



WAR PARTY

FALL OF THE LOST KEEP



The war between the Goblins and Dwarves has lasted centuries. Years ago the Dwarves pushed deep into the Goblin lands. The Dwarves built a fortress in the mountains not far from the Goblin capital. From here they launched their offensive assault to destroy the Goblins once and for all.

The Goblins, desperate to fend off their invaders, pleaded with their larger cousins the Ogres who lived deep within Darg-Noth Forest. Eventually the Ogres joined their ranks and they were able to storm the Dwarven fortress and drive them from their lands. The Dwarven fortress was lost and is now known as the Lost Keep.

As the Goblins will you allow history to remain true and drive the Dwarves back from your territory or as the Dwarves will you rewrite history and destroy the evil Goblins?

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SPECIAL RULES

1. The scenario is played only by Goblins and Dwarves. The Dwarves capital city is the Lost Keep and has a value of 5. Undead or Human collection markers seal off the boundaries as noted on the next page.
2. Inflation is at 20.
3. The game is won when any army occupies an enemy capital at the end of their turn. This will be a complete and crushing victory.
4. At the end of the 7th turn the army with the most fully built cities on the board and/or burned enemy cities will win. As in normal Warparty, cities that are destroyed when they were only partially built count as well. The game will be a draw if this number is equal.
5. If a city is occupied by an enemy, but not burnt at the end of turn 7 the city will not count for or against either player.
6. There are only a limited number of units available to use in this scenario as noted in these rules.

STARTING UNITS

1. The Goblins start with the Wolves Den. The Dwarves start with the Pony Stables. Each upgrade provides an economic bonus of 1. No other city upgrades may be purchased by either army.
2. The Goblins start with an ogre and three goblins. The Dwarves start with three warriors and one unit of pony riders.

ABOUT THE SCENARIO

- The Dwarves will move 1st. Their advantage in addition to moving first is that they start with musketeer technology.
- The Goblins start with an Ogre and have the resource rich territories closer to their starting position.
- The Goblins have the ability to create two expansion cities, where the Dwarves can only create one. This also means the Goblins will need to defend those cities.
- All other Warparty rules apply.
- This scenario plays in about 20 minutes.
- Be sure to remember rough terrain rules as they will always apply when a city is attacked.



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DWARF UNITS

Unit	Cost	Cost x2	Attack	Defense	Move	Row	Hits	Quantity
Warrior	5	10	3	2	1	1	1	25
Bezerker	8	16	2 at 3	3	1	1	1	4
Halfling Pony Rider	12	24	3	2(-1)	2	1	1	10
Musketeer	5	10	4(-1)	1	1	2	1	6
Tyvolus (Hero)	21	42	4	3(-1)	2	1	2	1
Fortress (City)	12	24						

GOBLIN UNITS

Unit	Cost	Cost x2	Attack	Defense	Move	Row	Hits	Quantity
Goblin Warrior	5	10	3	2	1	1	1	25
Archer	5	10	4	1	1	2	1	8
Ogre	13	26	4(-1)	2	1	1	3	3
Wolf Rider	14	28	4	2(-1)	2	1	1	8
Horgle (Hero)	21	42	4	3(-1)	2	1	2	1
Stronghold (City)	12	24						

OFF-LIMITS AREAS

Human collection markers seal off the boundaries as noted below.

