

Race Through the Dark

The Elves have made a strike deep in the cave fortifications of the Orcs. Though successful, they must now escape from the vengeful Orcs before the hordes overwhelm them.

Scenario Set Up

An Elf arranges the dungeon according to the diagram. Orc randomizes the treasure tokens and one of the Elves picks three. Orc places these face down in the marked spaces, and returns the remaining two to the box without looking at them.

Meanwhile, the Orc selects his starting squad tokens. The number on the selected token should add up to the number of starting Orcs. This number depends on the number of starting Elves:



1 Elf	(2-player)	5 Orcs
2 Elves	(3-player)	9 Orcs
3 Elves	(4-player)	13 Orcs

Each squad token is placed face down on the board, no more than one token per tile. Squad tokens may not be placed in any entrance space nor any space that straddles two tiles. Finally, place each Elf's figure in one of the entrance spaces marked blue on the diagram (only one Elf per space).

Scenario Special Rules

Orcs reinforce exactly as in the standard rules, barring one exception. The Orc may only reinforce "behind" the Elves. Each tile in the diagram is marked with a number. The Orc may only reinforce on a tile that contains an Elf, or whose number is lower than the highest-numbered tile that contains an Elf. The Orc may never place reinforcements in spaces marked red in the diagram

The Elf to the left of the Orc player takes the first turn, turns proceed clockwise from there.

Victory Conditions

The Elves win if the last Elf on the map escapes from one of the spaces marked red in the diagram. Escape means moving onto an escape space, and then moving one more space to leave the map. An Elf cannot return once he's left the map. Elves may not escape from any space other than the red spaces. The Orc wins if the last Elf on the map is killed.





Reinforcement Number

Orcs may only reinforce on the highest numbered tile that contains an Elf, or any lower numbered tile.

Scenario Setup

Number of Starting Orcs



1 Elf	5 Orcs
2 Elves	9 Orcs
3 Elves	13 Orcs



Each Elf starts on any entrance space marked Blue on the diagram.

Entrance