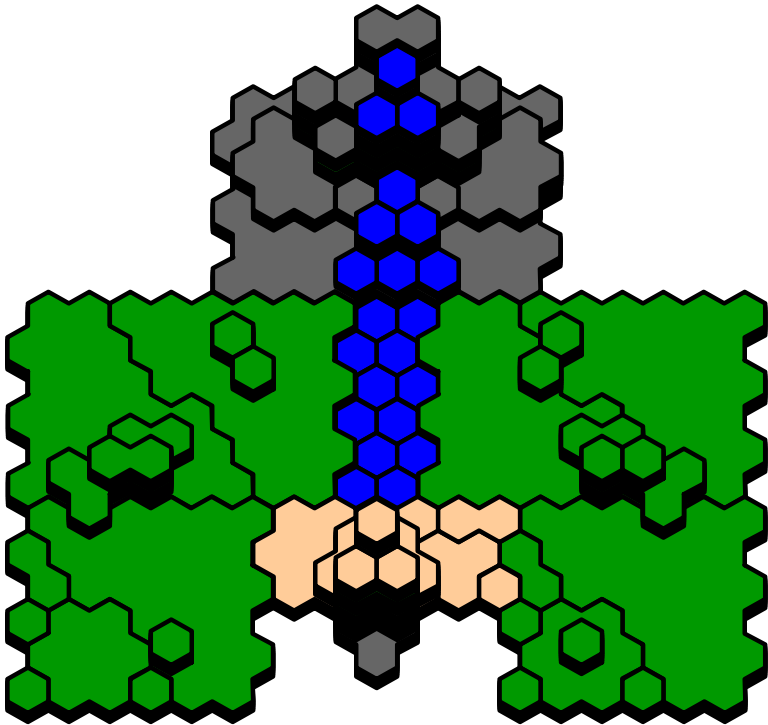
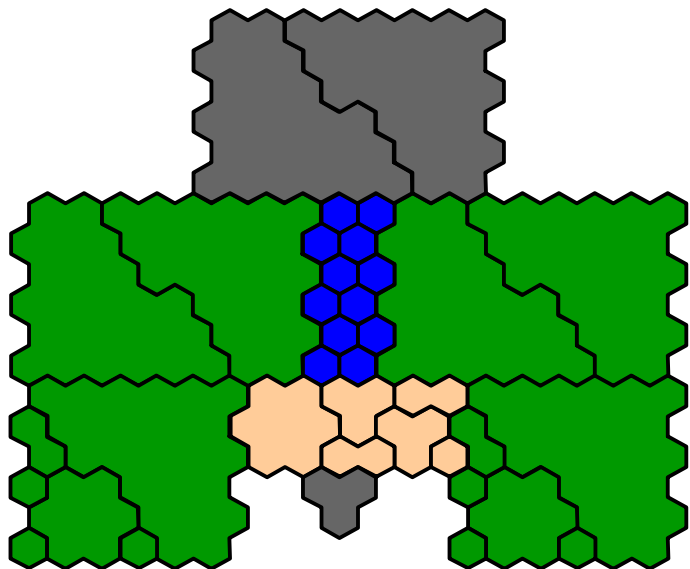


# Battle for the Shrine

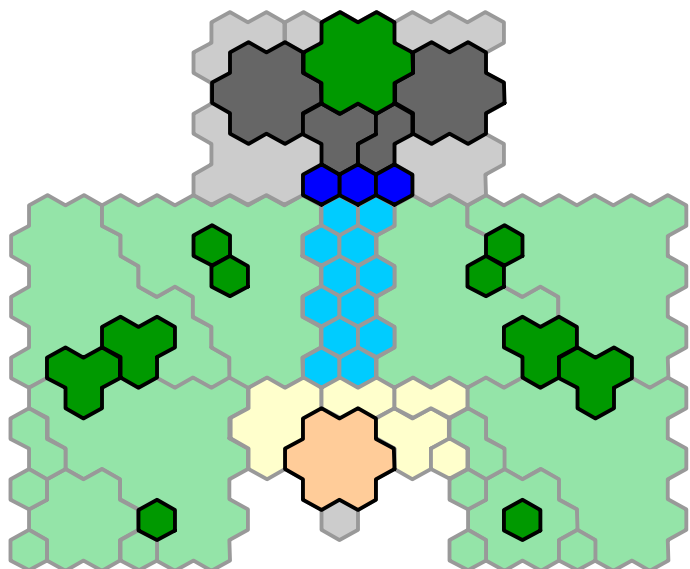
Created by Aielman (Nathan Moore)



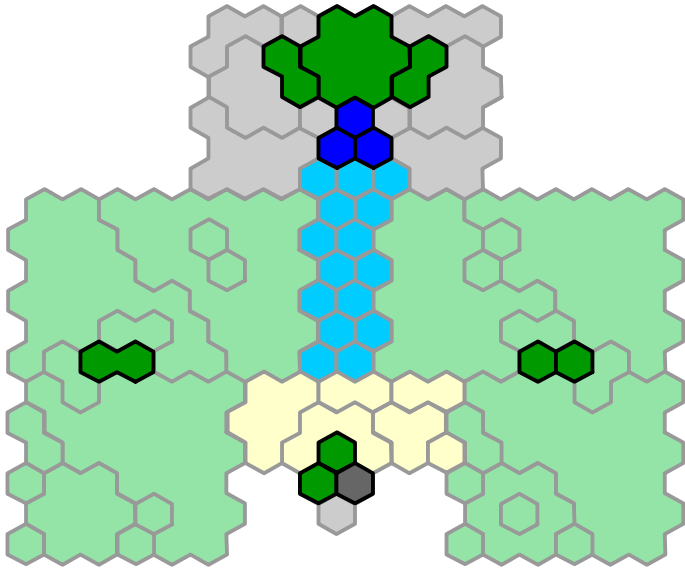
# Level 1



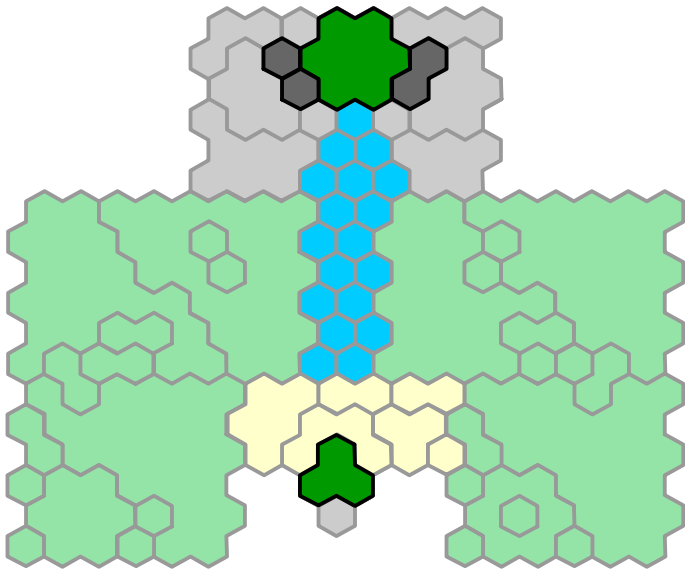
# Level 2



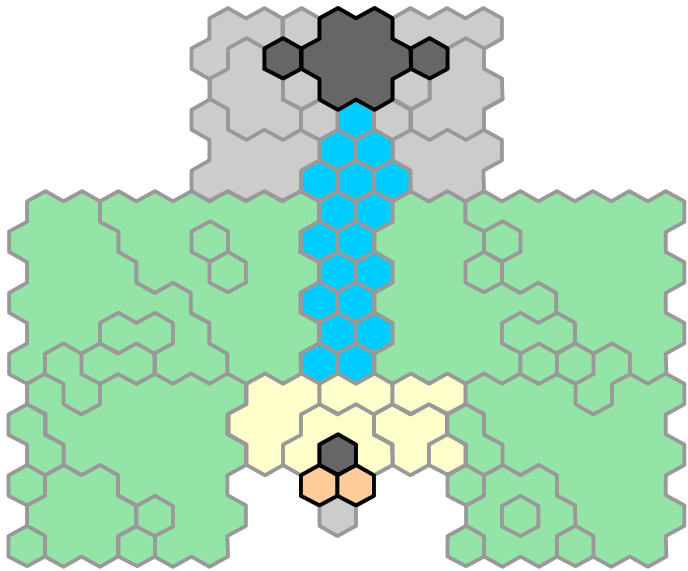
### Level 3



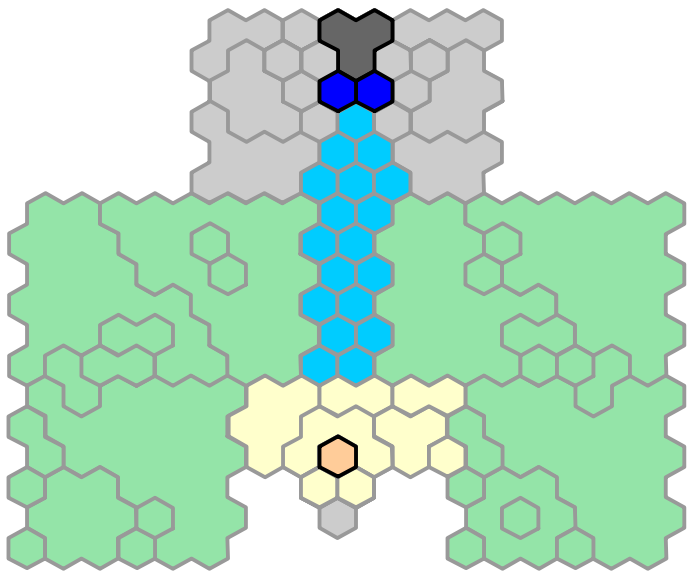
### Level 4



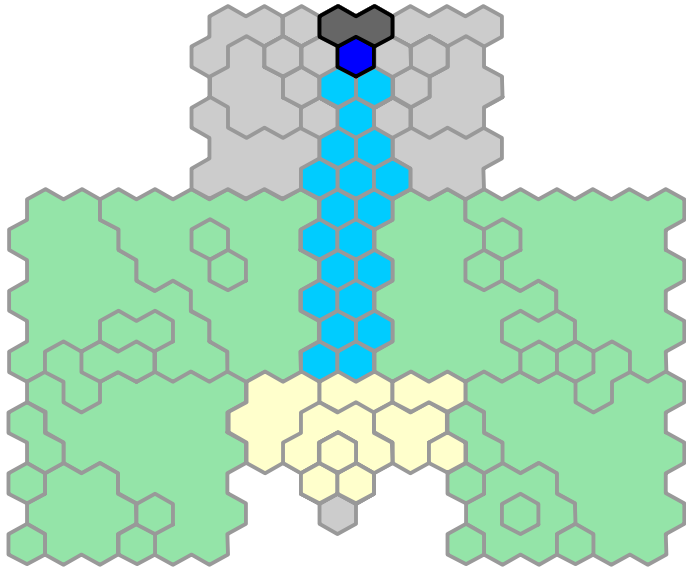
## Level 5



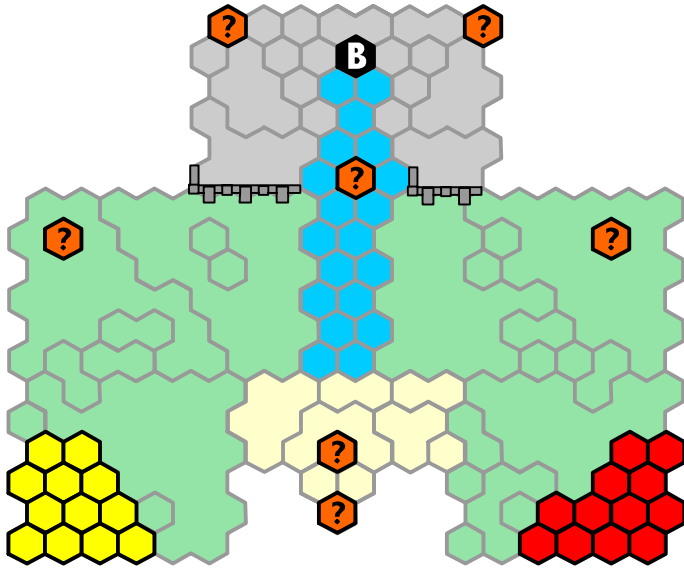
## Level 6



# Level 7



## Starting Positions / Glyphs / Ruins



### **Battle for the Shrine**

(2-4)

**Goal: Capture the Shrine on top of Mount Shivra**

**Setup: Place the Glyph of Brandar on Top of the Mountain river.**

**Send Improvements/Variations to [aielman80@yahoo.com](mailto:aielman80@yahoo.com), if I like what you send I will include your name in the author of the variant.**

**4 player = 200pts per army**

**2 player = 300ppa**

**Optional 3 player:**

**Player 1 300pts setup anywhere on mountain**

**Player 2,3: 200 pts setup regular play as team**

**Optional Rule: Player 1 plays as Valhalla**

**Special Rules: Movement Changes:**

**Following the River Down 2 spaces/turn**

**Follow the River Up 1 s/t**

**Storms prevent flying anywhere inside the gates (and no you cannot fly over the gates)**