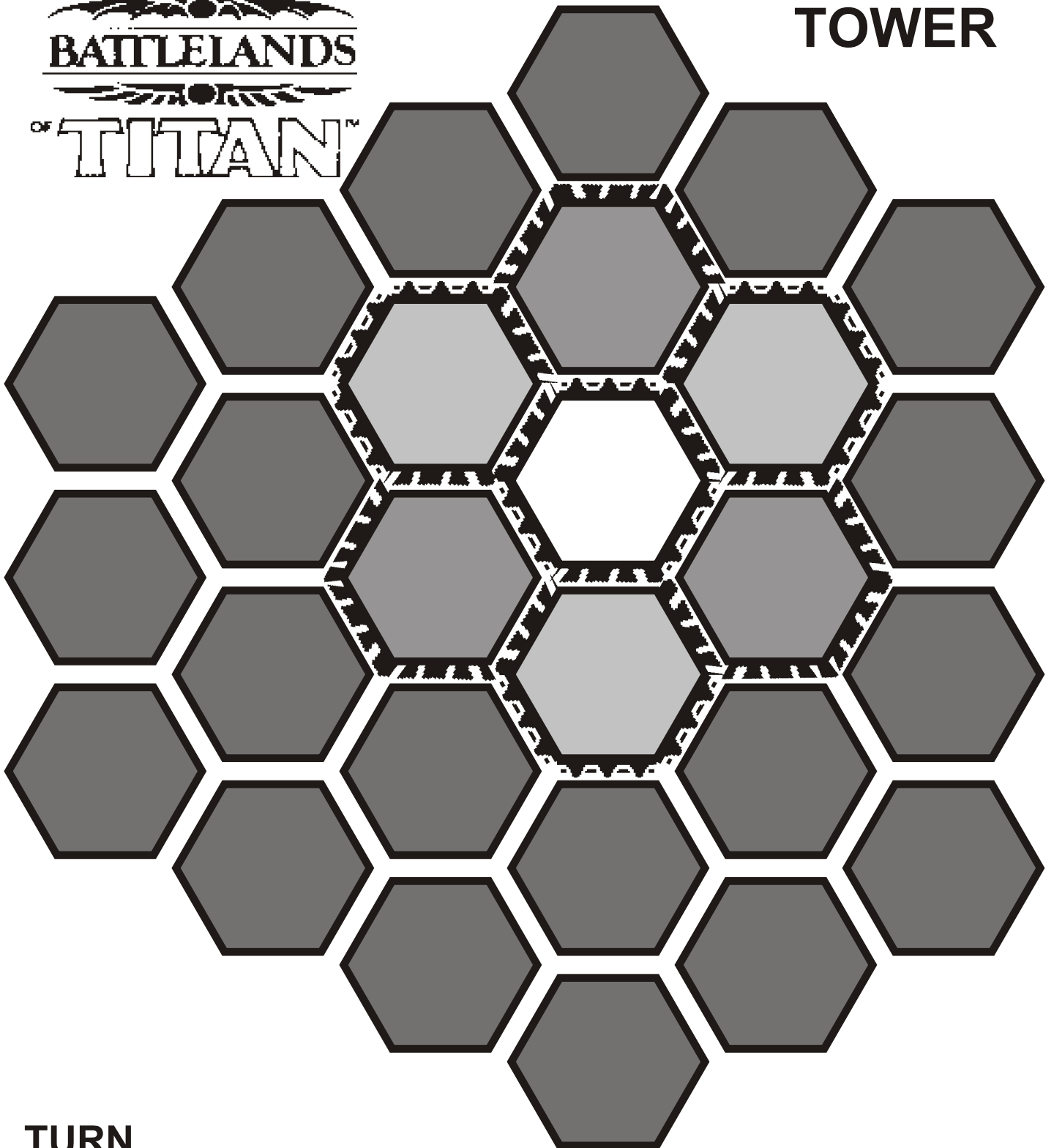




# TOWER



# TURN



### SPECIAL RULES FOR THIS BATTLELAND:

\* A rangestrike may cross both a wall and a cliff if either the rangestriker or the target occupies the tower's center hex D4, and neither is at the base of any wall or cliff.

\* A rangestrike may cross two walls if the rangestriker is at the top of one of them and the target is at the top of the other. (The paths this allows are C4-C3-D3, C4-D5-E4, and D3-E3-E4.) The skill penalty for crossing a wall going up still applies.