BIG TROUBLE IN LITTLE CHINA

On Mooi, one of the Han Chinese home world's colony planets, the Black Banner have set up a defensive perimeter at their space port in Tri-Ang City. They have employed a mercenary force to support them in this but they are involved elsewhere and are racing to get there in time as they have detected your forces on their way. Meanwhile it looks like they have a reinforced detachment of Black Banner Guard at the spaceport

These shots have been lifted from a Chinese surveillance balloon which they have set up over their own space port to spot.

FORCES

Your forces have become split on the way in.

It starts with a single detachment arriving at point A (anywhere on table edge)

Each subsequent turn a dice may be bowled for a second detachment to arrive to support these. First turn roll a 6, second turn a 5 or 6 etc until they arrive. At any time they may boost their chances of arriving by adding a 'one' to their dice roll (declared before hand) however – every time they don this – it increases the chance that the support for the Han group may arrive early.

The second detachment appears on a random table edge: bowls a d6: 1,2,3,4 are declared tale edges. 5 of 6 is your choice.

HAN SUPPORT

Your intel says they will get to the site on turn 6 but each time you add 1 to the bowl for your support, that drops by a turn... they arrive randomised in the same way