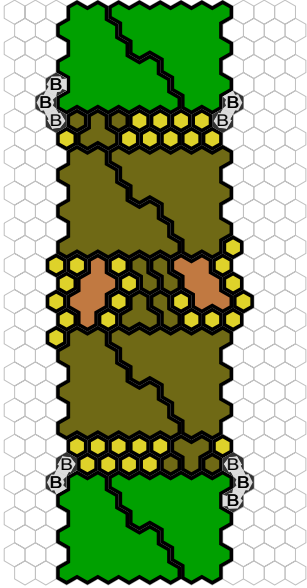


# Sumpflager

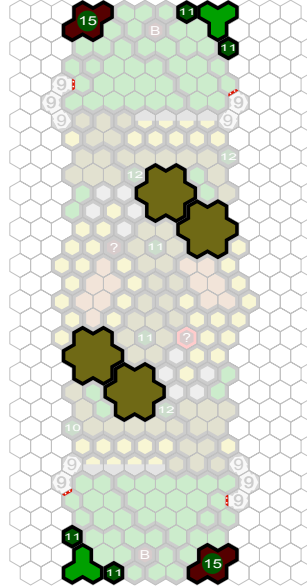


Author : JS

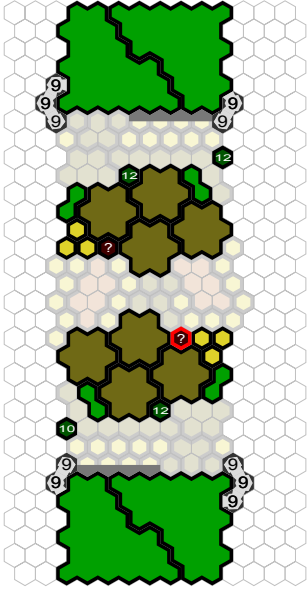
Level : 1



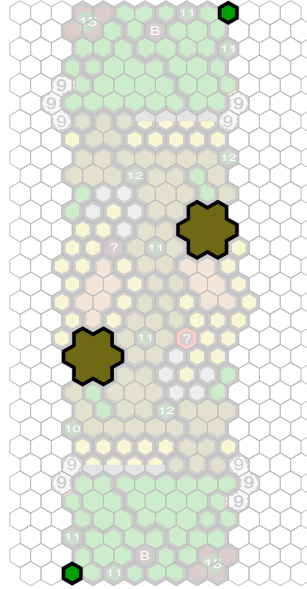
Level : 4



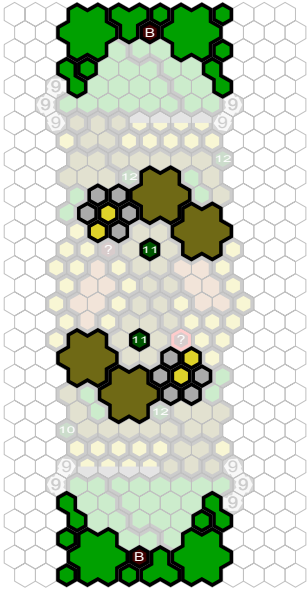
Level : 2



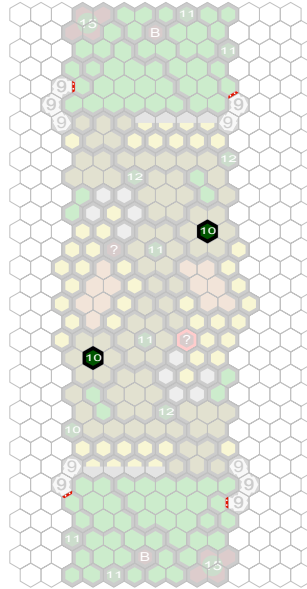
Level : 5



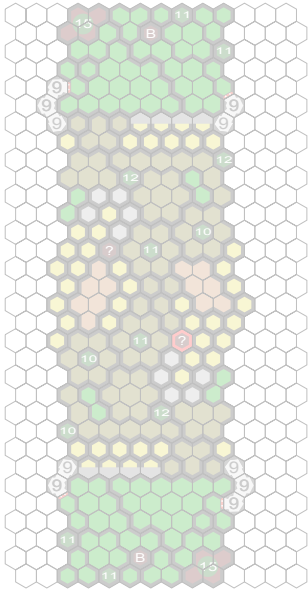
Level : 3



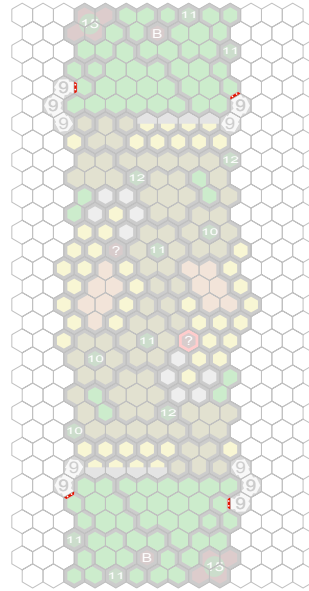
Level : 6



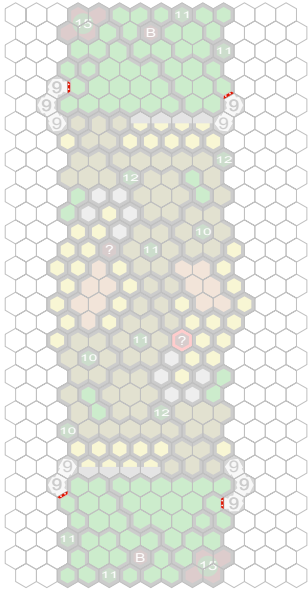
Level : 7



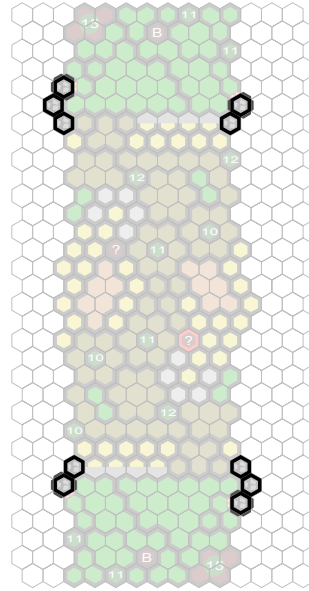
Level : 10



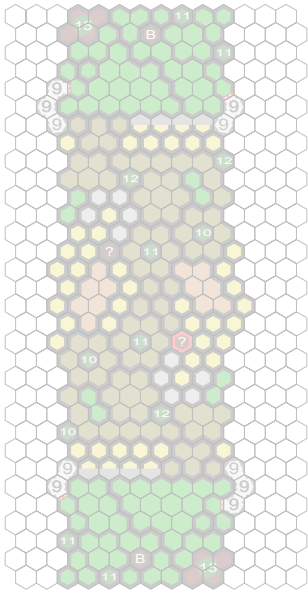
Level : 8



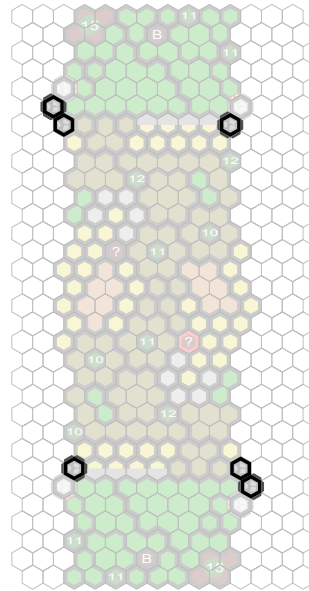
Level : 11



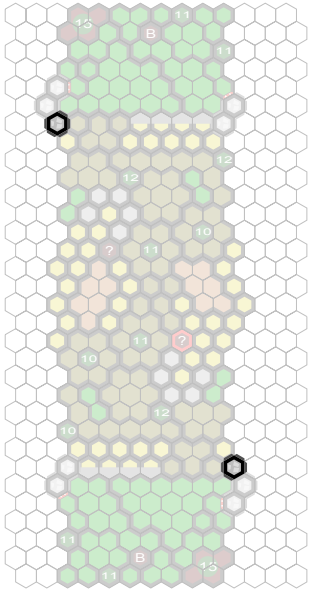
Level : 9



Level : 12



Level : 13



Number of player : 2-4

Size : 12.50x31.00 hex

Grass 1 : 10

Rock 1 : 10

Wall 4 : 2

Base end : 4

Swamp water 1 : 48

Swamp 24 : 4

Grass 2 : 8

Tree 4 : 2

Unknown glyph : 2

Wall corner : 6

Swamp 1 : 4

Hive 6 : 2

Grass 3 : 4

Tree 1 : 3

Brandar glyph : 2

Wall end : 4

Swamp 2 : 3

Grass 7 : 4

Tree 1 : 6

ground castle 1 : 18

Battlement : 44

Swamp 3 : 3

Grass 24 : 8

Tree 1 : 3

Base corner : 6

Ladder : 16

Swamp 7 : 18

Typisches "Capture the Flag" Szenario.