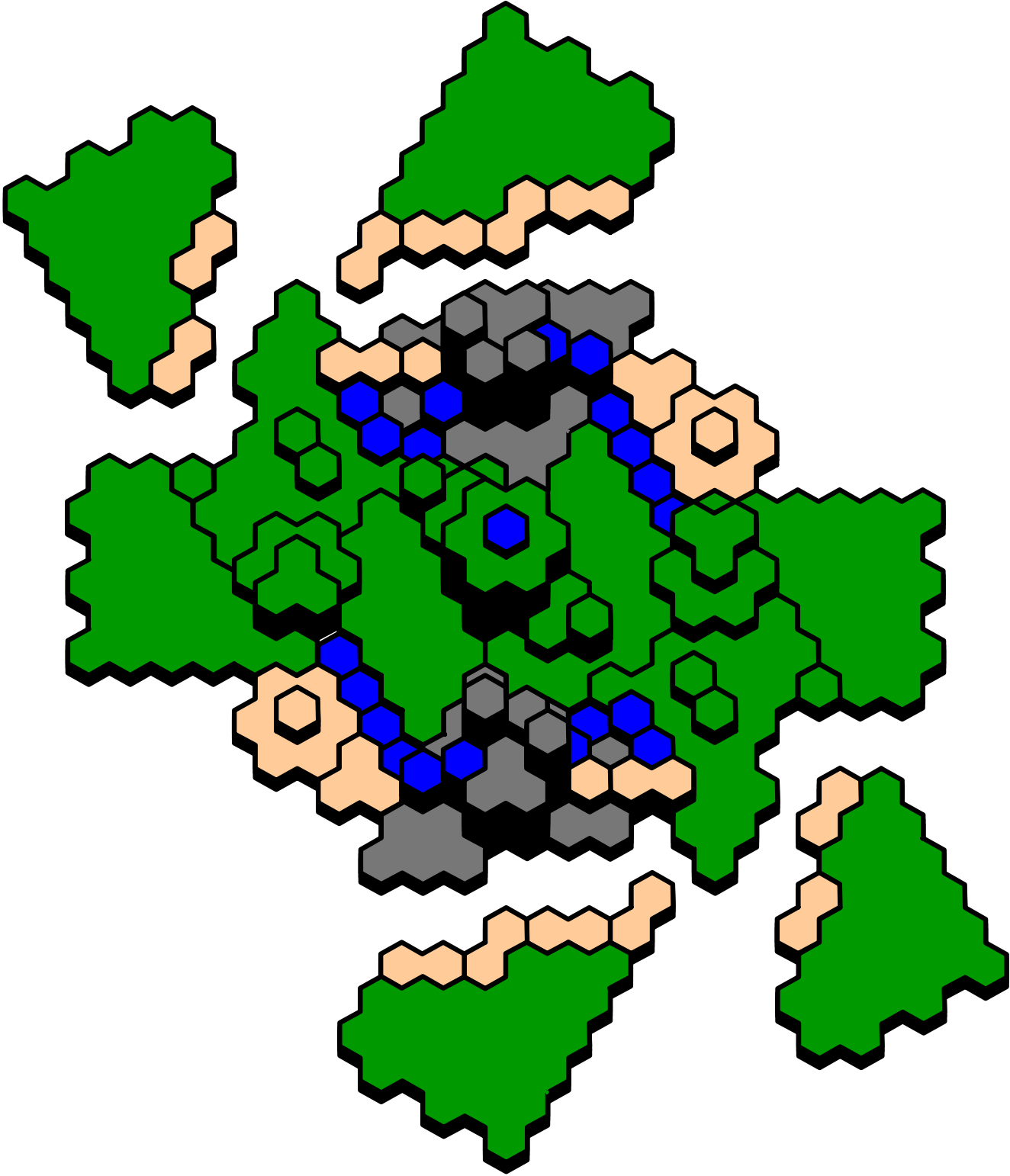
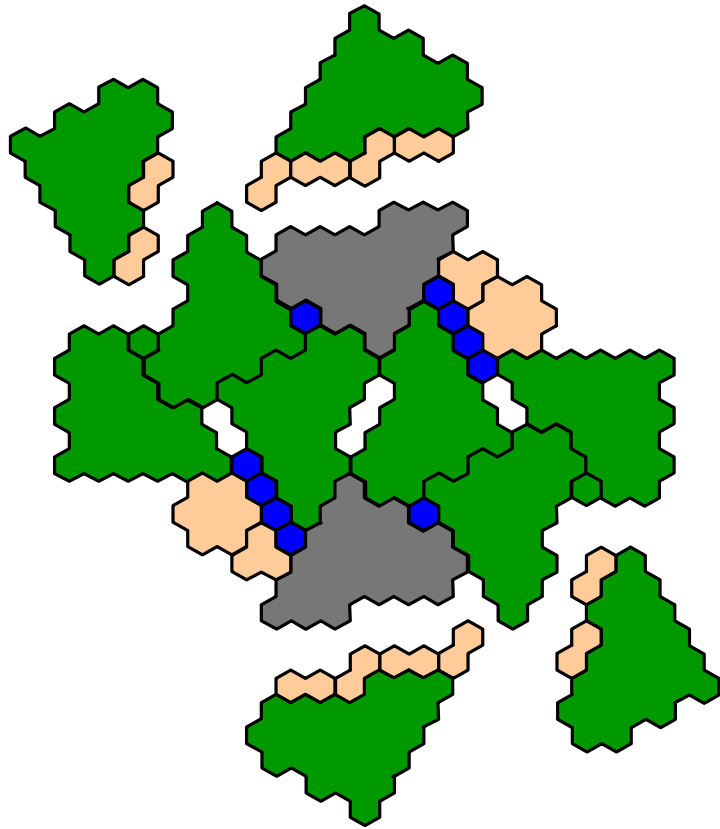


# Battle for the Towers

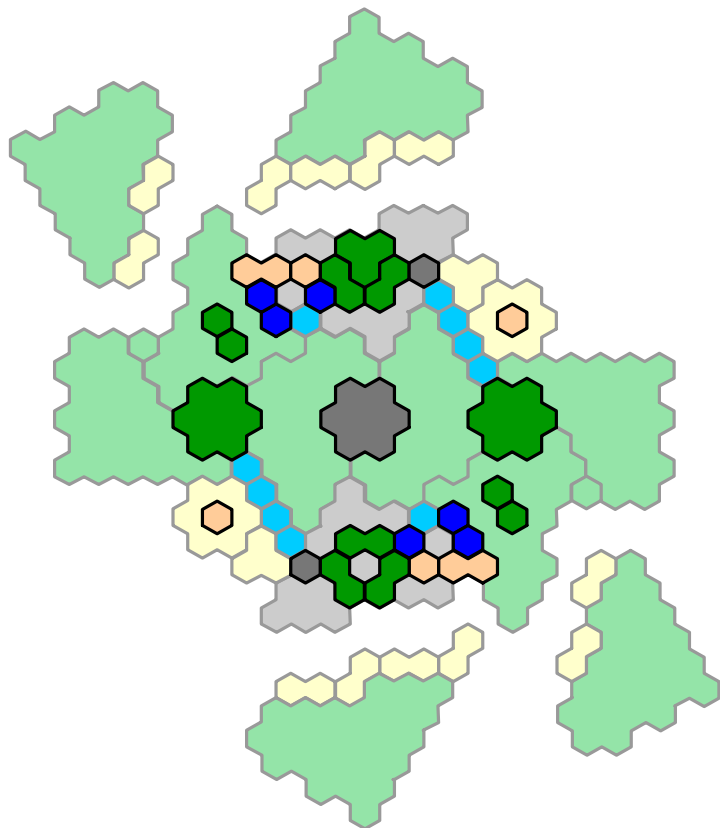


Created by: Aielman

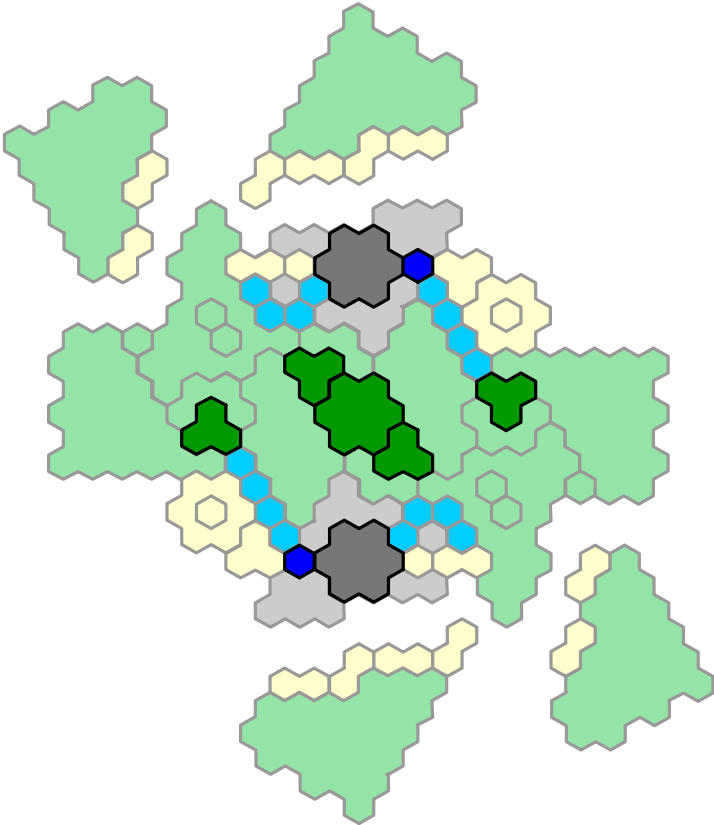
Level 1



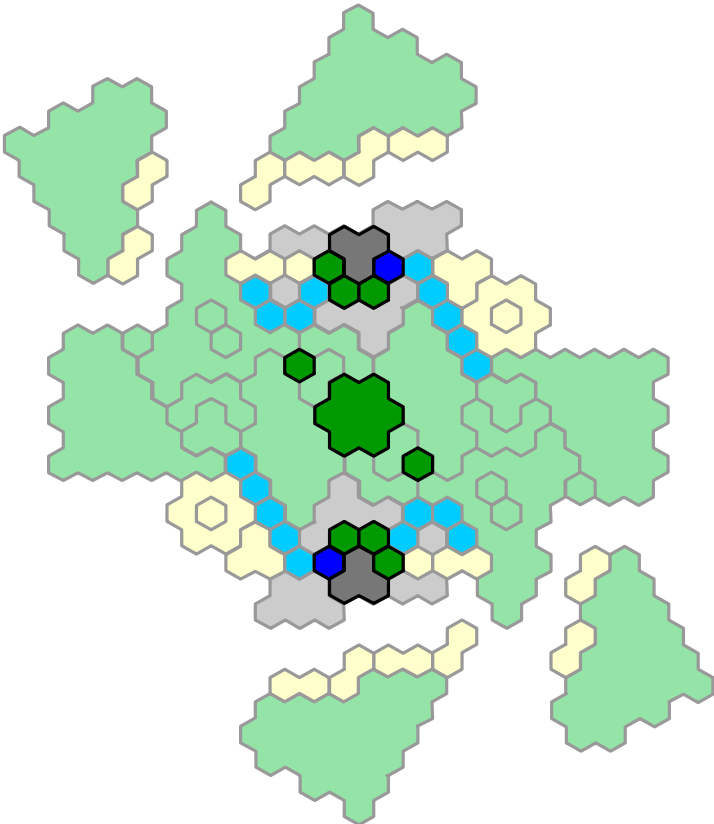
Level 2



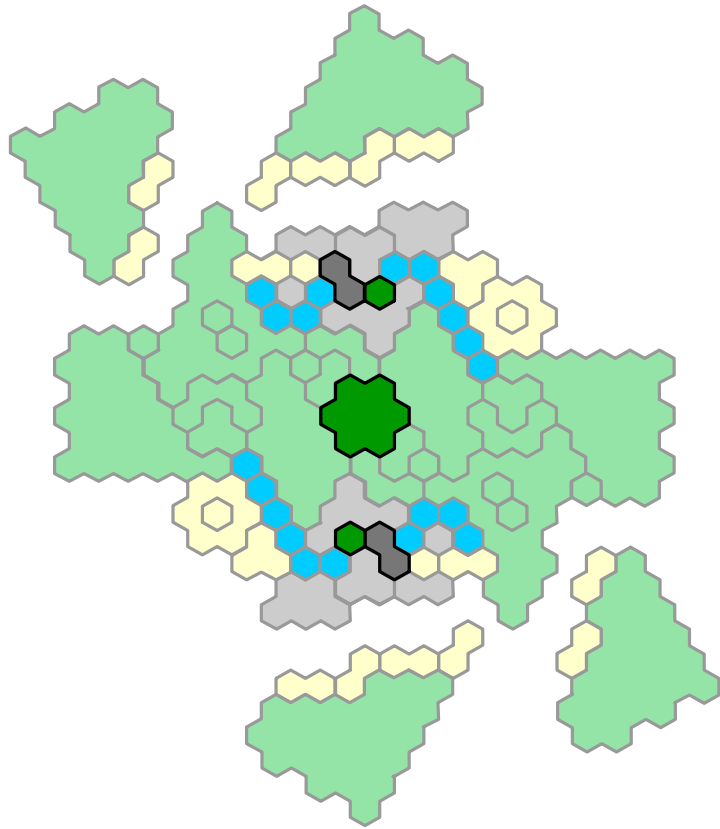
**Level 3**



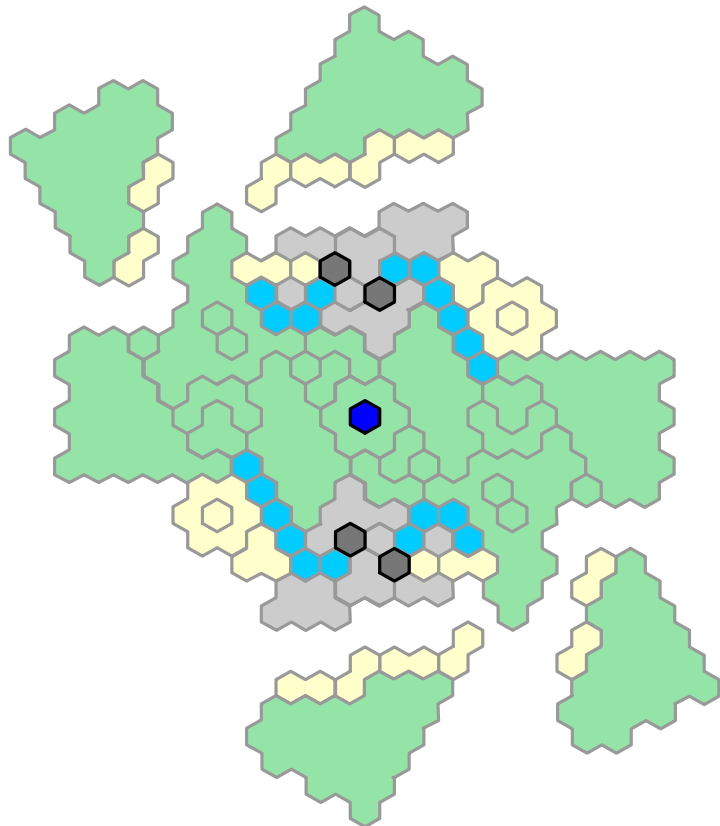
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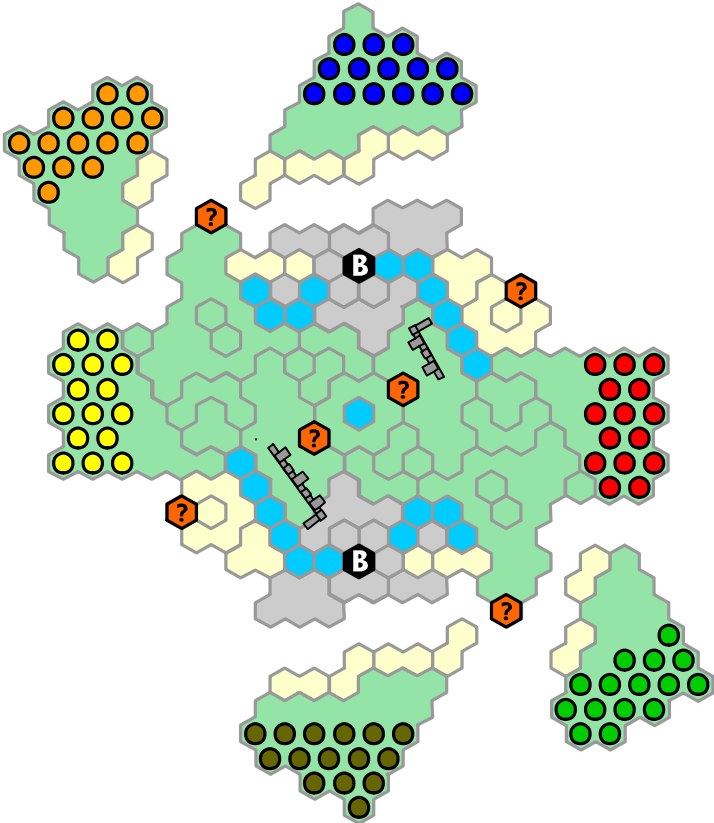
**Level 5**



**Level 6**



Starting Positions/Glyphs/Ruins



## Battle for the Towers

(2-4)

### Scenario Goal:

Capture each of the towers by holding the center glyph.

### Scenario Setup:

Glyph of Rannveig goes on the center tower water space if you have it, otherwise just note that the water space is where the tower is considered captured.

If you notice, this map contains 4 extra 24 hex pieces and some extra sand tiles. If you are lucky enough to have more than one set, adding a couple of these groups will turn a cramped 4 player board into one that is very roomy and can enable a 6 player game. I also suggest placing a row of sand 2 hex pieces (the ones that come with every booster, they aren't necessary though) inbetween the added 24 hexs to create a more equal battle. The north and south groups are the best ones to add if you can.

### Player Info:

Equal point values for each player. I suggest 350 or 500.

### Special Rules:

The sand has turned to mud, all sand tiles require 2 movement instead of 1. (Count when moving into sand, not out of)

### Victory Conditions:

After the 3rd round, if any team is standing on all 3 tower glyphs, they win. In a 6 player battle the glyphs must be held for an entire round.

### Additional Rules:

Push!!!

Any unit adjacent to a unit on a tower glyph may attempt to push that unit off the glyph. The attacker rolls attack dice equal to its height (not size) The defender rolls shield dice equal to its height. If the attacker wins it may place its unit on the glyph instead and place the defender on an adjacent hex on the same level. If none exist the unit cannot be pushed.