

## MK SCENARIO CLUB APRIL 2001

### Scenario 4: The Stand at Gobbler's Crook

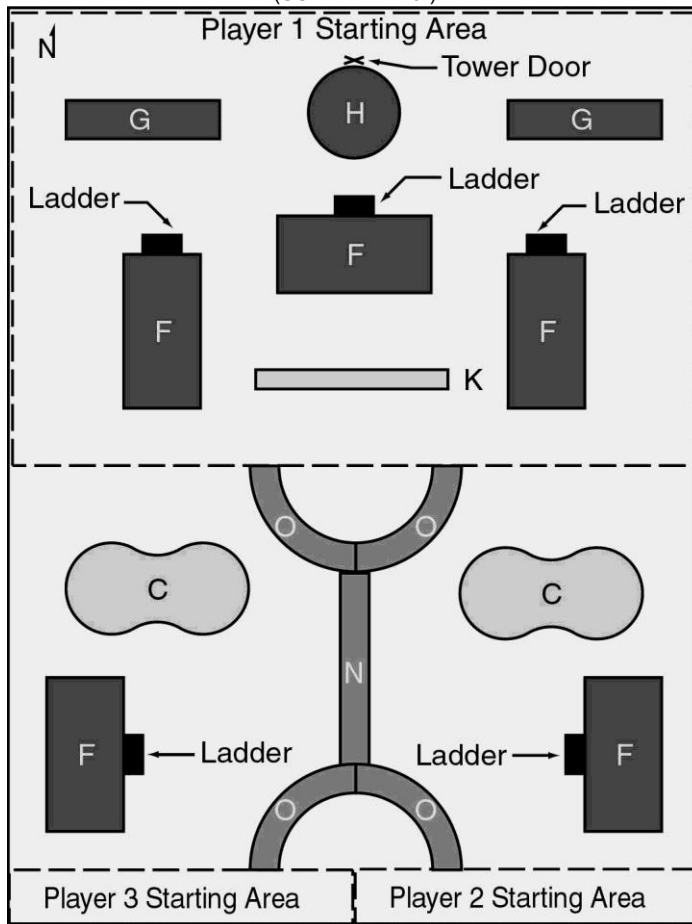
It hadn't taken much effort. The tiny hamlet could hardly refuse her *protection*. Then it was a simple matter of sending messengers out to warn the other warlords. Of course they came after her.

The Black Thorn waited at one corner of a small hovel, sword free in her right hand and long-barreled pistol in the left held up next to her face. With a nod she sent Cole and Derrik scrambling up short ladders to take firing positions on the roof. The report of their rifles and the wounded screaming of Guild stick-throwers told her that Zubrek's lieutenant hadn't learned the first time that crossbows were no match for black powder rifles.

Booted feet slammed against flagstones as more Guilders rushed the hamlet in an attempt to roust the rebels from their position. The Black Thorn tightened down on her weapons, bracing herself as a pair of utem blades rounded the corner. She brought the first up short by an elbow to the jaw. A quick follow-up thrust sent him reeling away, trailing blood. His partner stung her with the ridiculous weapon they called a sword, pinking her shoulder. Her pistol came down like the blade of a guillotine, gouging a red stripe into his forehead before she pulled the trigger.

Whether he wanted it or not, King Johannis III now had a village in open rebellion to the Guild and empire.

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



**BACKGROUND:** As the chaos mounts in Fairhaven, villages are left to their own fates. Some are taken as staging grounds by invading armies. Others give in to rebel influences. And where anyone takes a stand, there are enemies ready to oppose them.

**OBJECTIVE:** Defend the Command Tower "H" of the hamlet of Gobbler's Crook from the invading warhosts, or seize the Command Tower "H" from the defending warlord.

**TIME LIMIT:** 1 hour 40 minutes.

**ARMY SIZE:** This is a multi-player game. Player 1 defends the hamlet with 300 build points. Players 2 and 3 have a build total of 200 points each.

**SETTING THE SCENE:** Place terrain as shown on the battlefield map. Terrain pieces F, G, and H represent the buildings in the hamlet.

#### SPECIAL RULES

1. The fountain is shallow water special terrain. Treat all "House, F" terrain as abrupt elevated terrain. Ladders for access to the rooftops of these buildings are marked on the battlefield map. Use the Elevated Terrain rules for figures on rooftops (see Mage Knight rules, p. 10).
2. Play with 3 players; use 2 players per table as required, with Player 1 vs. a combined Player 2 and 3. Player 1 is the defending warlord, and Players 2 and 3 are the invading warhosts. Players 2 and 3 take a joint turn, and have 4 actions to use between their two armies. Compare the combined Victory Points of Players 2 and 3 to the Player 1 Victory Points to determine the winner of the scenario.
3. The defender is the first player and places his figures on the north half of the battlefield in base contact with any terrain feature. Defending figures may begin on rooftops.

#### SPECIAL RULES (continued)

4. A player is in control of the Command Tower "H" if he has a friendly, non-demoralized figure in base contact with the tower door at the beginning of his turn. Only one figure may occupy this position.
5. No player may withdraw.

#### VICTORY CONDITIONS

The winner of the scenario is the player or players 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

+ 10 points at the beginning of each turn spent in control of the Command Tower