

## MK SCENARIO CLUB APRIL 2001

### Scenario 1: Bottlenecking

A rustle of dry brush told Laurel that the Dwarven Jarl's warhost had finally caught up. Daw's footfalls stomped up beside her, the dwarf brushing twigs and dead leaves from his salt-and-pepper beard. "You call that trail breaking?" he asked the Woodland Scout. His voice was dry and gravel-filled, and as brusque as ever.

The silent fields warmed to the morning sun, but Laurel remained crouched in the shadow of the treeline, one hand splayed against the ground. "I marked every turn," she said softly, her voice as easy as the wind in the trees' upper boughs. "It was easy enough to follow if you're friendly with the forest. You want someone to hack a trail for you, go find an orc."

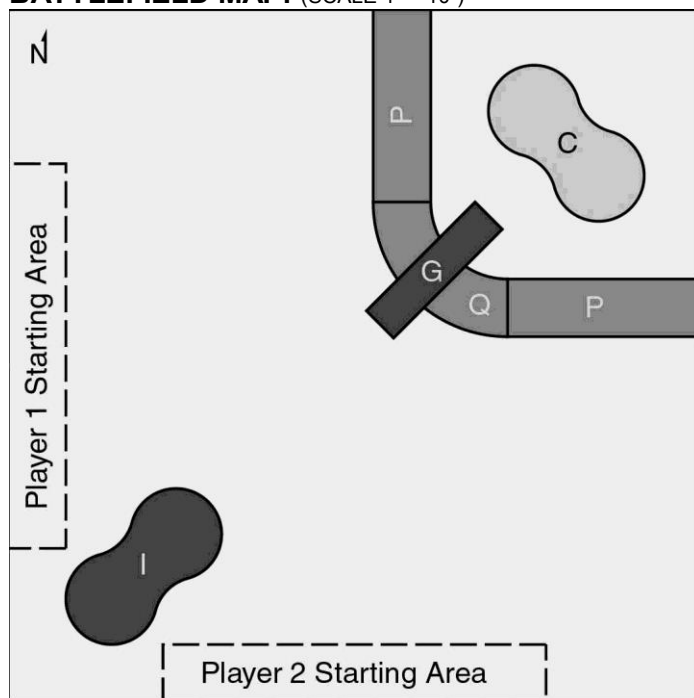
The dwarf grunted. More of his people cleared the thick woods behind them. "We're out. That's all that matters. I assume that Salis Reach is right near?"

"Past those trees is the Evensong." She nodded toward the south end of the wide clearing and watched as a flock of sparrows wheeled overhead. "There's a bridge," she promised. He started to move past her. Laurel caught the hem of his leggings. "Wait. You won't want to move so soon."

Daw Magister waited, feet planted wide apart. His creased face bunched into a frown. "Why? What's to stop me?"

The silence of the fields. The flight of the sparrows. Laurel watched the treeline east, saw the movement among their shadowed depths. She nodded as a second warhost broke into the clearing. "Them," she said simply.

#### BATTLEFIELD MAP: (SCALE 1" = 10")



**BACKGROUND:** With the Relic pointing to the existence of new magestone deposits, several armies race to rediscover the old mine fields. Being first will naturally have its advantages. But there are only so many paths to the prize...

**OBJECTIVE:** Control the bridge while defeating your opponent's warriors.

**TIME LIMIT:** 50 minutes.

**ARMY SIZE:** Two-player game, 200 points per player.

**SETTING THE SCENE:** Place the terrain as shown on the battlefield map. Use terrain piece "G" as the bridge and place it over the stream.

#### SPECIAL RULES

1. The stream is deep water special terrain.
2. Treat the bridge as clear special terrain. A figure may not be placed with part of its base off the Northwest or Southeast sides of the bridge. No figure may be placed beneath the bridge.
3. To control the bridge, you must end your turn with more friendly warriors on the bridge than your opponent.
4. No player may withdraw.

#### VICTORY CONDITIONS

The winner of the scenario is the player with the highest Victory Point total at the end of the game.

Victory Point total =

eliminated opposing figure points

+ captured opposing figure points x 2, *but only if they are in your starting area*

+ friendly *non-captured, non-demoralized* figure points that have survived the entire game

+ 20 points at the end of each turn in which you control the bridge