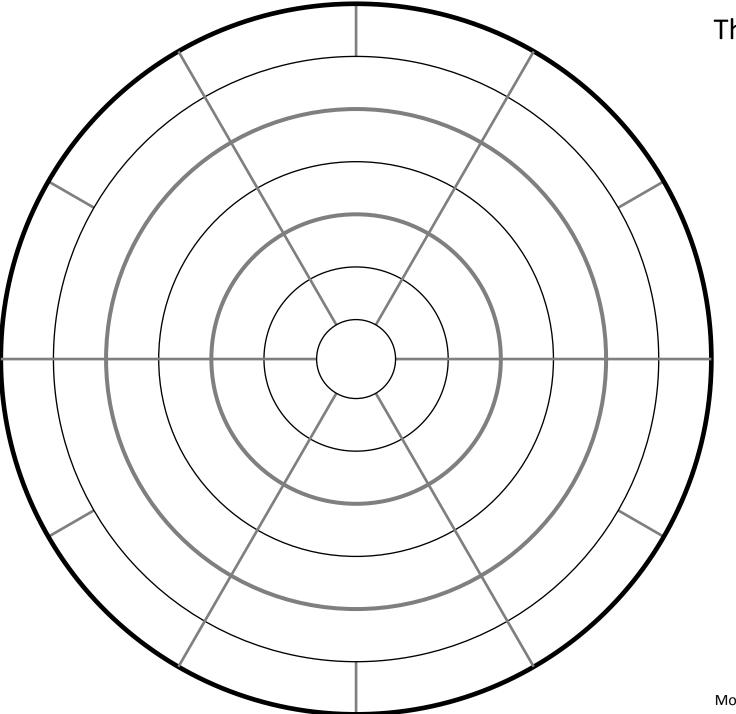
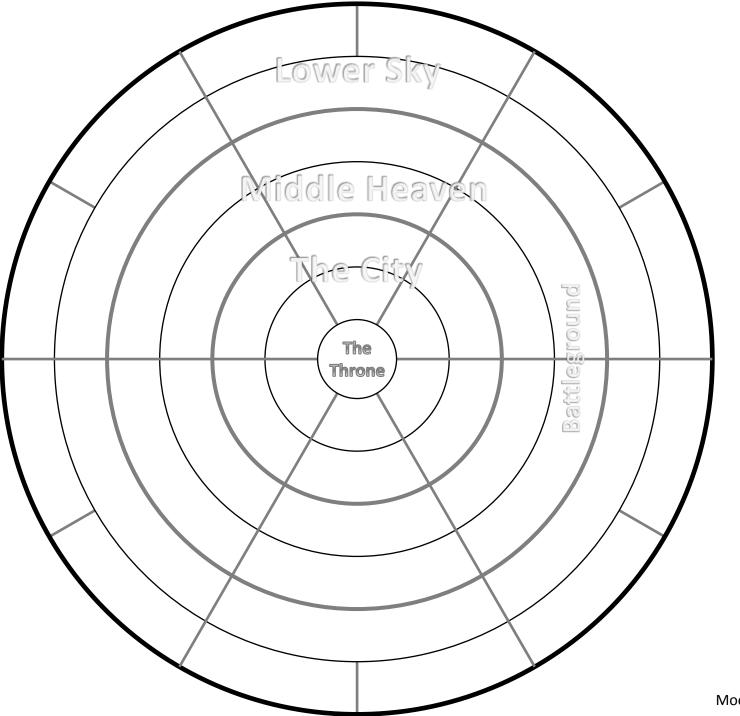
Ouranekki

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The playing board

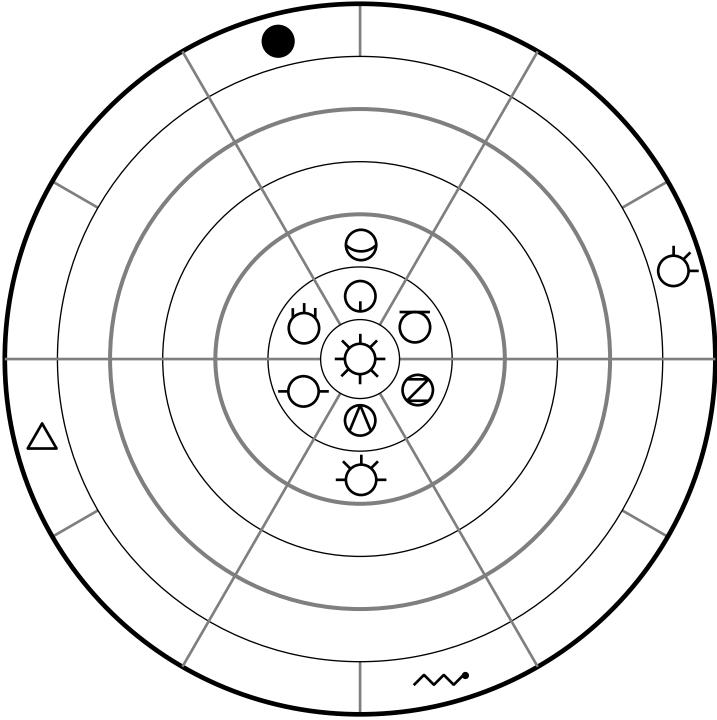


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The divisions

The pieces

Day				Night		
	Yelm	May not move from fixed position	6	Orlanth		
\bigcirc	Verithurusm	Fixed starting position		Dragon		
\bigcirc	Derdumus	Fixed starting position		Bat		
\bigcirc	Buserian	Fixed starting position	0	Killer		
(\mathfrak{O})	Reladivus	Fixed starting position		Dijigelm	Fixed starting position	
	Shargash	Fixed starting position	Ö	Kargzant	Fixed starting position	
\bigcirc	Gherengus	Fixed starting position		Uleria		
\bigcirc	Lodril	Fixed starting position		Water	Fixed starting position	
\bigcirc	Makestium	Fixed starting position		Sorcerer	Fixed starting position	
\bigcirc	Red Moon	Placed after all Night pieces		Trickster		



Starting positions

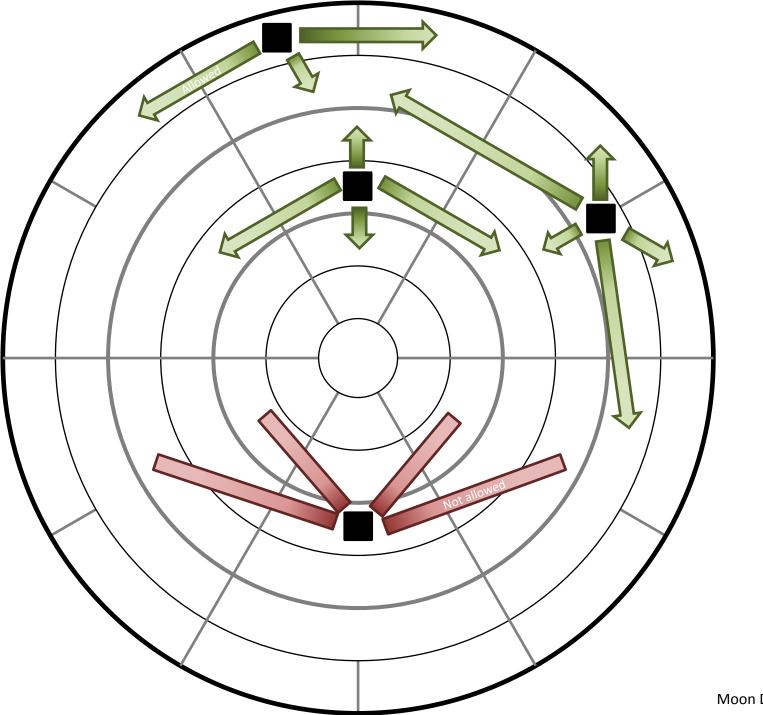
All Day pieces are placed in fixed positions, except the Red Moon.

Four of the Night pieces are placed in fixed positions. The remaining six are placed in the outer three rings.

Only one piece may be placed in any position.

The Red Moon is placed after the Night pieces are placed.

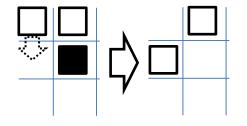
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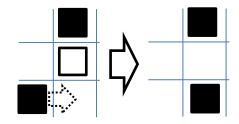


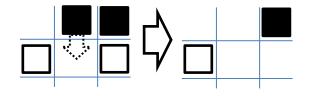
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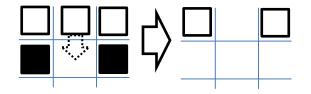
Moves

Battle









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