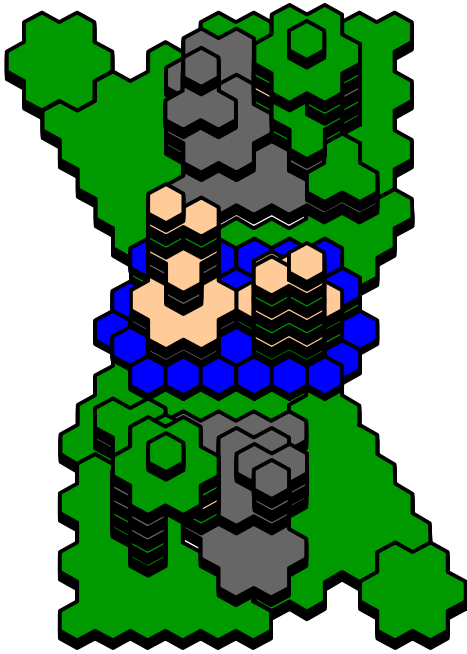
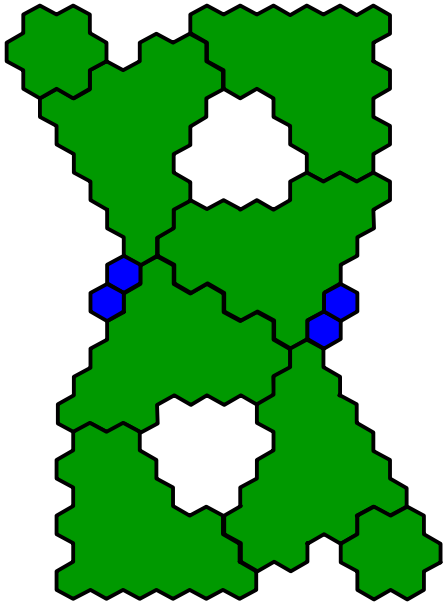


Bunkers and Islands

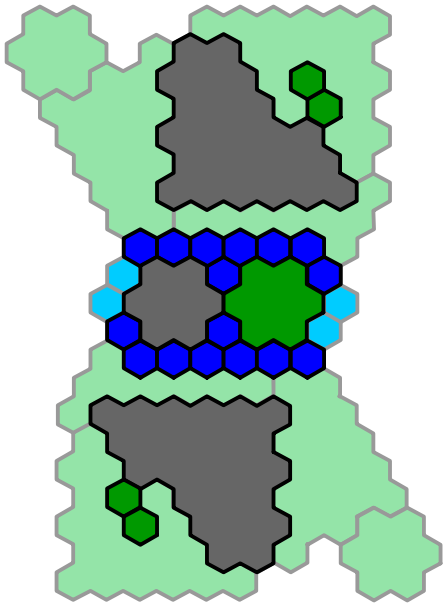
Created by Aielman



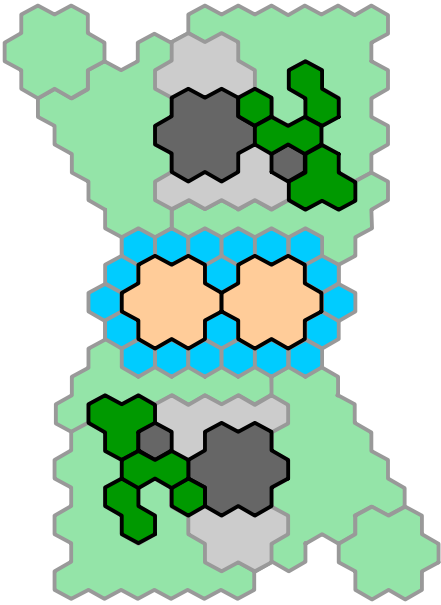
Level 1



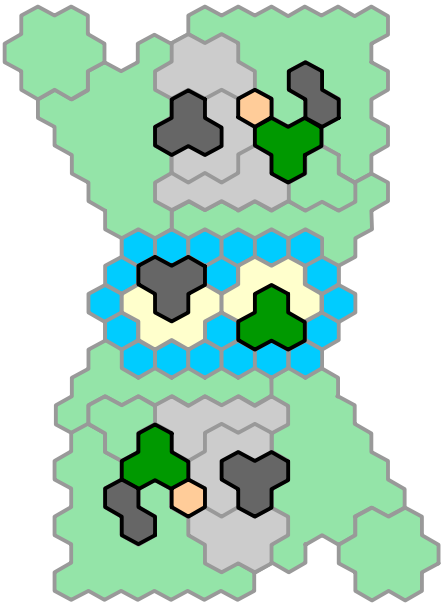
Level 2



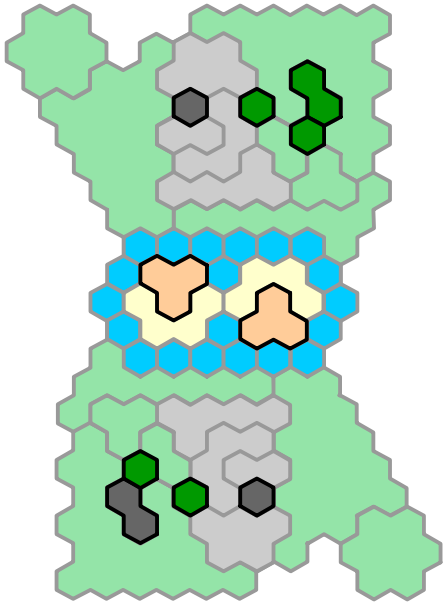
Level 3



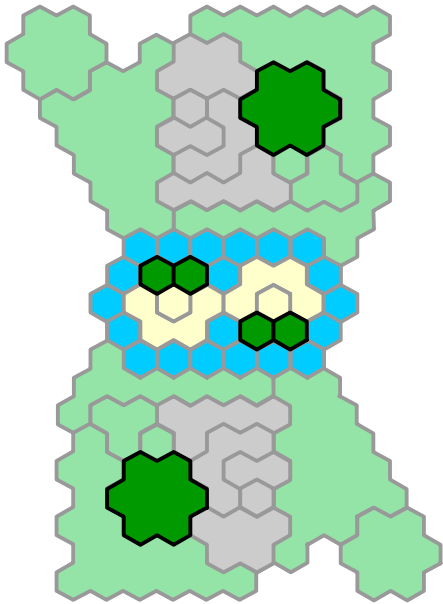
Level 4



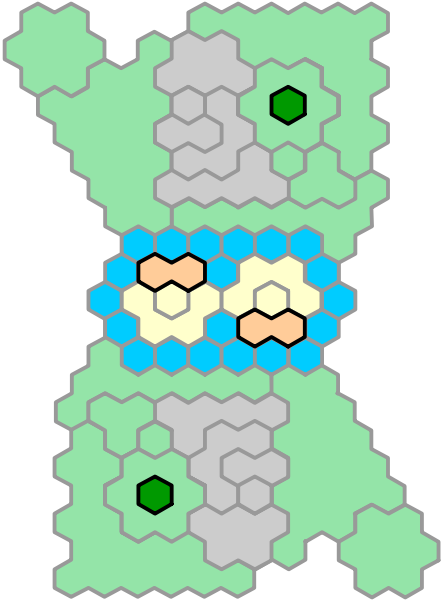
Level 5



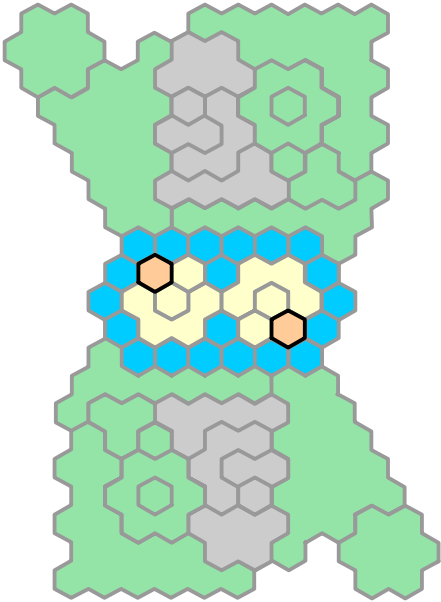
Level 6



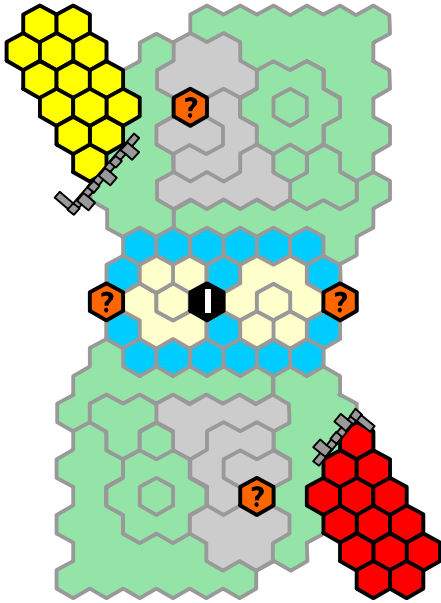
Level 7



Level 8



Starting Positions / Glyphs / Ruins



Bunkers and Islands

(2)

Goal: Conquer the opponent

Setup: The Glyph of Valda and the Glyph of Dagmar should be randomly placed in on the north spot and south spot. The Astrid and Gerda should be randomly placed on the east and west spots. Also, the 3 Ruin should slightly over hang the map to allow the players to pass.

2 player: 300 ppa

4 player: 200 ppa

Special Rules: For this game allow the Zettian, Marro, krav maga, and airborne elite to camp in the "bunker" The bunker is considered to be able to hold up to 4 units. Each additional unit adds 2 attack to the roll. Additionally, The bunker adds 2 defence. The range of the bunker is 6 unless modded by glyph. The bunker can attack whenever a player in the bunkers turn comes up. IE if marros and airborne are both in the bunker the bunker can attack on either of thier turns. However, its base attack and defence is recieved from whatever units turn it is. A bunker can only be attacked by a ranged unit on ground level from the front or from any unit from the back. A bunker LOS can be found by lining up the hex over the opening in the front. Anything in that line that is not above level 4 (the level of the bunker opening) or hidden behind something is considered hittable.

Victory: Defeat the enemy.