



MK BATTLE SCENARIOS

Scenario 1: Treachery in the Ranks

"We break here for five minutes!"

Weary soldiers broke ranks and stumbled off to either side of the dirt track. Drac staggered a few yards further off than the others, collapsing into a soft bed of grass and wildflowers. Bees and gnats buzzed around his face, but the dwarf didn't care. The enemy warhost was very near, and this would be the last chance to rest before the imminent battle. Drac gave in to the aching of his legs and feet and rested in silence. Despite his fatigue, his ears perked up to the cautious whispers of two soldiers concealed somewhere nearby...

"Did you bring it?" the first whisper asked.

"Yes, and it's heavier than you said it was going to be, thank you very much!" answered the second.

"Don't get it out! If the sergeant sees it, we're both dead!"

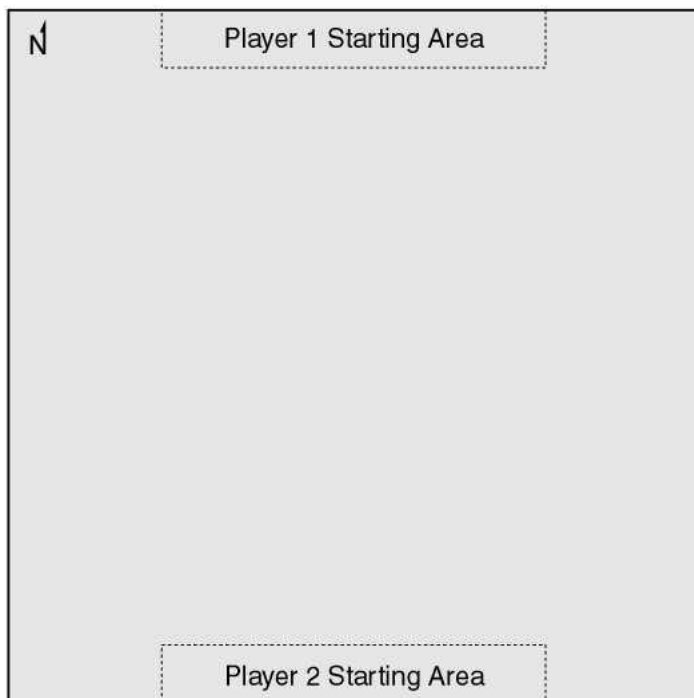
"Aye, you're telling me! I've been hiding it in my pack all morning. Are you sure it's enough to kill everyone?"

"That's what they said. Just don't go forgetting we dumped it in the soup and go eating a big bowl of it yourself later!"

"Don't worry! I'm not that stupid!"

Drac spat as a bee flew into his gaping mouth. He rolled over and slipped away as quietly as he could. Assassins in our own ranks? Who are they? The sergeants would know what to do. He would tell the sergeants!

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Two armies engage, but one has placed assassins in the other's ranks. If the assassins live through the battle, they will poison the entire army!

OBJECTIVE: Defeat the opposing army by eliminating or capturing enemy warriors. Identify and eliminate the assassins in your army or protect your assassins for the duration of the battle.

TIME LIMIT: 50 minutes.

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

SETTING THE SCENE: Use the Head-to-head Constructed Tournament rules for terrain selection and placement (each player places four pieces of Standard Terrain in the terrain pool, players each place two pieces of terrain from the terrain pool on the battlefield, no terrain placement in opponent's starting areas, all terrain at least 2 inches from each other and 2 inches from any battlefield edge). For complete details, visit

<http://www.mageknight.com/documents/HTHRules.doc>

SPECIAL RULES

1. Players may build their armies out of common warriors only (MK Rebellion figures #001 to #096, MK Lancers figures #001 to #084).

SPECIAL RULES (continued)

2. After each player has placed his army on the battlefield, Player 1 secretly selects and records two warriors in Player 2's army to be assassins. Player 2 controls these warriors as friendly figures, and may give them any legal actions. Player 1 must treat the assassins as friendly figures, too (ie. they may not be the target of a damaging attack, an enemy figure in base contact with a friendly assassin may not be the target of a ranged combat action), even though they are not considered part of Player 1's army.

3. During his turn, Player 2 may use an action to target with an attack a friendly figure which he suspects of being an assassin. This figure then becomes a part of Player 1's army, and an opposing figure to Player 2. Player 1 controls this suspected assassin for the remainder of the game.

4. At the end of the game before Victory Points are scored, Player 1 reveals his record of the selected assassins to Player 2.

5. 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, including suspected assassins

+ Captured opposing figure points x 2 including suspected assassins, *but only if they are in your starting area*

+ Friendly *non-captured* figure points that have survived the entire game, not including undetected assassin figure points for Player

1. If all of a player's figures are either captured and / or demoralized, add zero.

+ 50 points for Player 1 for each assassin which is not captured or eliminated, and is still a part of Player 2's army