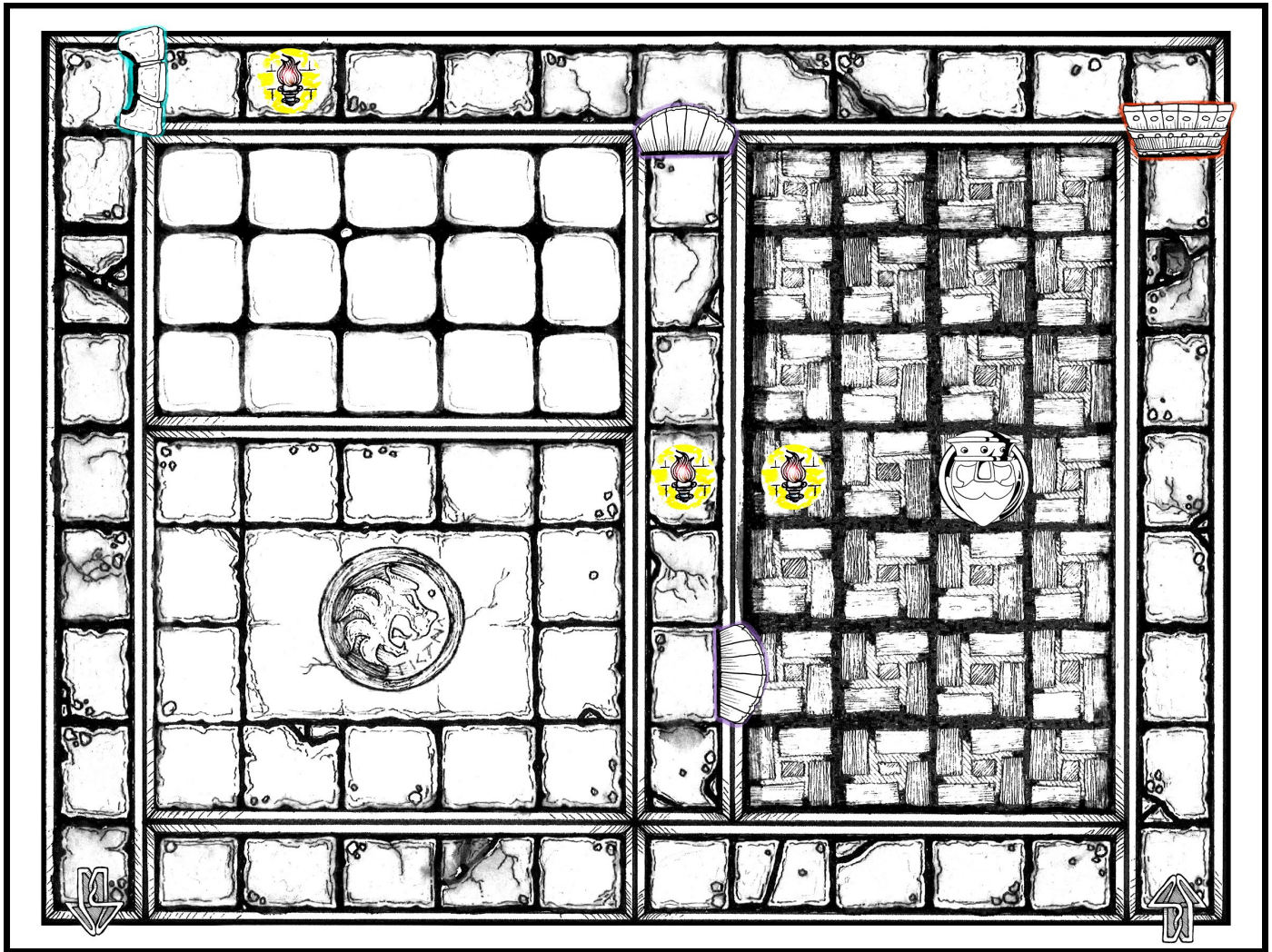


First Confrontation



A lone Cavern Guard makes his regular patrol of the passages and rooms far from the comfortable city of the Gnomes. It's a route he has taken a thousand times before and he has never encountered any trouble. But today is different. As he checks one of the store rooms the sound of wild howls fades into hearing. Something has stirred up the Goblins, and they're heading his way!

NOTES:

The Cavern Guard must attempt to escape by moving over the arrow pointing off the board in the bottom left.

After each of the models on the board have taken a turn place a Goblin model on the space indicated by the arrow bottom right. If there are no models left do not place a Goblin. Should a Goblin be killed place it back on the board at the entry space at the end of that turn.

All Goblins in this adventure are in Marauder mode.

The Gnome has a key which will enable him to lock the Reinforced Door.