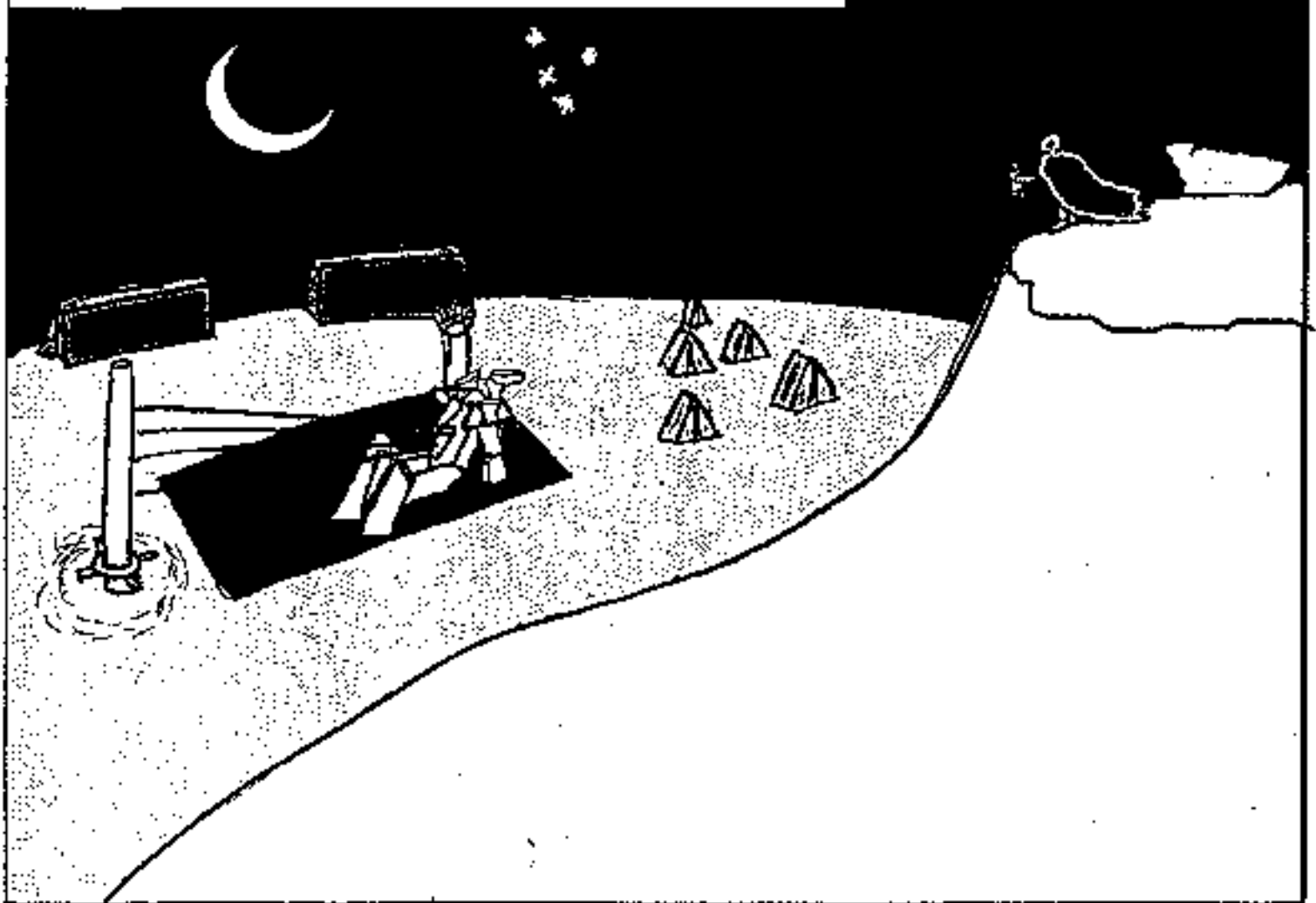


... Several Fruitless Arguments Later...



So, this is the dig site? They're bolder than I thought, setting up on our turf.



It looks like you were actually right about this site, Embrand. The operation has been running for a while if they've already unearthed a machine relic like that one. Given the size of the camp, there are thirty laborers, probably locals, and a guard complement of ten or so. Four machines, six foot-soldiers. Then there's probably somebody overseeing the dig. Forty-odd people..

Like I said, that's pretty gutsy, setting up a dig site to steal relics from our territory with just 40 people, and only 10 soldiers. We could have rolled in here with ten war machines and they'd be defenseless!



And yes, despite the fact that I suggested this very course, here we stand with two soldiers and zero war machines because, quote: "How many of them can there be?"

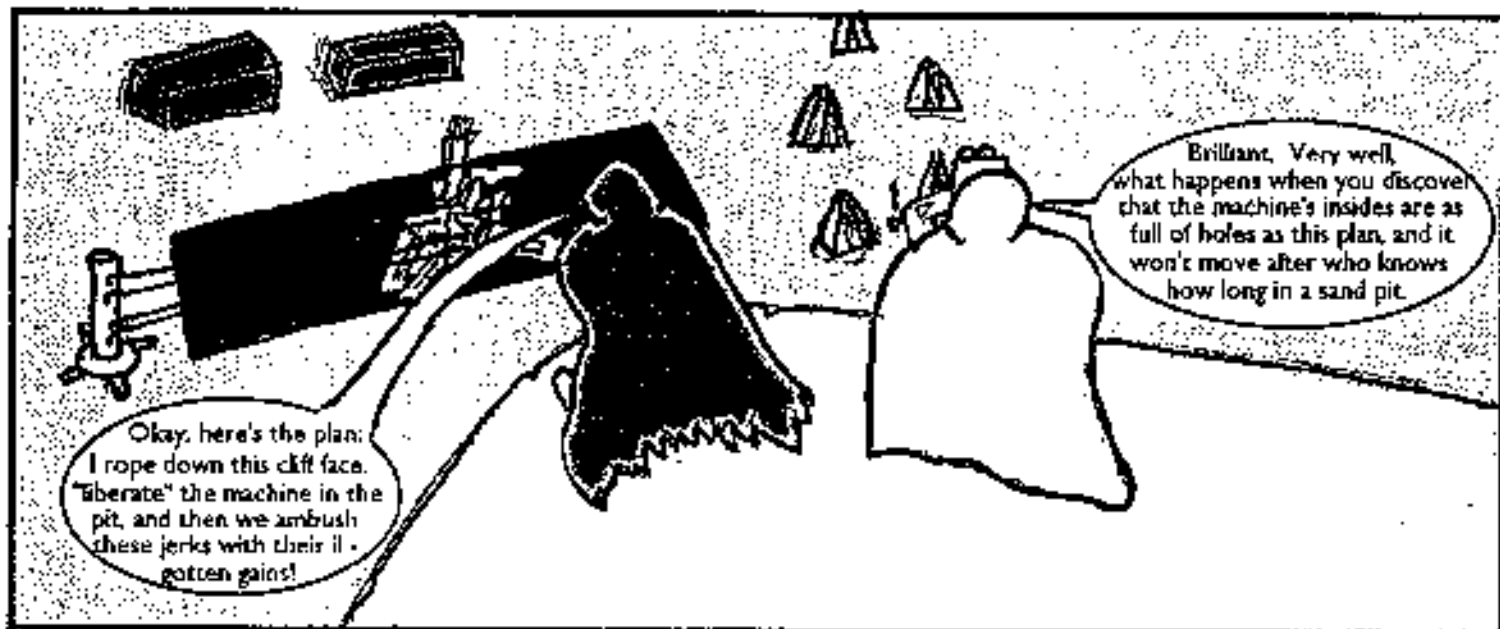
Correction: We have one war machine. It's simple! They'd never expect anyone to just waltz down into the pit and take the one they've been digging up! They'll never see it coming!

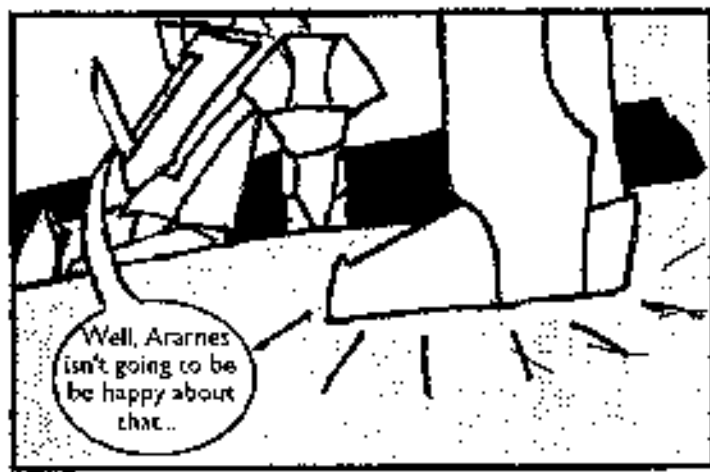
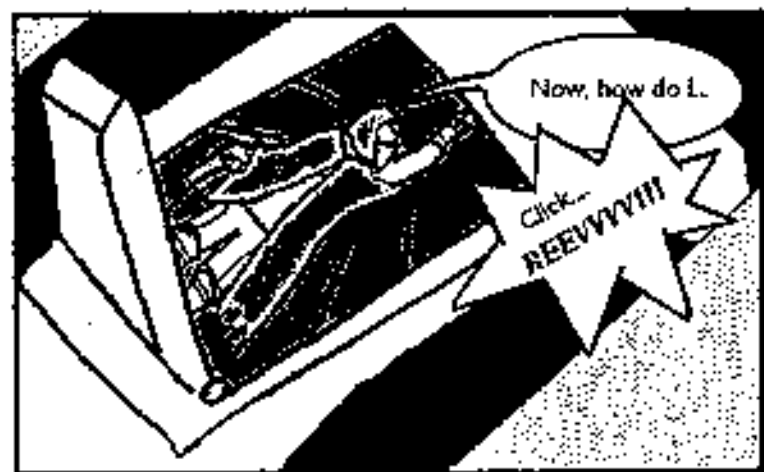
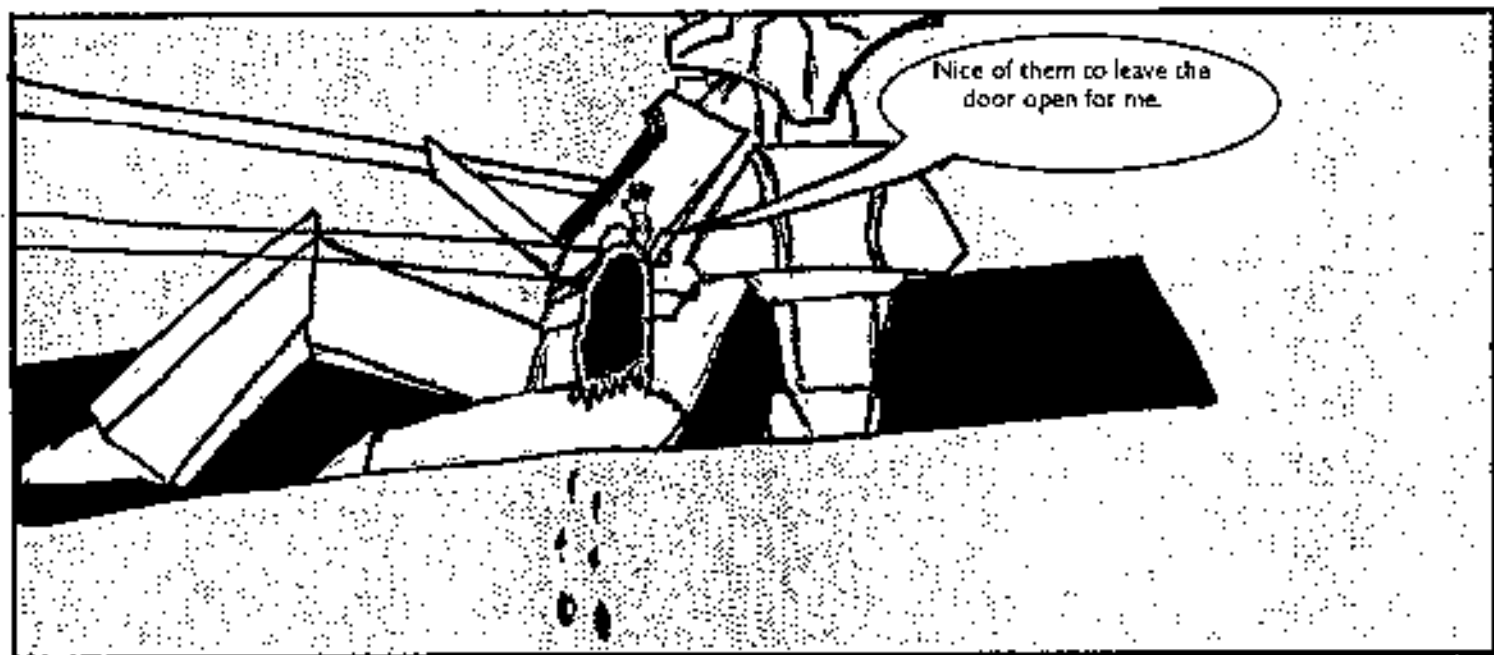
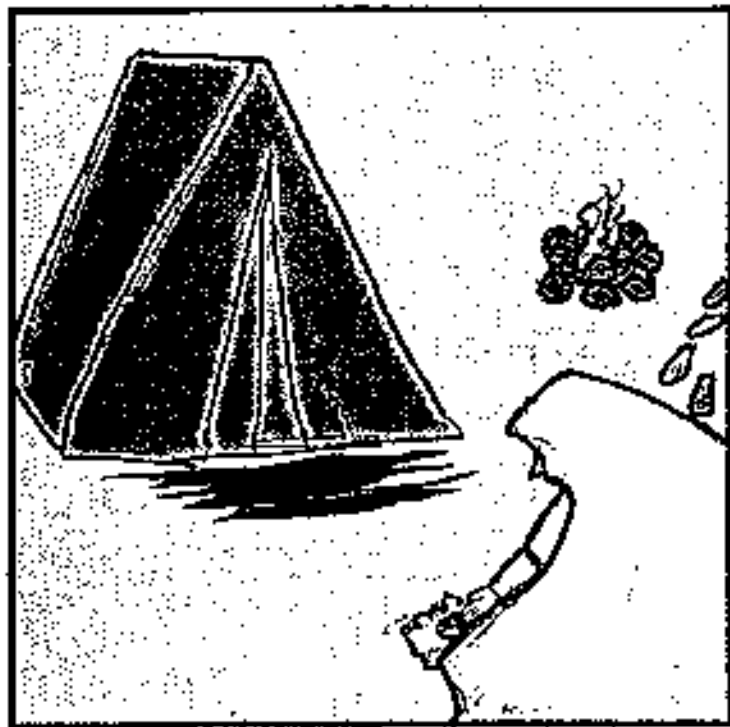
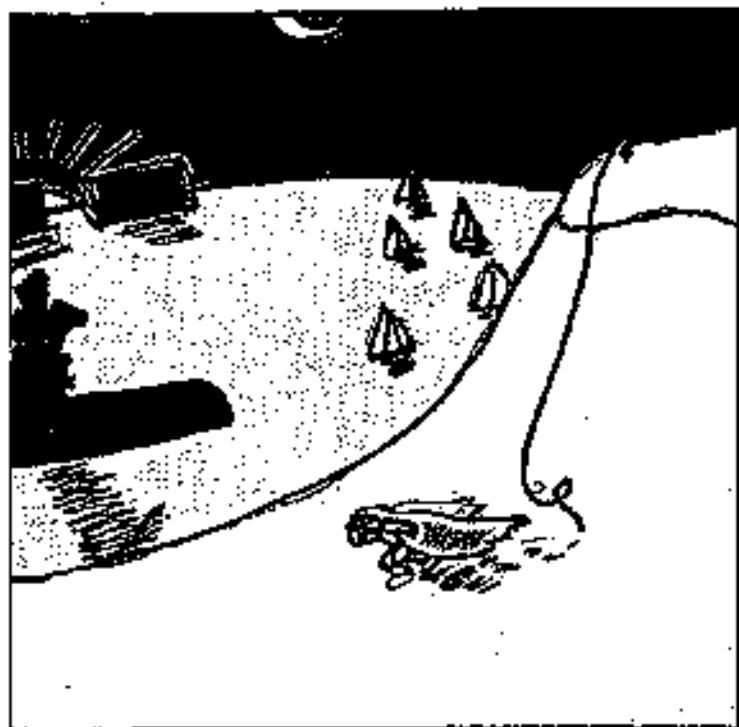


I swear, you'll be the death of me. Oh, there's one of their guards.



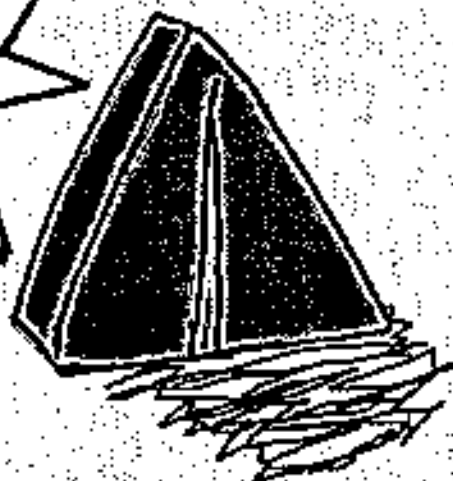
Good Story





Outside of the camp...

REEVVV!!!



He didn't...



Unfortunately, he had.

What the- ?
Whoever is in there, step away
from the relic now!

Err, whoops. I seem to have closed
the hatch. I can't figure out how to open it!
Can you give me a second?

