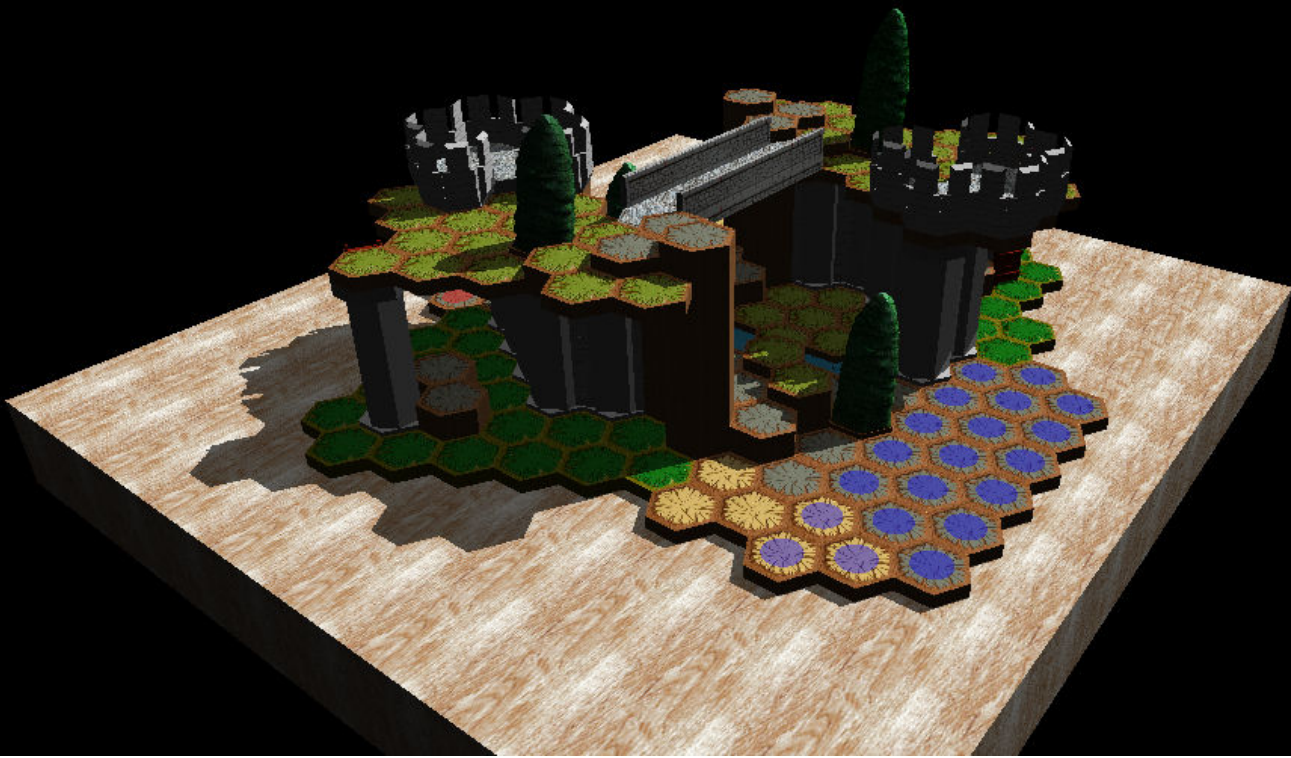


# Watchtowers of Lonely Canyon

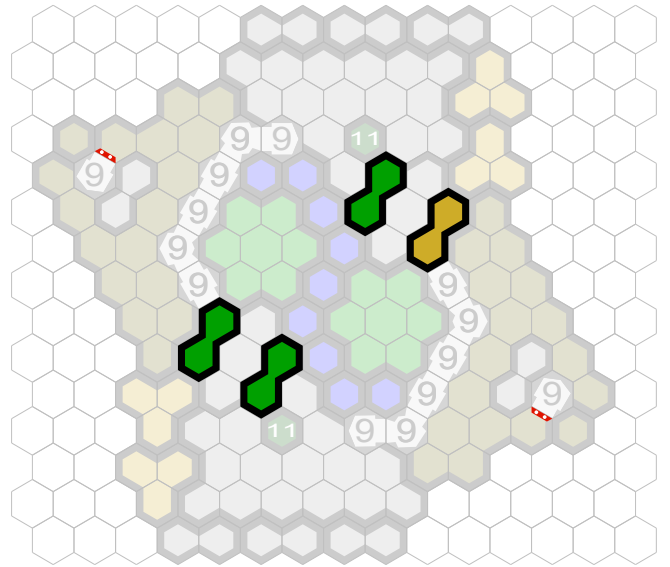


Author : Nooblar

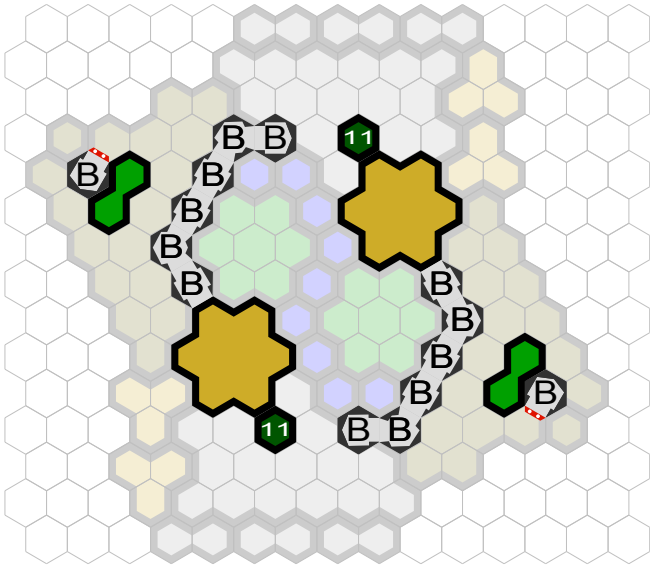
Level : 1



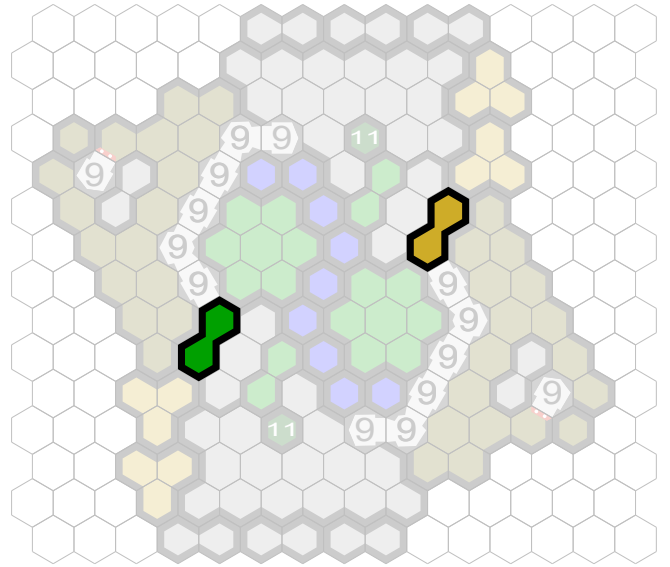
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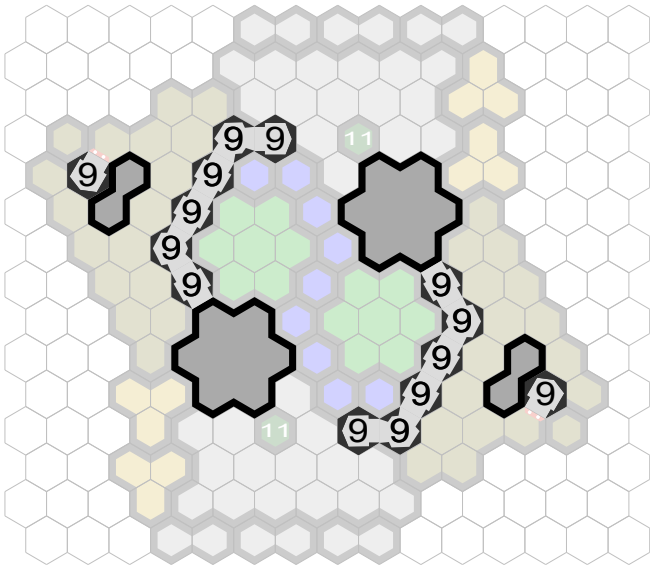
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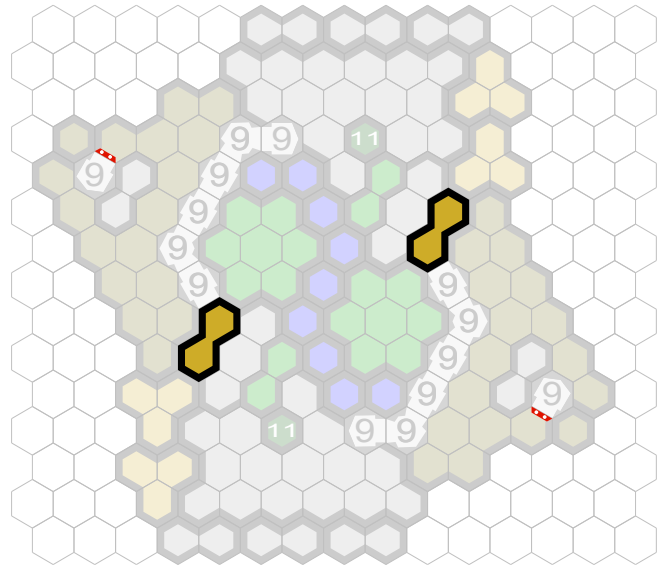
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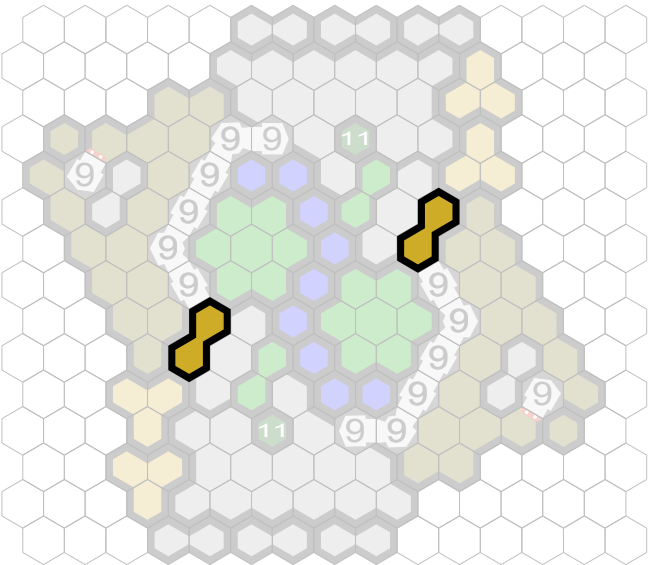
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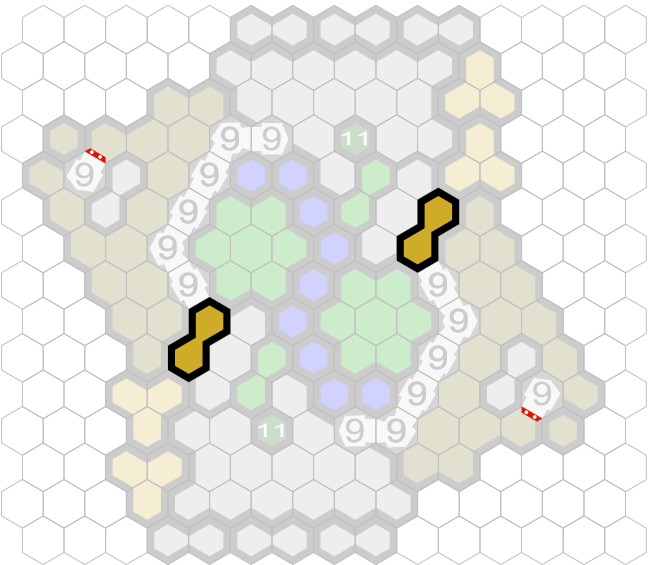
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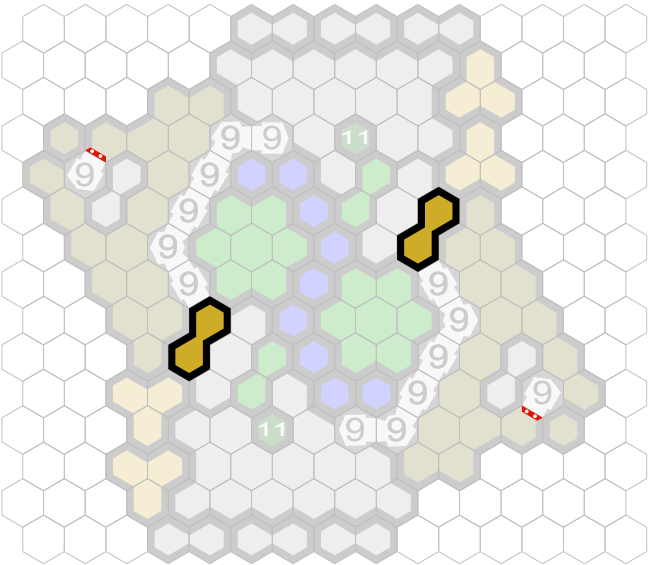
Level : 7



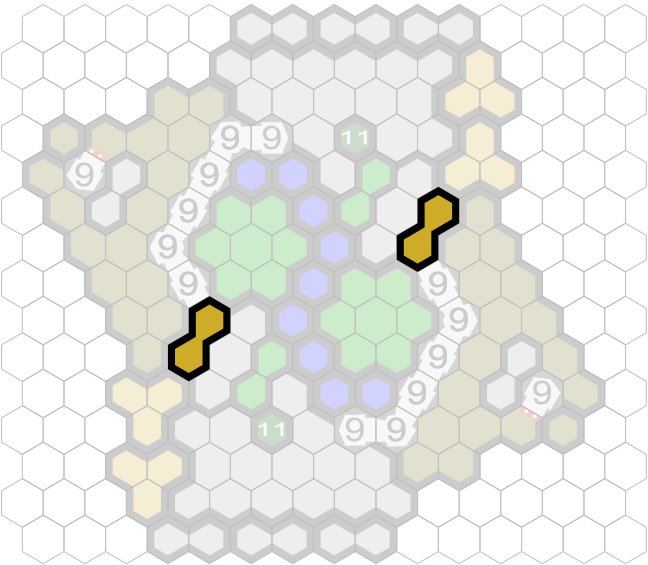
Level : 10



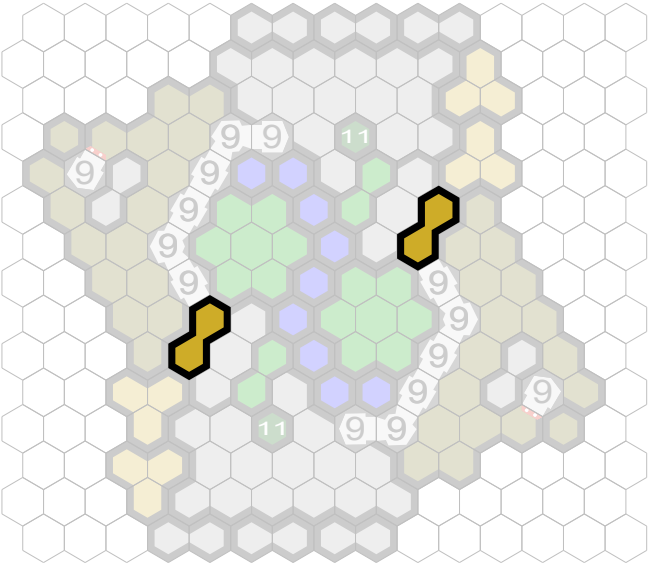
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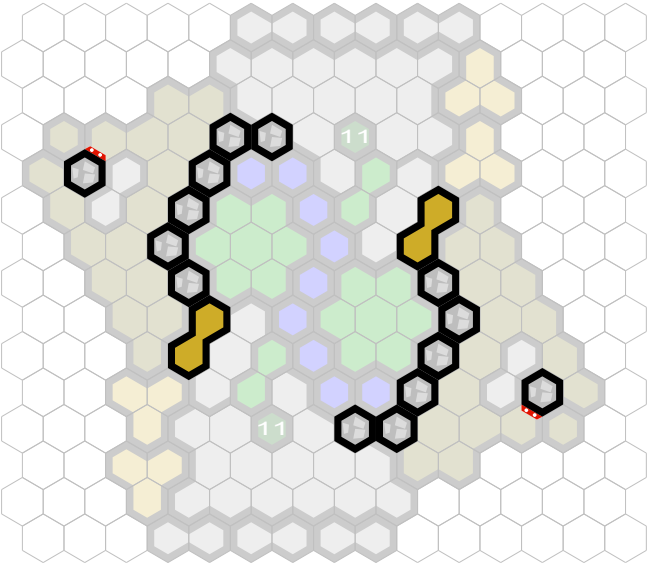
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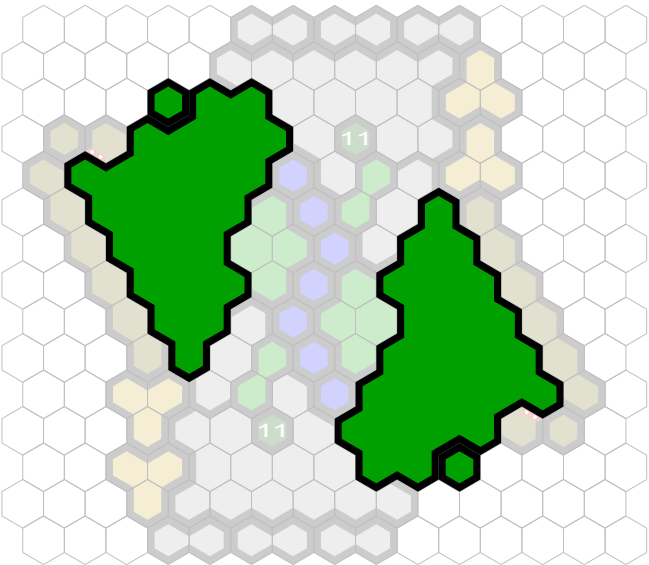
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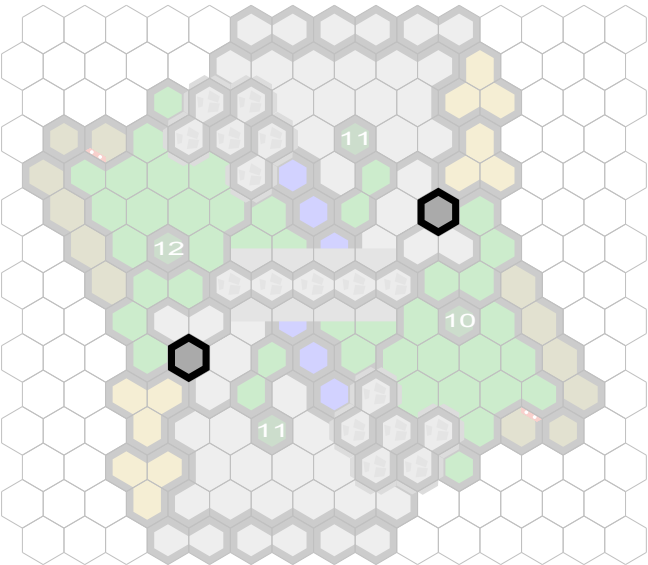
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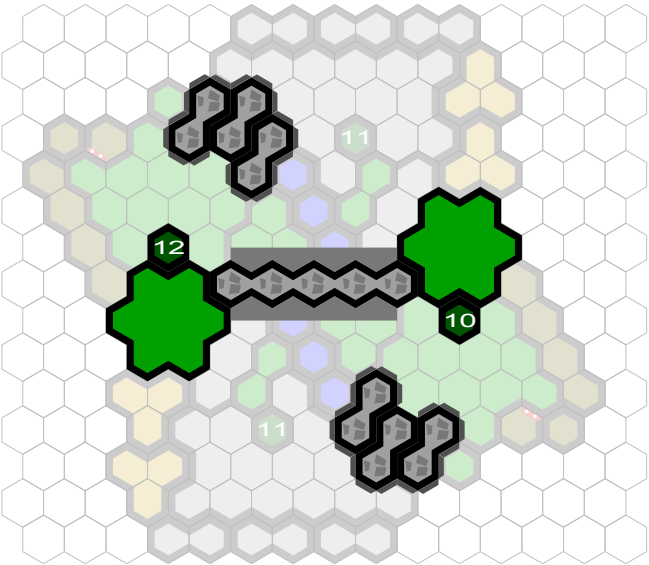
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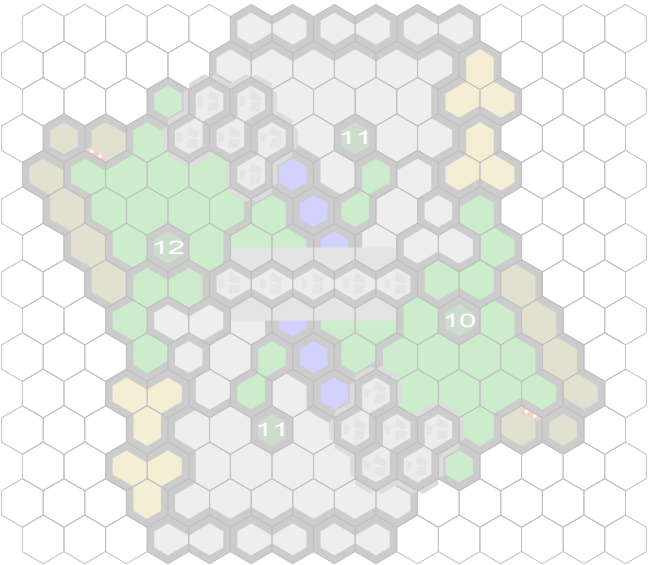
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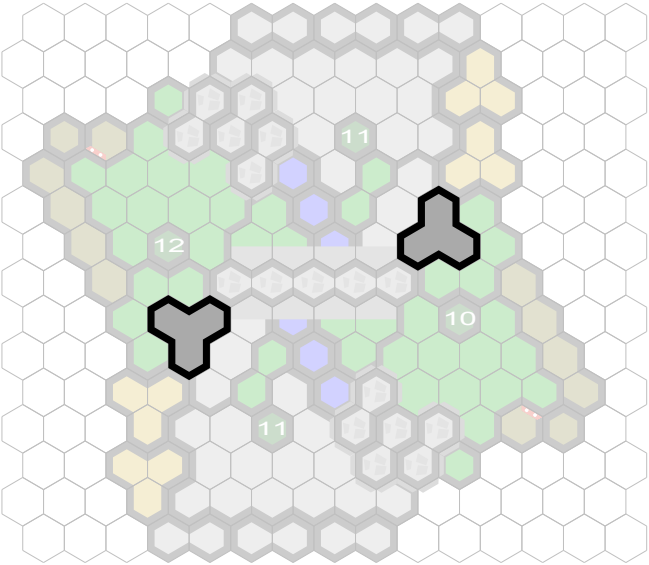
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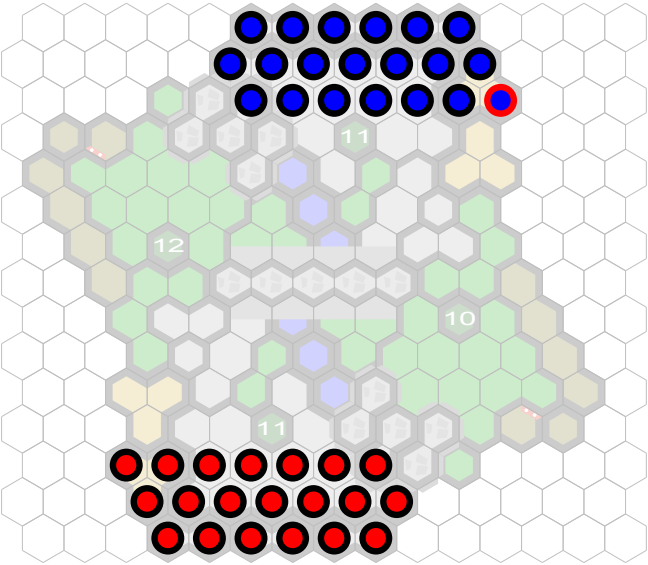
Level : 17



Level : 15



Start



*The Lonely Canyon lies on the border of Ostriyick and Anund. A pair of crumbling watchtowers still silently guard the ancient bridge which was the only land crossing for miles. The outpost was abandoned when a cunning kyrie general discovered a honeycomb of caverns beneath the cliffs, making it almost impossible to hold the forts against an attack from either side. The Watchtowers of the Lonely Canyon still stand unused, but two armies have recently uncovered scrolls recording the maze of caverns. The Watchtowers would have great value in moving an army unnoticed between the North and the South, and both sides intend to gain the element of surprise...*

The Watchtowers can be played with any two-player scenario. Suggested army size: 400-500 points.