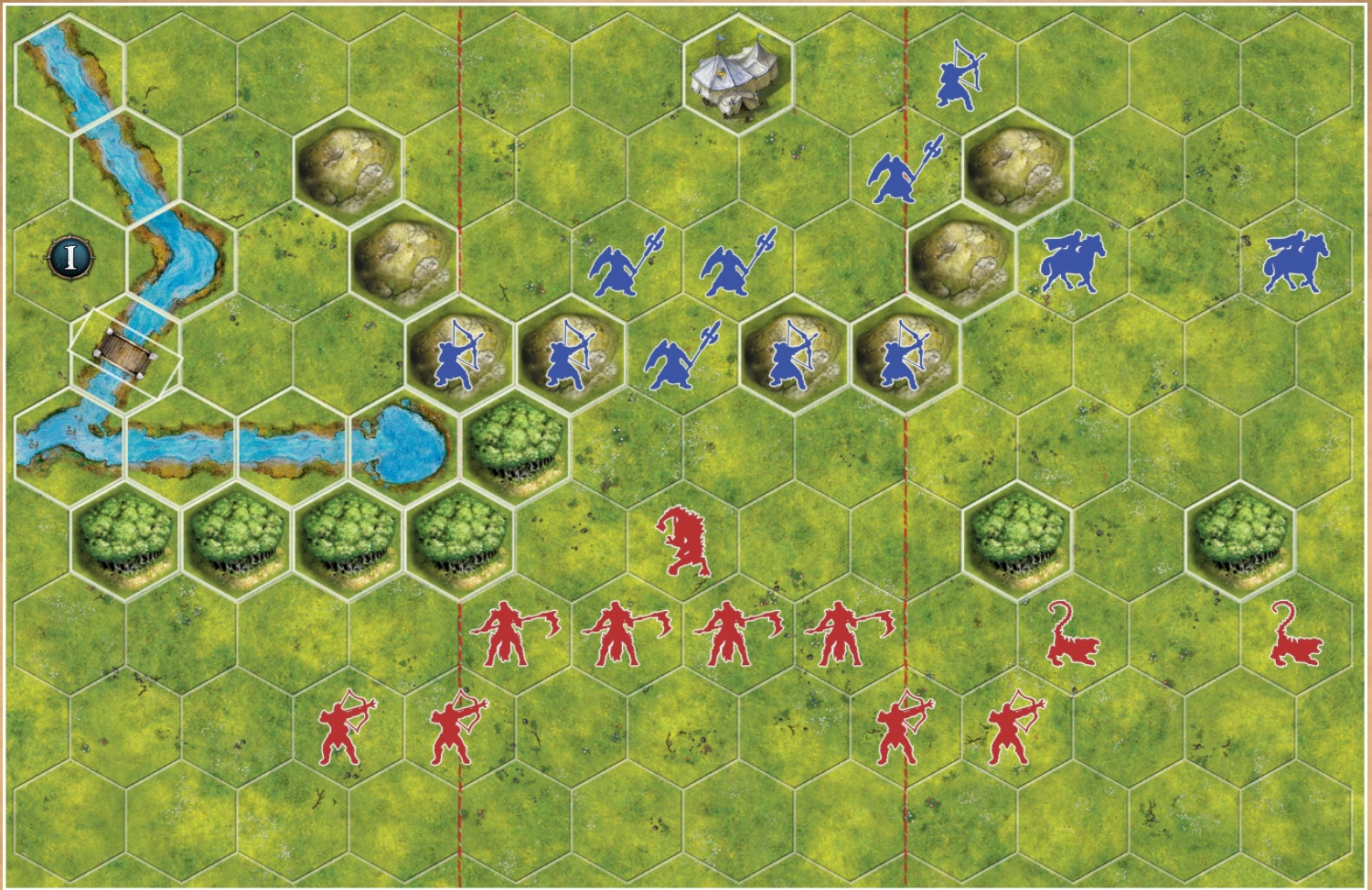


GATES OF SIX TOWERS



First quest of company "Wind Chaser" based on the novell A.Pehov.

Cursed - must capture command tent of Empire or kill the messenger.

SETUP

Blue - is the army of Empire. Defenders of old stronghold Gates of Six Towers waa looked up army of Nabatore and S'Dihs too late. The fortress will fall. Now the Empire should be prepared for the difficult war.

SPECIAL RULES

If the blue unit was destroyed, red player may discard 5 lore token for revive on that hex red unit the corresponding type.

Hill is a fortress wall, it cannot cross for all units. Archers staying on the wall cannot move.

OBJECTIVE

Empire - blue archer must walk over the river (on the hex marked 1).