

THE RELIEF OF KHAX

A Dwarven expedition has succeeded in reclaiming several of their mountain holds, the greatest of which is Khax. The nearby orc tribes respond with a massive assault force. Can the dwarves retain their ancient homes until the relief force can arrive?

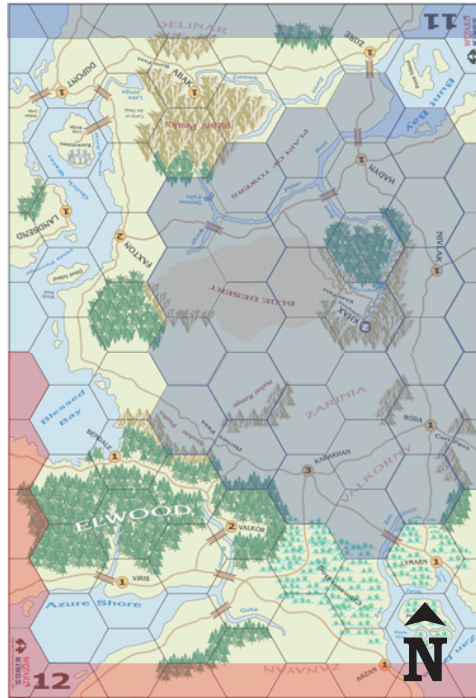
Layout and Forces

Attacker (Orcs) 90 GP

Attacker enters on turn 1 through south and west edges of board 12.

Quick start army:

Shakla	3/10s	20 GP
Ogre	2/3s	12 GP
Troll	3/5s	15 GP
Orc	6/12s	24 GP
Goblin	6/15s	15 GP
Dragon	1/2s	16 GP
Pegasus	1/2s	8 GP



Defender (Dwarves) 40 GP
+ Relief force 50 GP

Defender sets up initial force anywhere within three hexes of Khax.

Quick start initial force:

Stonemage	1/4s	8 GP
Khabar	2/4s	12 GP
High Guard	2/5s	15 GP
Low Guard	5/17s	17 GP
Castle	2/4s	8 GP

Quick start relief force:

Stonemage	2/8s	16 GP
Khabar	2/6s	18 GP
High Guard	2/5s	15 GP
Low Guard	3/9s	9 GP
Gargoyle	1/3s	12 GP

Special Rules

Attacker Initiative: The attacker automatically goes first on turn 1.

Neutral Cities: All cities are considered neutral.

Dwarven Relief Force: Starting on turn 4, roll once for each block in relief force at the start of defender's turn. Enter through north edge of map 11 on a roll of 1-2 (turn 4), 1-4 (turn 5), or automatically (turn 6.)

Underground City: Khax is a mountain hex, and all flyers fight at -1 strength.

Victory and Game Length

Victory is determined by the total of city GPs controlled by the defender at the end of 8 turns; Khax counts double (4 GPs) for victory purposes:

13+ GPs	Major Defender Victory
11-12 GPs	Minor Defender Victory
10 GPs	Draw
8-9 GPs	Minor Attacker Victory
0-7 GPs	Major Attacker Victory

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1	2	3	4
5	6	7	8