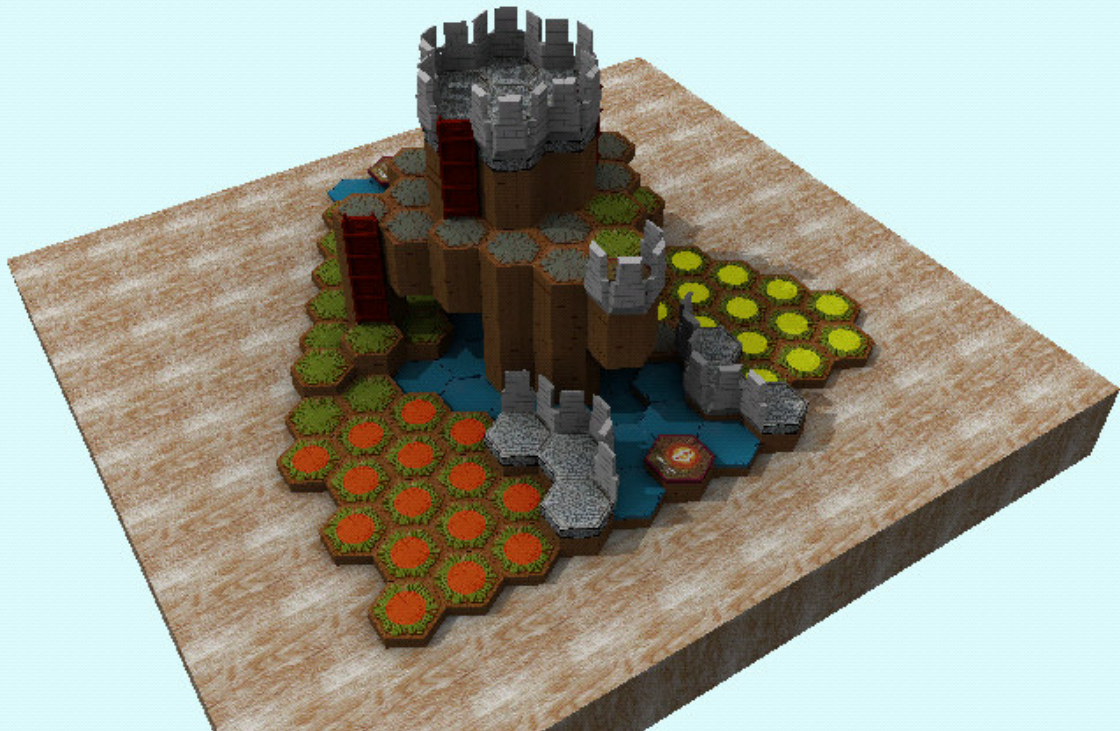
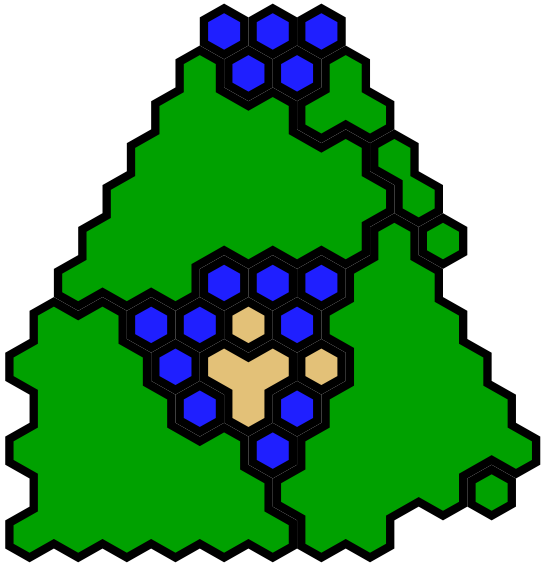


The Lookout on Mor

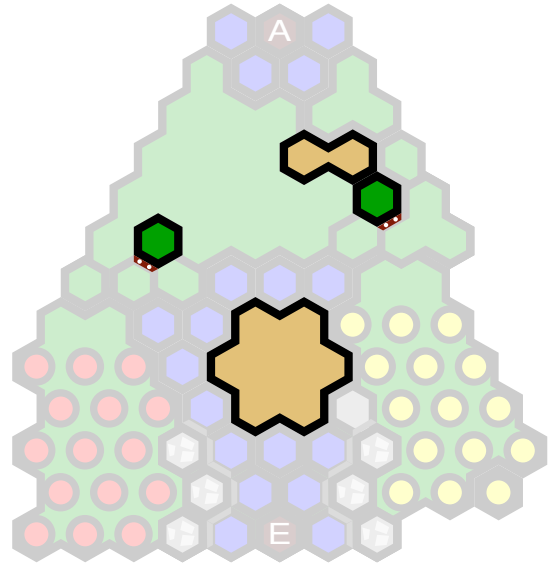


Author : Mr. Bistro

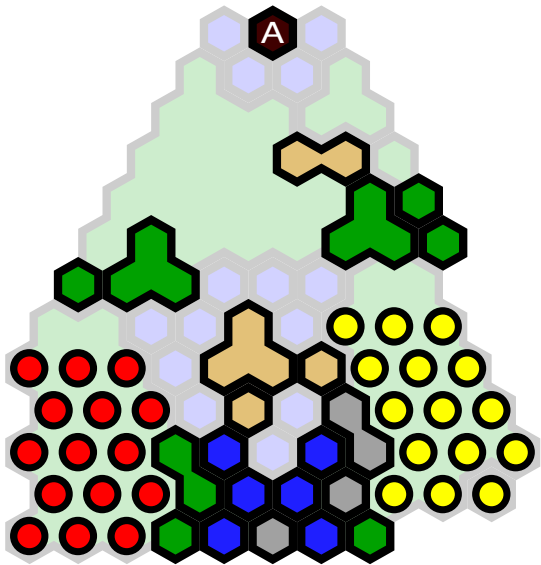
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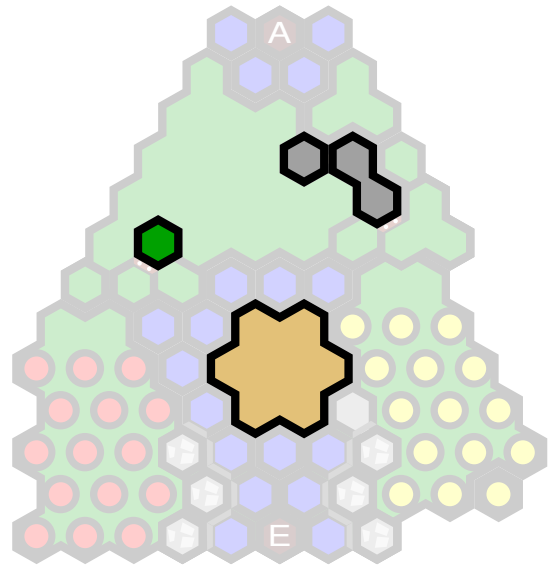
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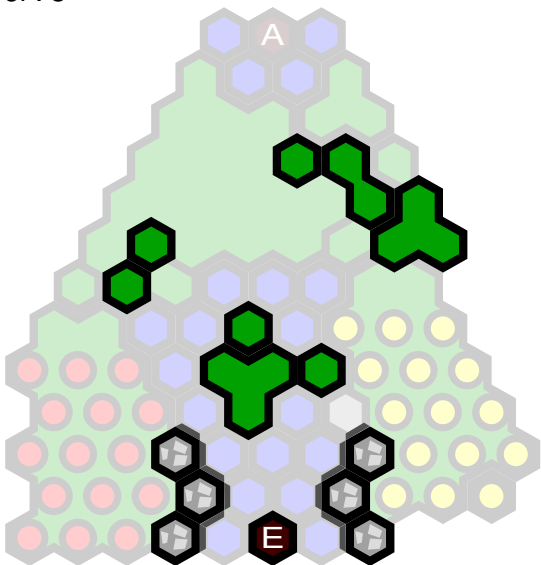
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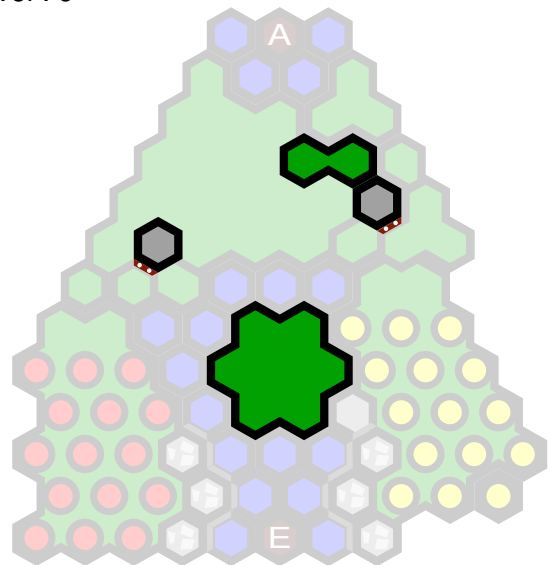
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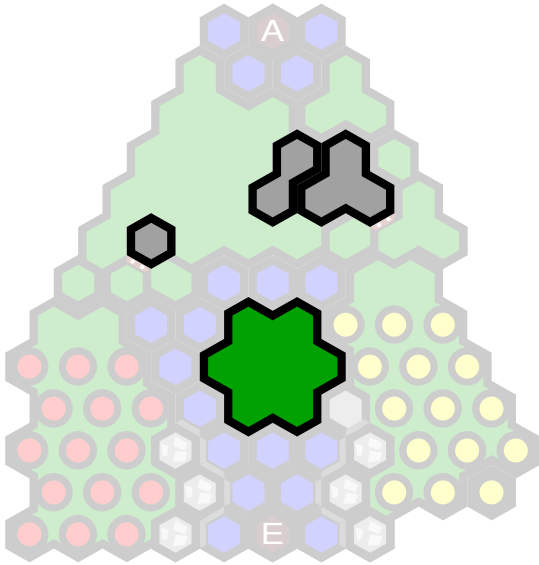
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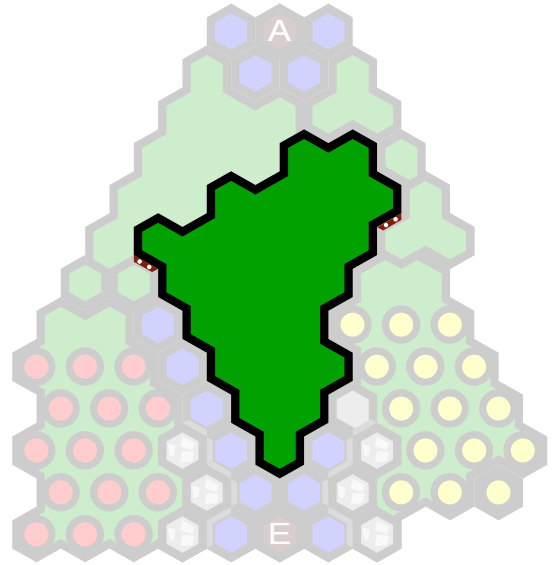
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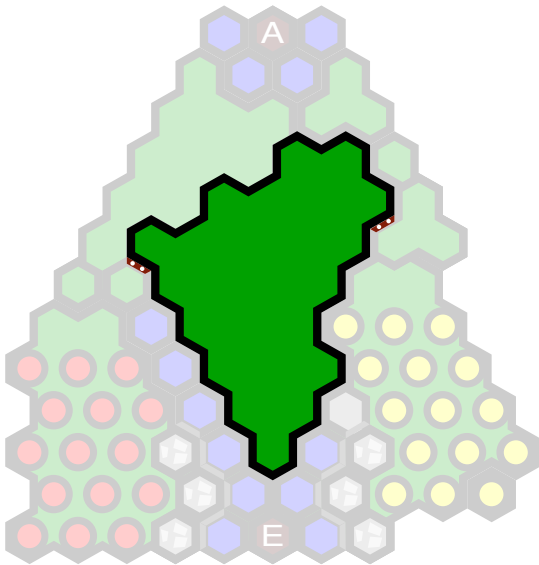
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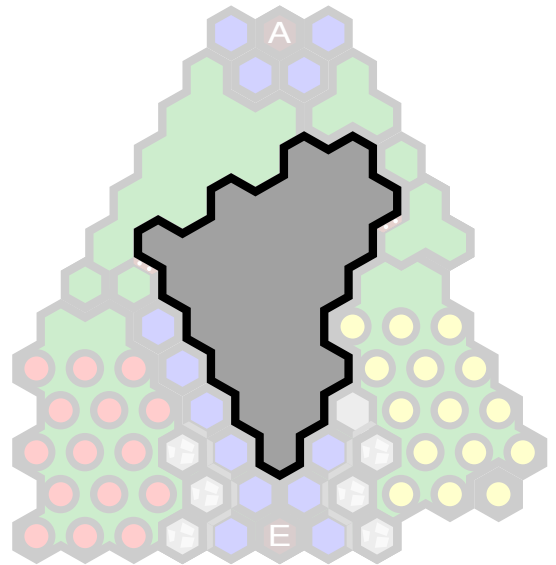
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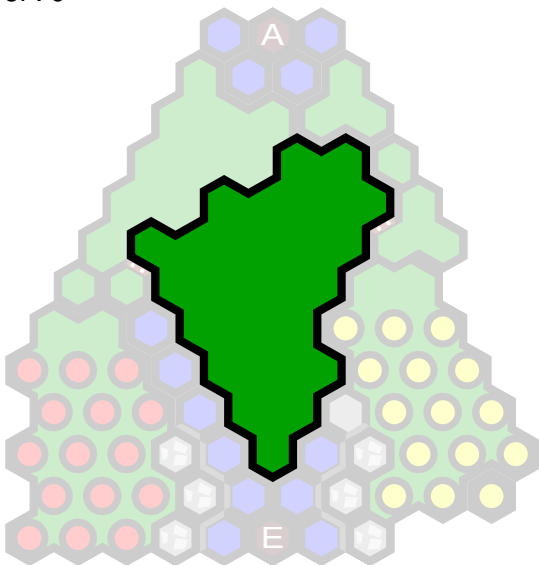
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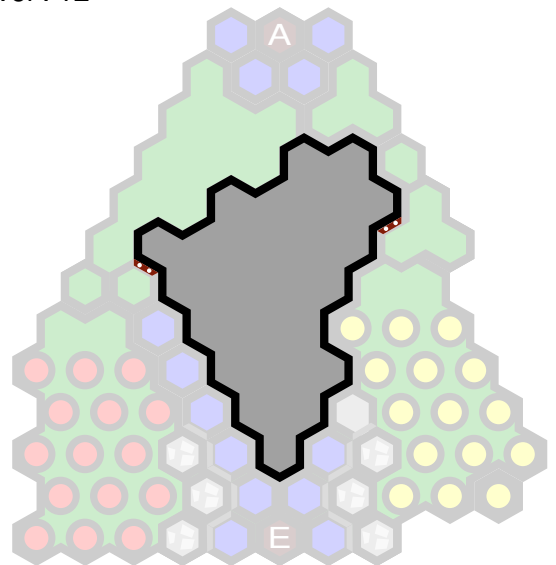
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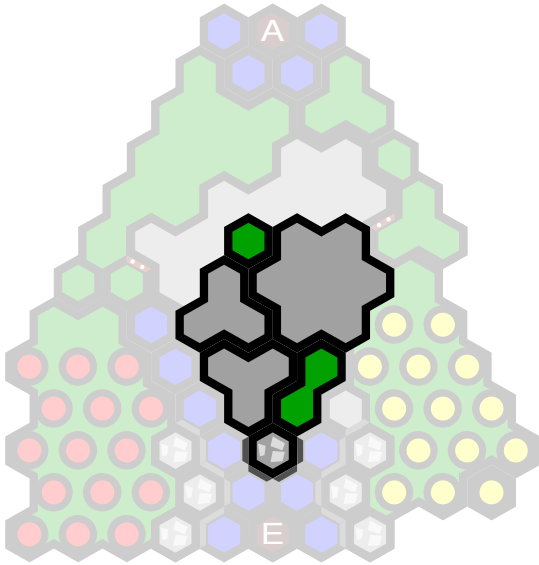
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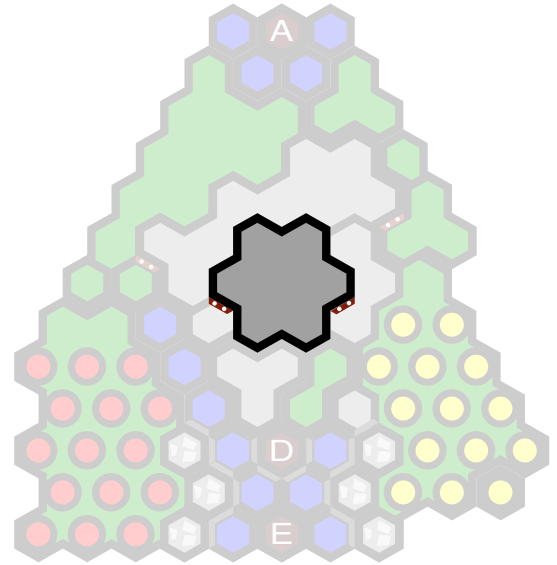
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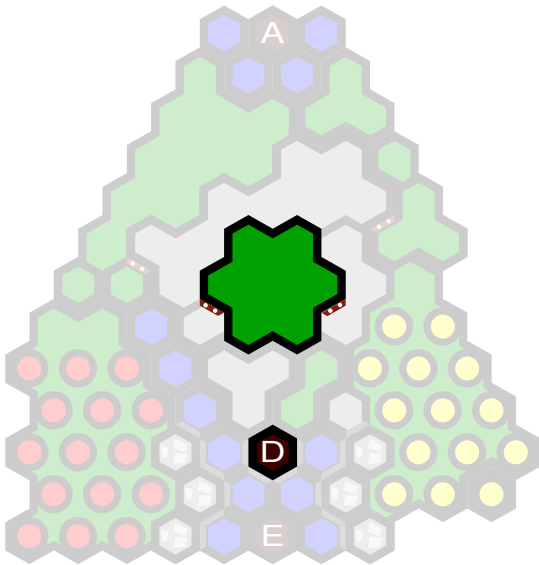
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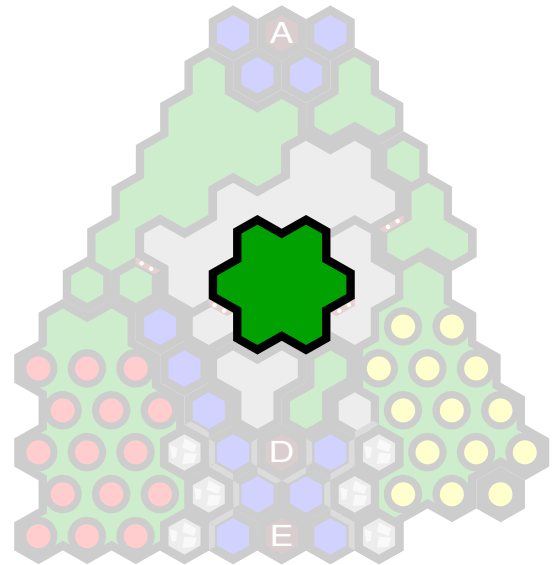
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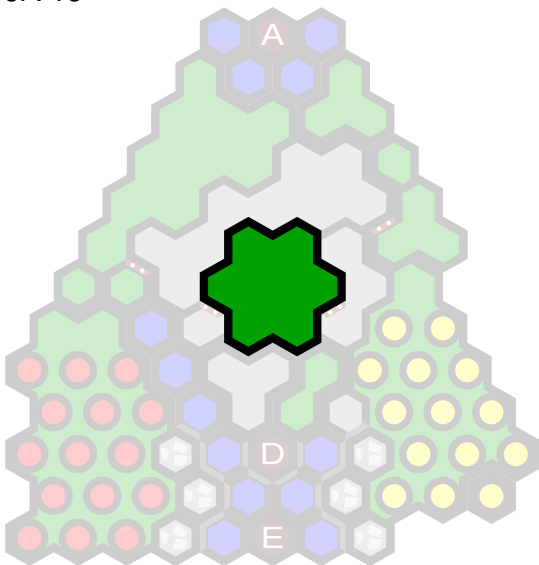
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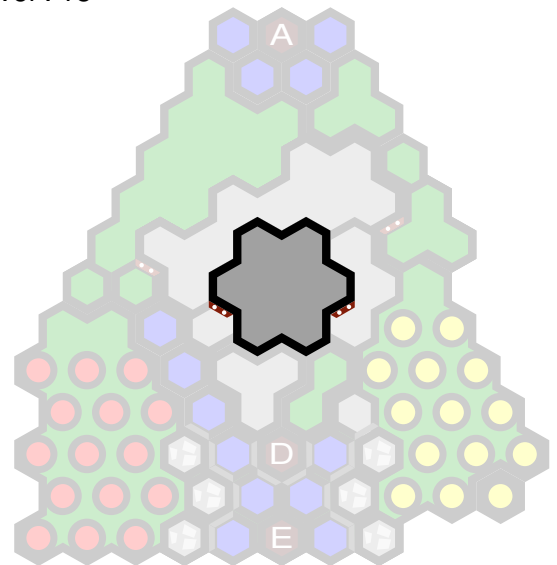
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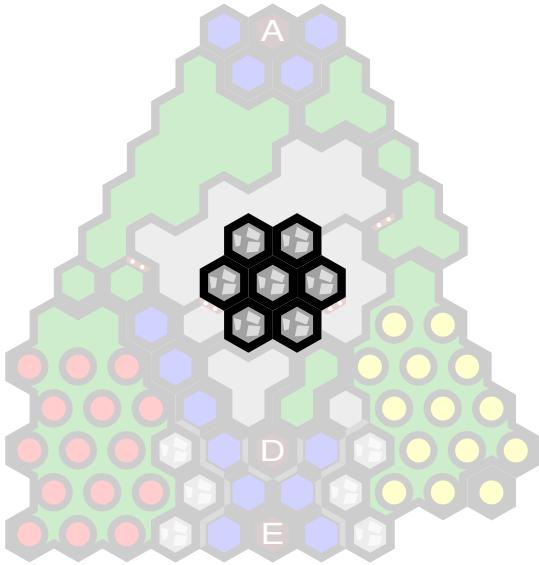
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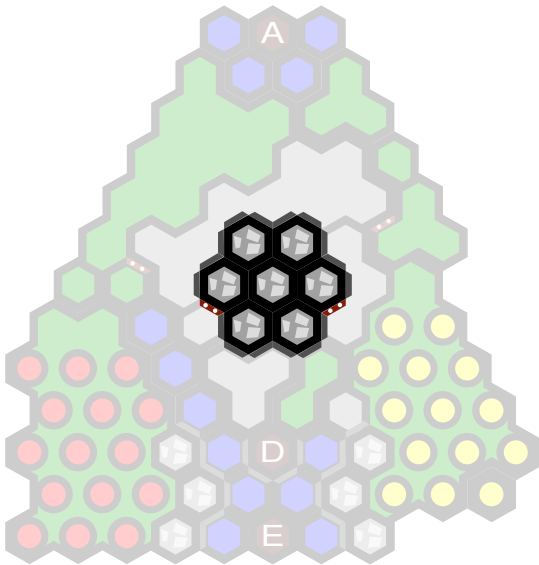
Level : 18



Level : 19



Level : 20



Number of player : 2

The River Mor is one of the longest in Valhalla. Towards the southern end of the river is a rocky outcropping where a lookout was built in ages past. Two skirmishing bands each race to claim the Lookout on Mor, hoping to gain an advantage in battle.

Setup: Place the glyphs power-side up where shown. Each player drafts or brings a pre-made army worth 300 points. Player 1 deploys his forces in the red starting zone, and Player 2 deploys his forces in the yellow starting zone.

Game Length: 8 rounds or until one player's forces are entirely wiped out.

Victory Conditions: If one side destroys all of the other side's figures, they win. If the battle reaches the end of Round 8, then the player with the most points on the battlefield wins (see Scoring, on page 14 in the Master Game Guide).