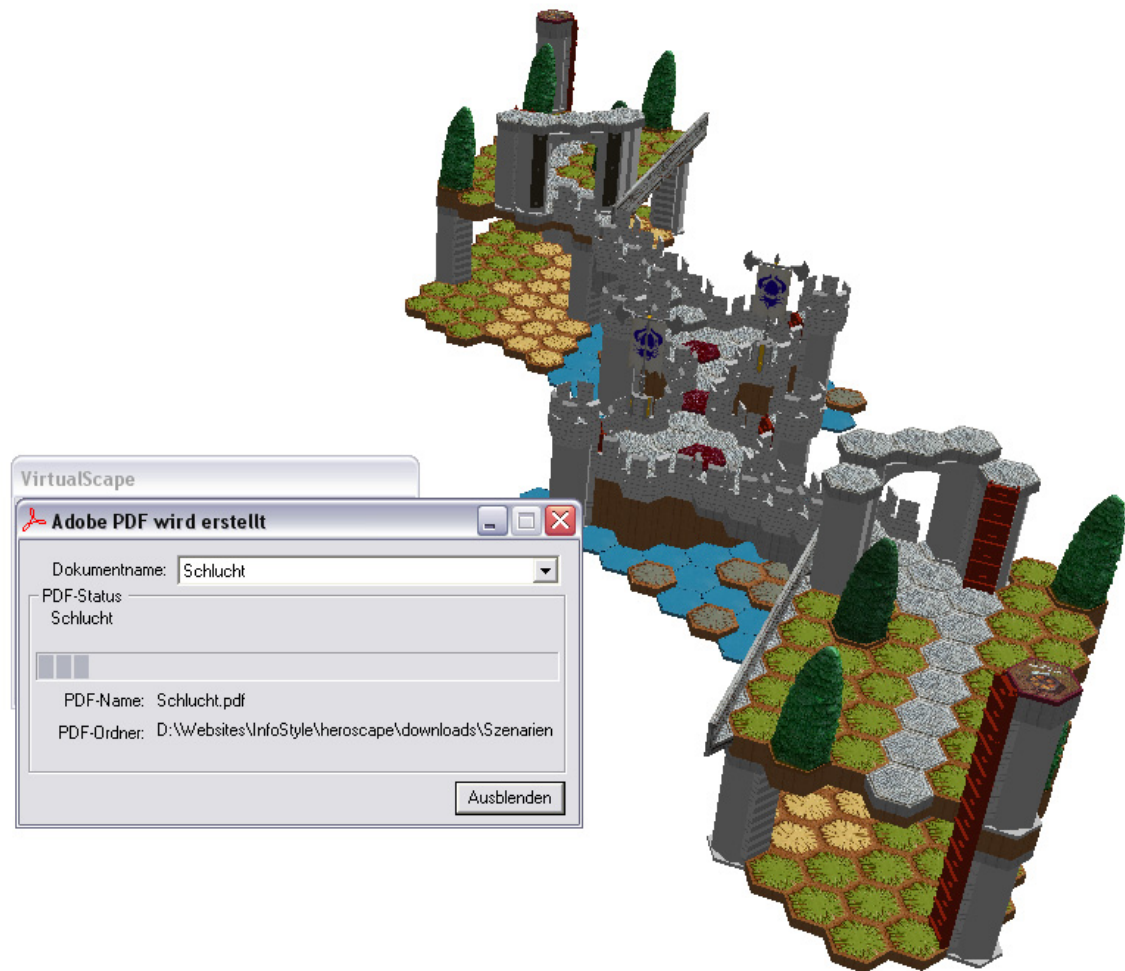
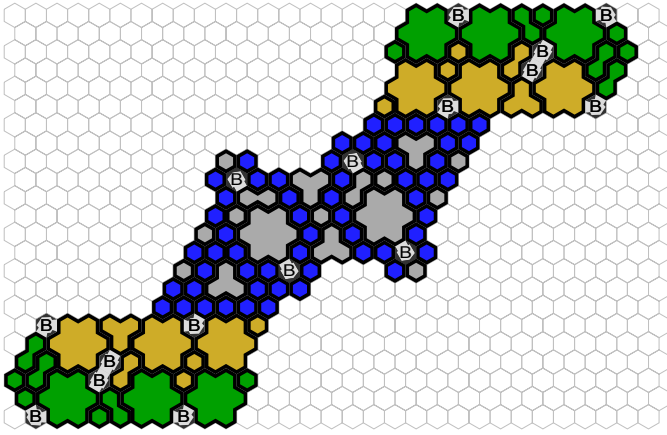


Schlucht

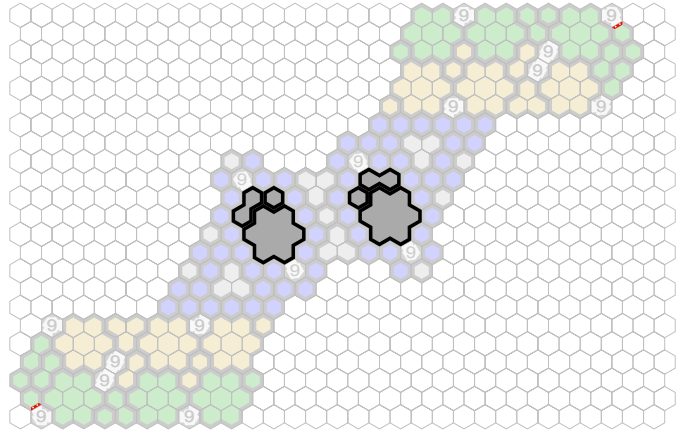


Author : JS

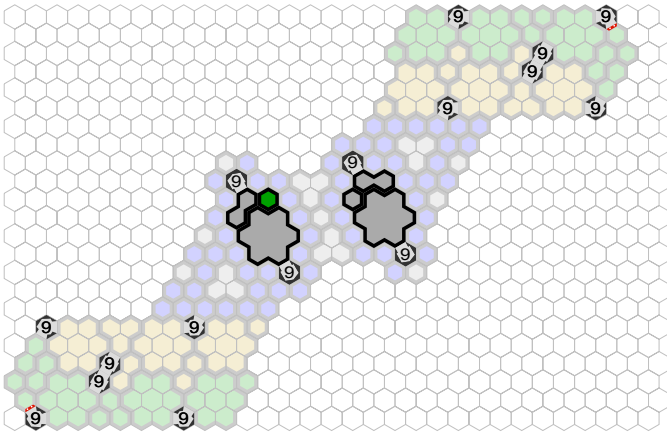
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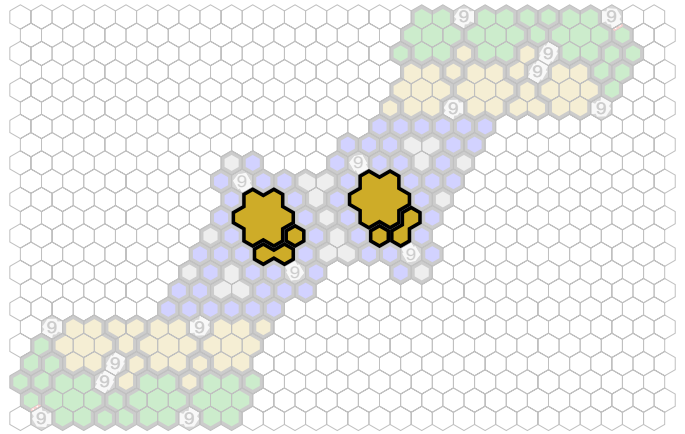
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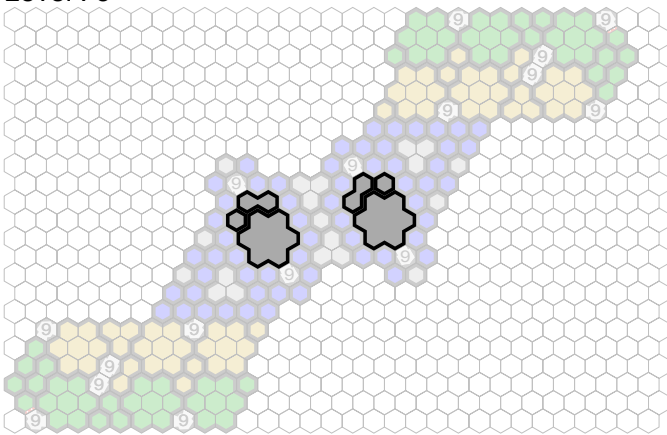
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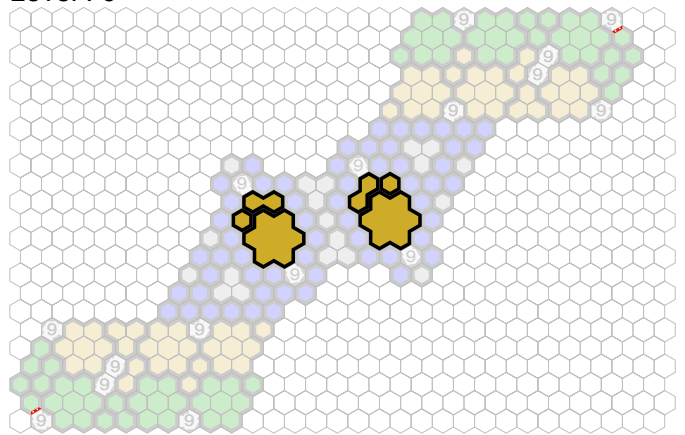
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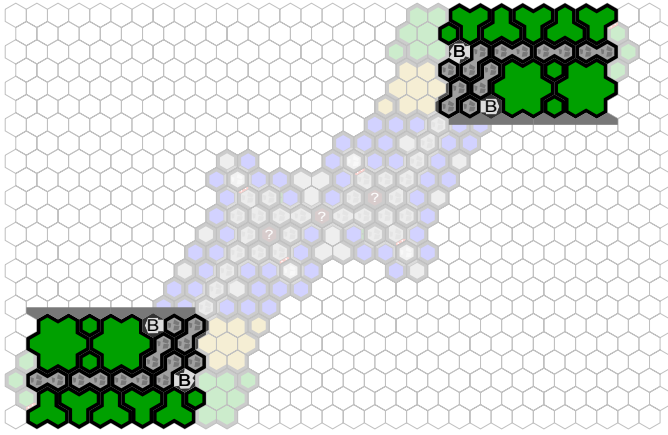
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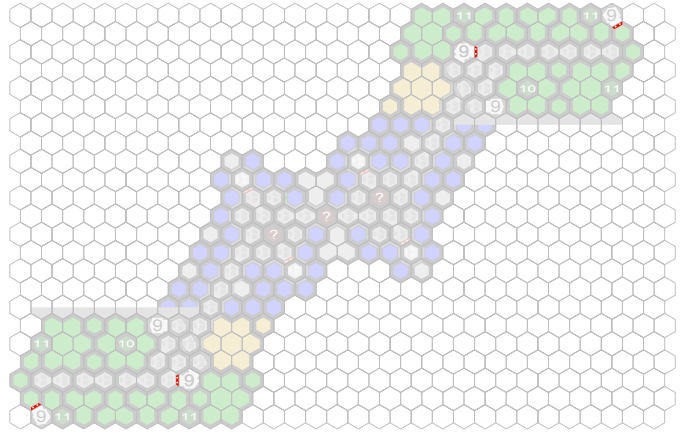
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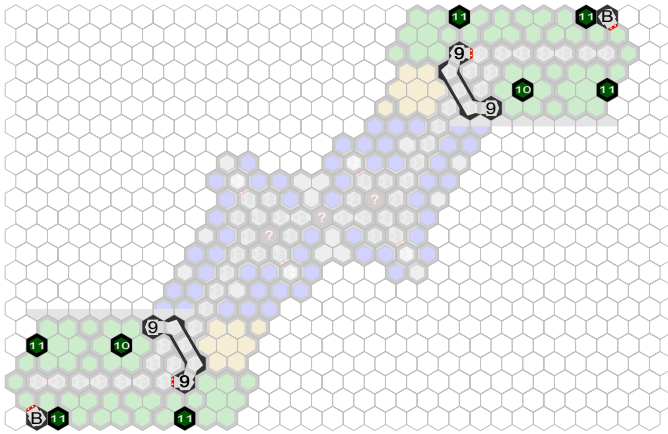
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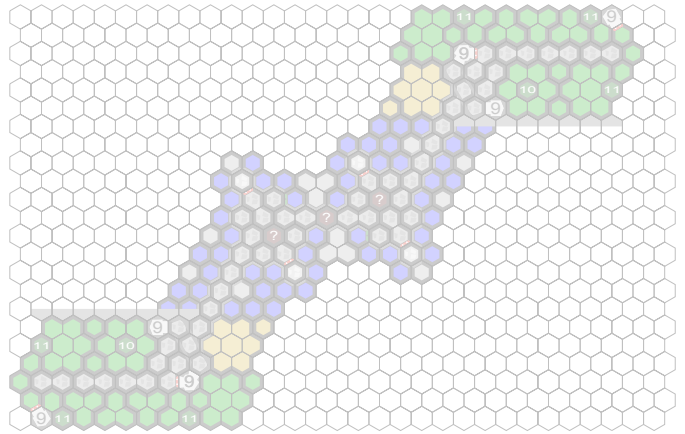
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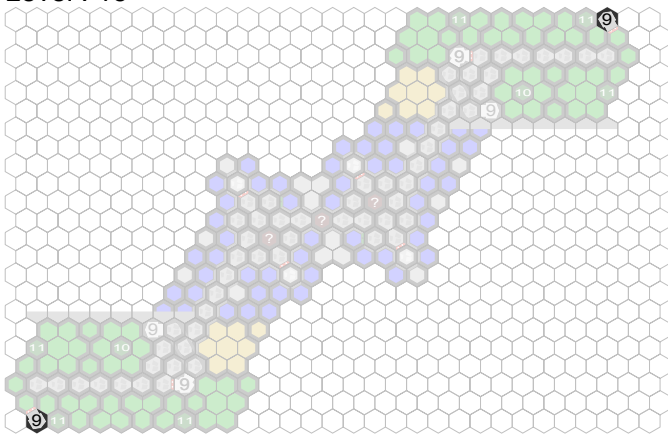
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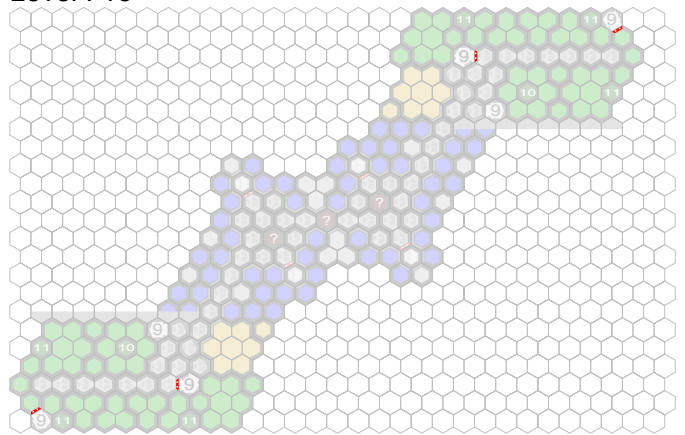
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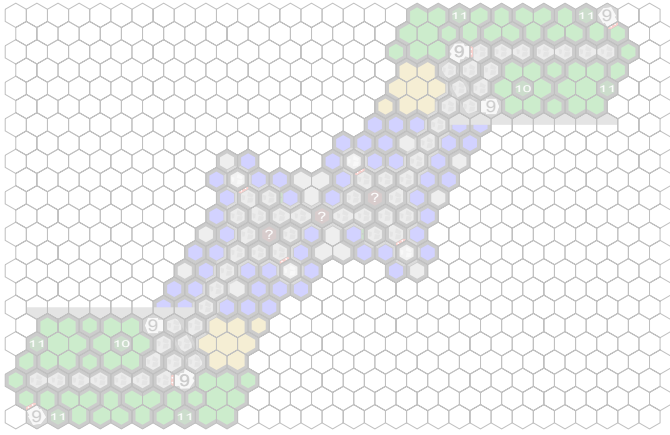
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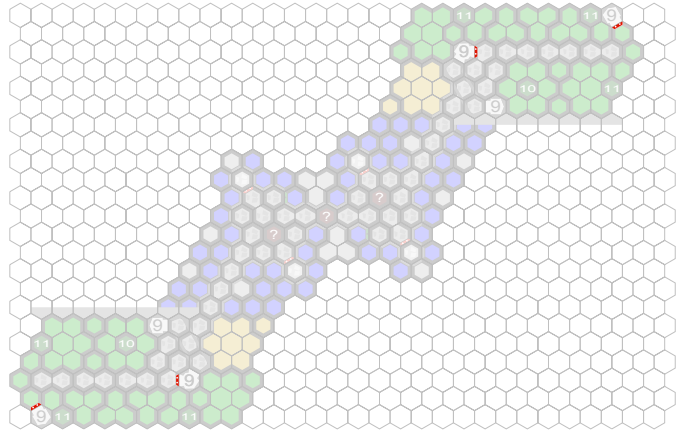
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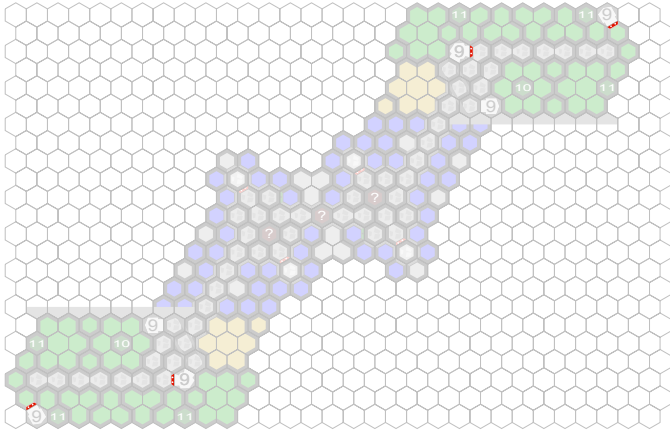
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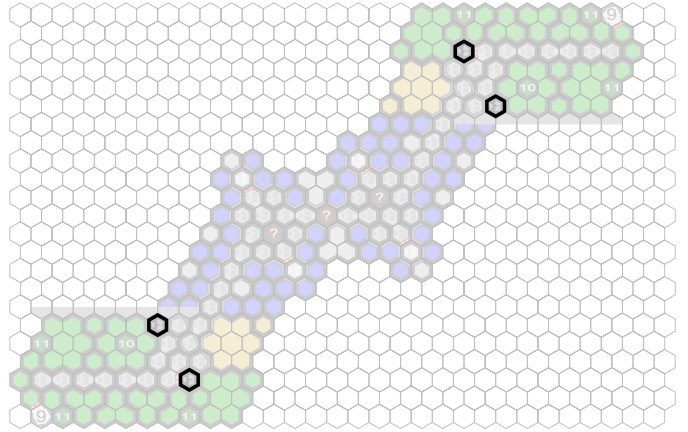
Level : 22



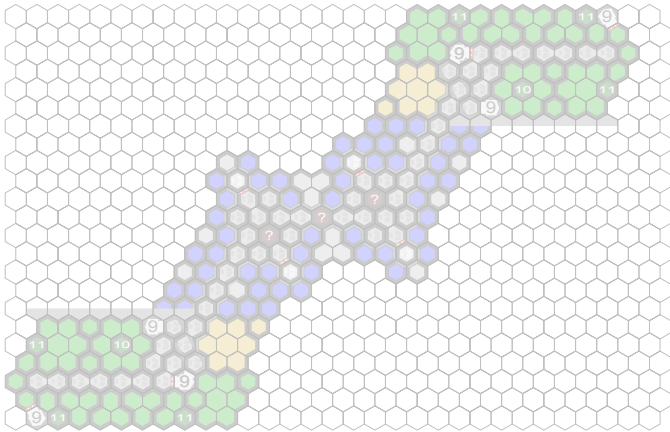
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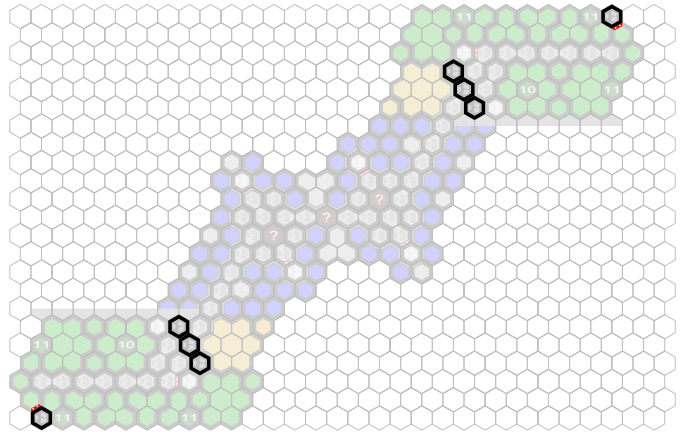
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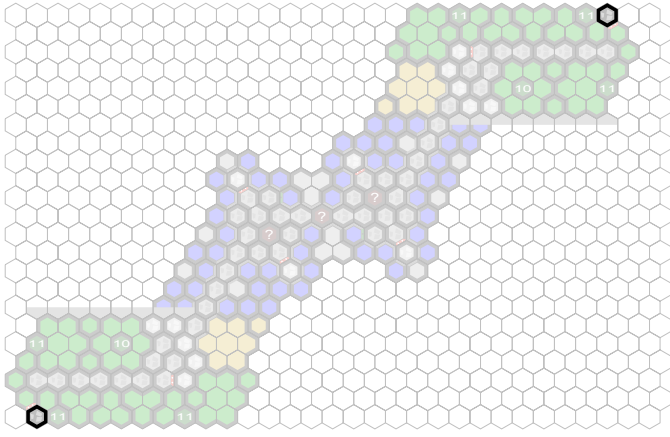
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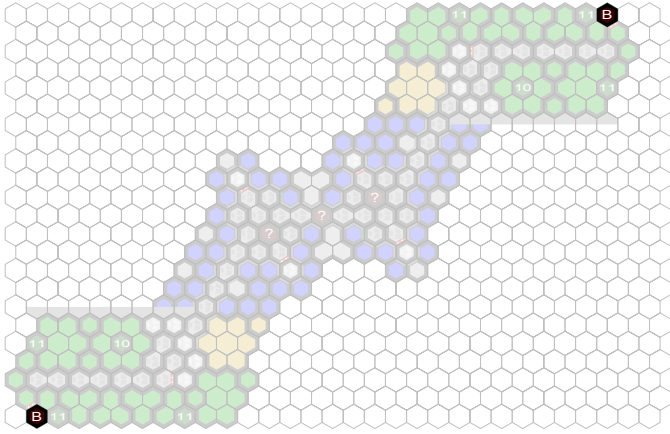
Level : 24



Level : 25



Level : 26



Number of player : 2-4

Size : 30.00x22.00 hex

Grass 1 : 15

Grass 2 : 6

Grass 3 : 10

Grass 7 : 10

Grass 24 : 4

Rock 1 : 14

Rock 2 : 8

Rock 3 : 4

Rock 7 : 8

Sand 1 : 10

Sand 2 : 6

Sand 3 : 2

Sand 7 : 10

Water 1 : 58

Road 1 : 16

Road 2 : 24

Road 5 : 3

Tree 1 : 2

Tree 1 : 6

Wall 4 : 4

Unknown glyph : 3

Brandar glyph : 2

ground castle 1 : 30

Base corner : 10

Base straight : 4

Base end : 8

Wall corner : 10

Wall straight : 4

Wall end : 8

Battlement : 99

Door : 2

Ladder : 42

Flag : 2

Mission 2 (Originalmission von AliasQTip):

Goal: Infiltrate the enemy's subterranean base and activate their base's self-destruct mechanism.

Setup: Both player starts in starting zones on the surface and in the underground.

Special Rules: The Glyphs of Brandar represent the Self-Destruct Mechanisms.

Any one of your single-based figures may activate your opponent's Self-Destruct Mechanism by standing on the enemy's Glyph of Brandar.

Victory: Be the first to destroy your enemy's base by activating their Self-Destruct Mechanism and win the game. Or, when the other side has no figures left on the battlefield, you win. If the battle reaches the end of Round 15, then the game is over and the player with the most points on the battlefield wins.