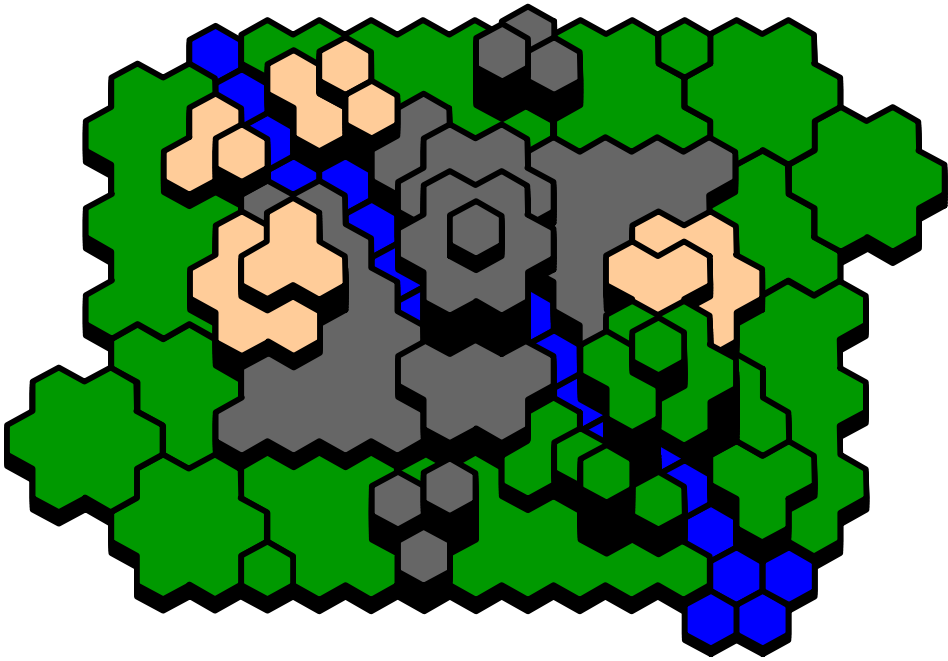
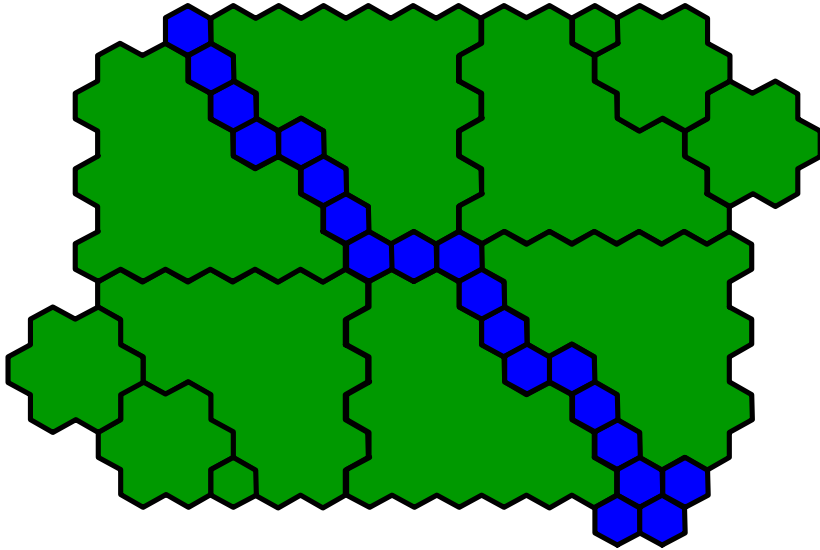


Race down the River

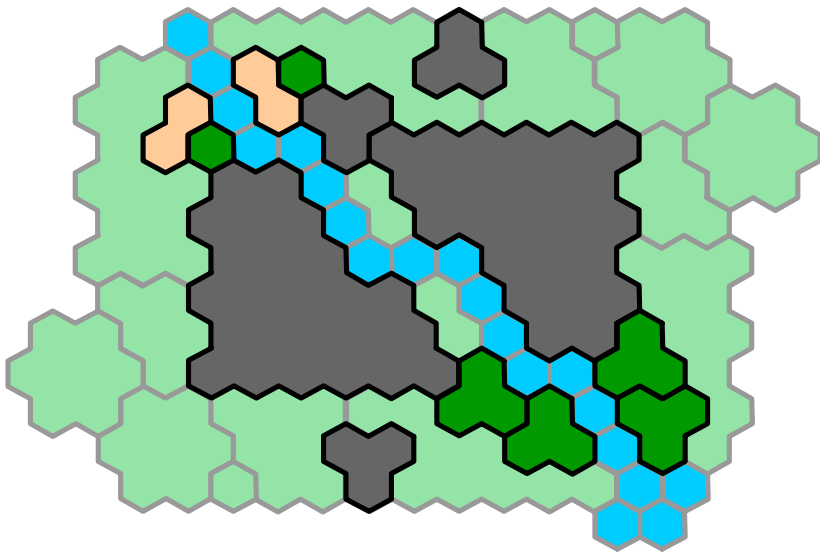
Created by Aielman



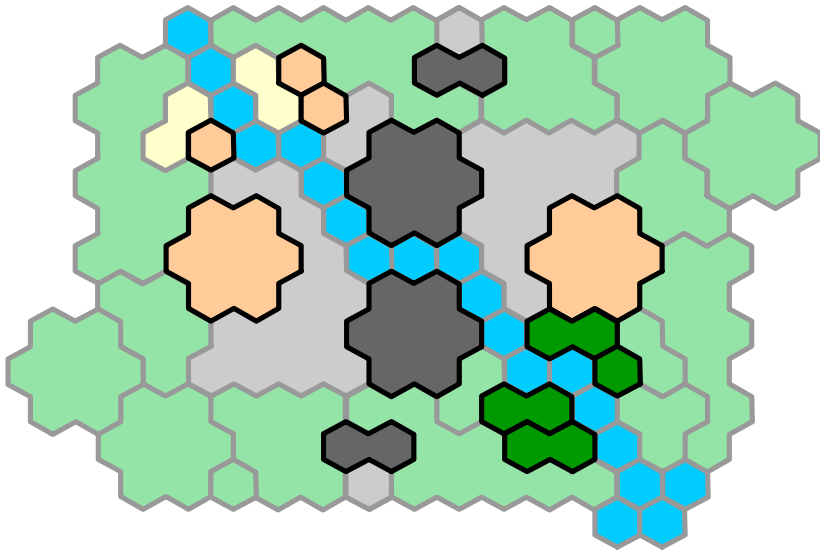
Level 1



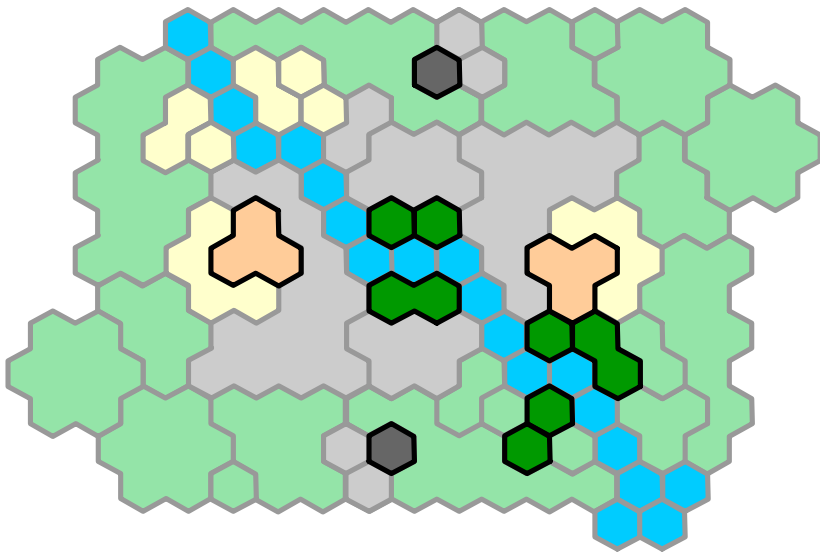
Level 2



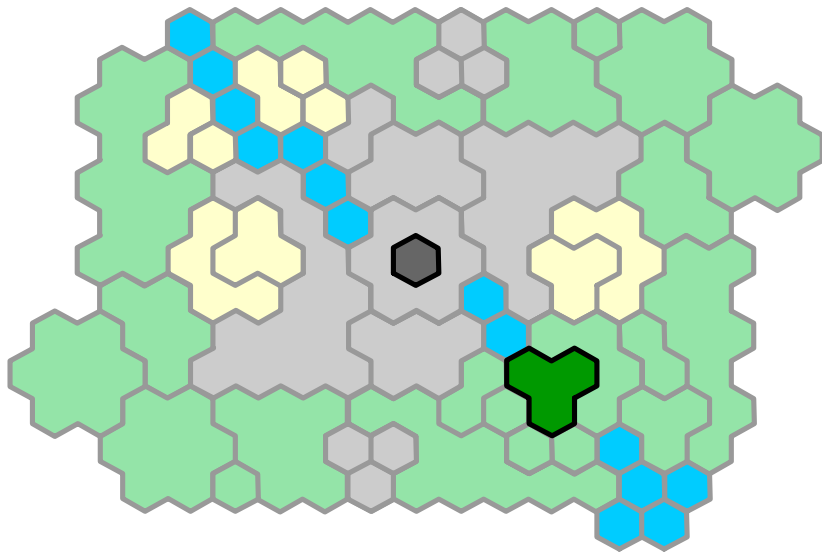
Level 3



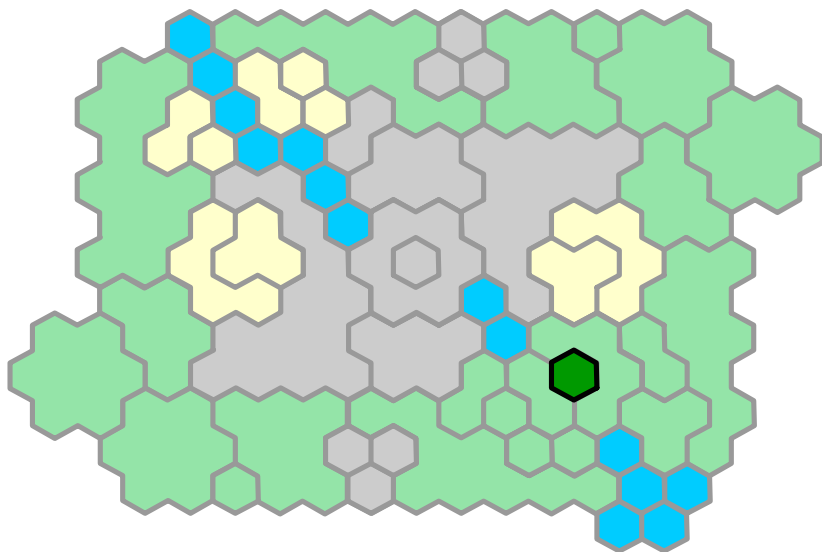
Level 4



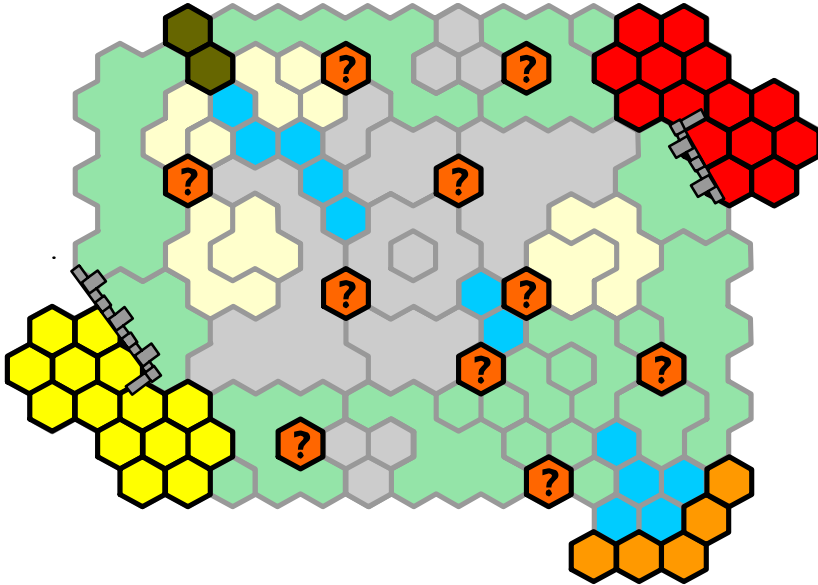
Level 7



Level 8



Starting Positions / Glyphs / Ruins



Race down the River

(2)

Goal: Get down the River

Setup: To start the game, place a glyph of brandar on your opponents side on one of the glyph spots. Then place a glyph in each of the remaining spots. The only unit allowed in the river is the runner carrying the Glyph.

300 points each, one group must be small enough to fit under both bridges. Designate one group or unit as the runner. This is the only group that can carry the glyph of Brandar, although any group may try to find it.

Special Rules: When a unit lands on a glyph on its own side, turn it over, if it is the Glyph of Brandar, you must get your runner to land on it to pick it up. If it is not the glyph, remove it from the game. Once the runner has the glyph, enter the river at one of the green spots. The runners cannot die, instead they receive damage markers which limit their movement 1 per marker. At the start of each round move the runners down the river 2 spaces minus the number of damage markers on it, then remove the damage markers. Ignore engagement, you can't move into a space that's occupied and if both units are going to move into the same spot, the one with the least damage moves first. Once on the river, this is the only time that particular unit can move.

Victory: First one to get the unit carrying the glyph of Brandar to the orange wins.