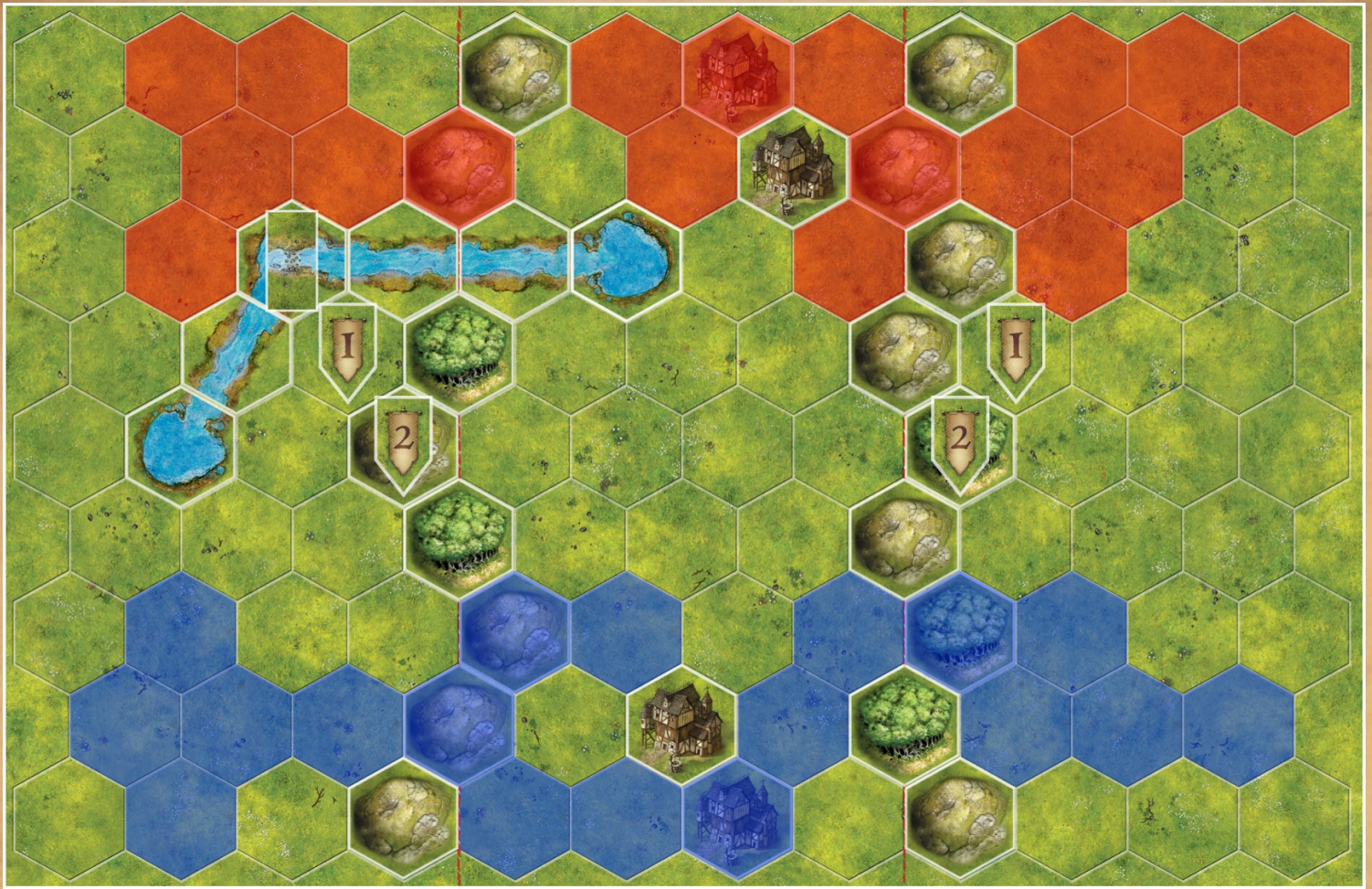


THE VALLEY OF DEATH



The two armies are heading to their outposts. But they crossed paths at the valley of death. So the battle started. The two armies fought for their outpost. They must fight hard.

SETUP

Archers cost 1 less than normal if they start on a hill.

SPECIAL RULES

Archers gains +1 range and +1 die if on a hill. It takes 2 movement to enter a hill. Suffer -1 die when you are attacking a unit on a hill.

OBJECTIVE

The first player to reach 20 points wins.