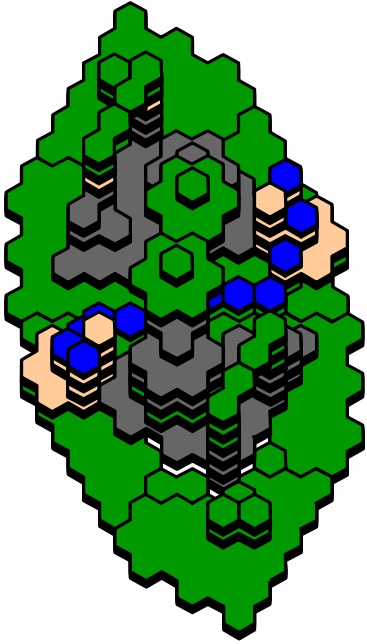
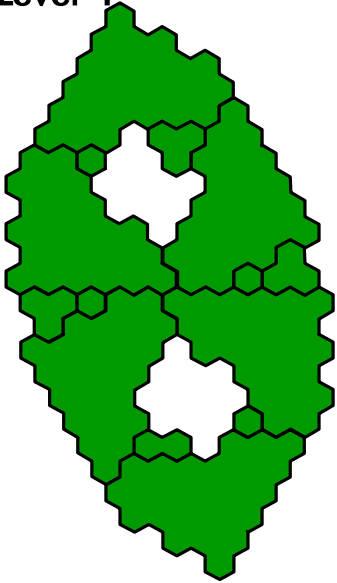


The Pillars

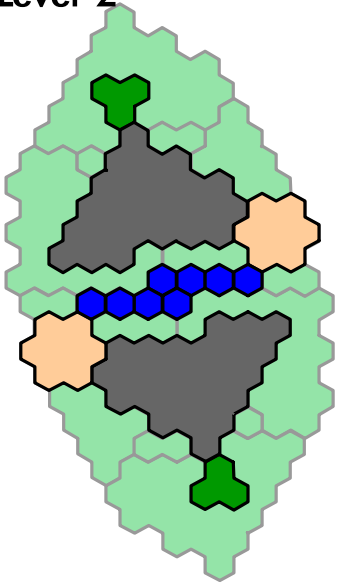
Created by Aielman



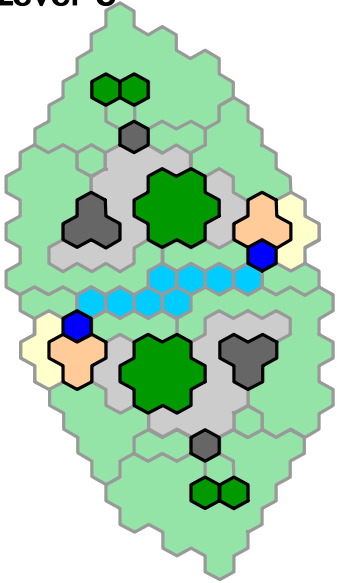
Level 1



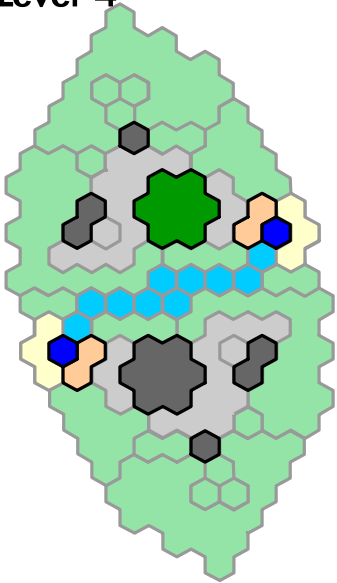
Level 2



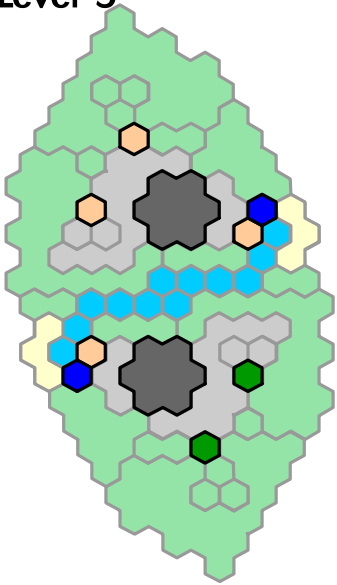
Level 3



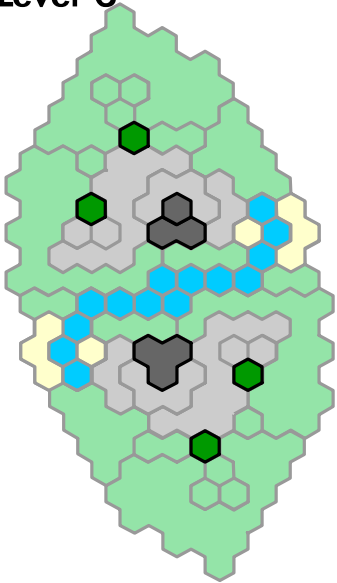
Level 4



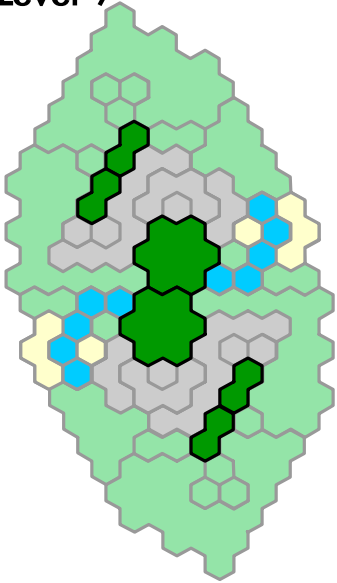
Level 5



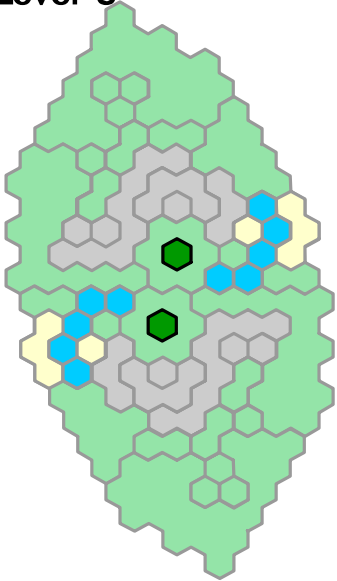
Level 6



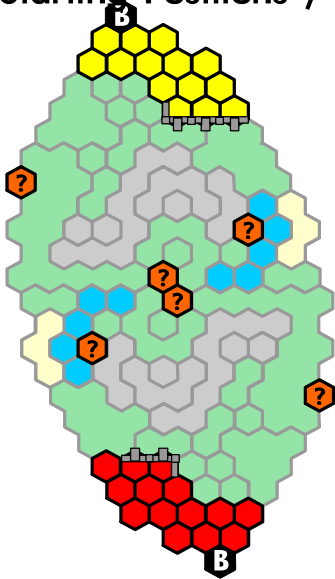
Level 7



Level 8



Starting Positions / Glyphs / Ruins



The Pillars

(2,4)

Goal: Infiltrate and capture opponents Glyph of Brandar

Setup: One of the Glyphs on top of the center bridge actually goes in the water underneath

2: 300 ppa

4: 200 ppa....

who am I kidding, whatever you agree on

Special Rules: Assume the Smaller Ruin is actually the size of the larger one for a fairer game.

Optional:

In this game the Move +2 should be the most important Glyph, so place it in the middle bridge or water location.

Victory: Have one army reach the opponents Glyph of Brandar

Optional:

After capturing it Return it to directly behind your Ruins for victory.