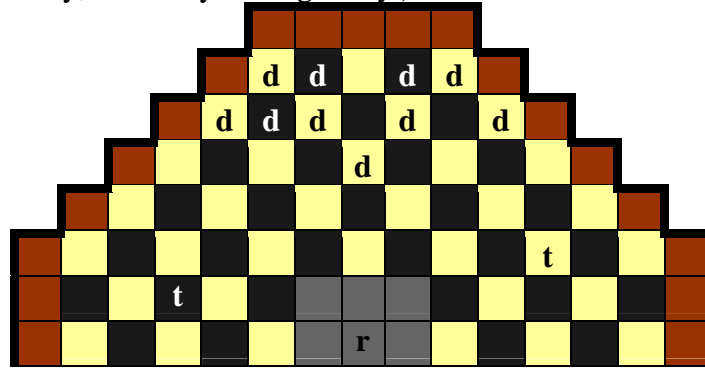


to. (It would be extremely foolish to materialize a troll next to a dwarf as the dwarf can capture it, under the normal capturing rules, on its next turn!)

Ending the Battle.

The battle ends immediately the dwarfs have all pieces on the board connected together into a group. The grouping may be loose and dwarfs are connected if they are adjacent horizontally, vertically or diagonally.)



This counts as a group of ten dwarfs. With no other dwarfs on the board, the battle ends. The dwarfs score ten points and the two trolls count eight, so the dwarfs win by two points.

The result of the battle is scored at that point according to the standard values of one point per dwarf and four points per troll.

Note: Only trolls on the board can be counted. Those not materialized have no value.

Forced Ending

(Required to prevent negative never-ending play.)

If there are fewer than four dwarfs not yet attached to the (larger) group then at the end of his/her move the trolls' commander can invoke a forced ending. Each player then has as many moves as there are dwarfs on the board within which to complete the battle. (Eg 12 dwarfs left in play would mean 12 moves by dwarfs and 12 moves by trolls.)

The battle automatically ends after the final move has been made, if it hasn't already finished. Any dwarfs not attached to the (largest) group are not counted.

The winning margin is determined and carried forward to the second battle when the players must change sides.

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