

MAGE KNIGHT SCENARIO CLUB, March 2001

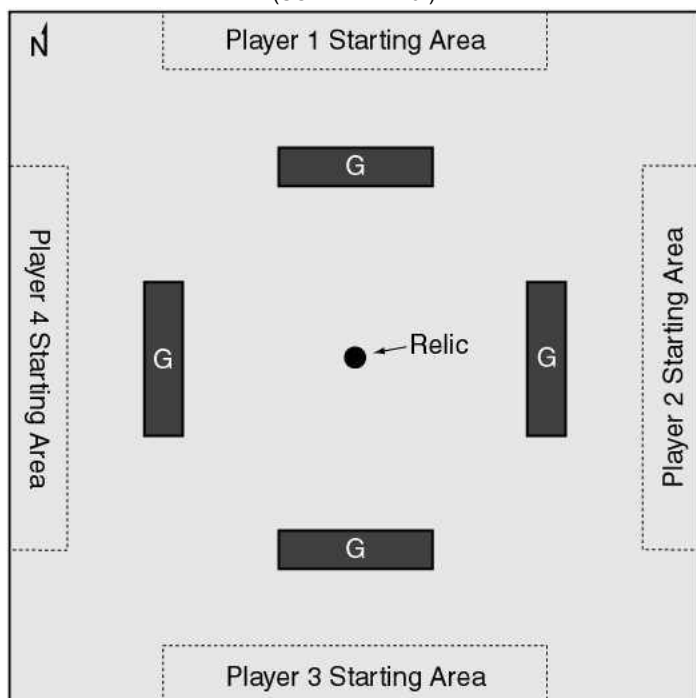
Scenario 4: Battle for the Relic

The living wall rose before them, a tangle of grasses, flowering vines, and interwoven branches. The defense of The Land, erecting barriers at the four cardinal points around the relic. Nature's sentinels. If Klub knew a stronger sign that the League needed to be represented here, it was only in how loud the *Summons* sang within his mind.

Flexing his hand into heavy gauntlets, the troll kept one wary eye on the distant pole. At its top, a ragged scrap of blood-stained cloth fluttered in the afternoon breeze. The best they could do on short notice. If talks didn't go well, if any one Warlord made an early leap for the Relic, that hasty sign of truce would come down. Then it would be each warhost against the other—and all against the one who jumped first. It would happen. In Klub's opinion, it was only a matter of when. There were at least two other Warlords in the immediate area, maybe more. And the *Summons* was strong. They wouldn't agree. Talking only delayed the inevitable. If Kossak Mageslayer were here, himself, he would already have possession of the Relic and the trolls would be creating new songs of victory. That was how it should be.

But not the way it was. So for now Klub waited. And prepared.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND:

Through possession of the Key, or by trailing a well-informed Warlord, you have been led to the Relic's location. With great anticipation, your army moves forward to investigate the ancient device. Of course, you are not alone in your quest...

OBJECTIVE:

Defeat your enemies while investigating the Relic.

TIME LIMIT:

1 hour 40 minutes.

ARMY SIZE:

This is a multi-player game with a build total of 200 points per player.

SETTING THE SCENE:

Place the Relic in the center of the battlefield. Place the four pieces of blocking terrain "G" as shown.

SPECIAL RULES:

- 1) Ideally, play with 4 players; use 3 or 2 per table as required. Play continues around the table in a clockwise fashion per regular Mage Knight rules.
- 2) Each player must complete their turn in 2 minutes; the strength of the *Summons* demands it! Actions not used in 2 minutes are considered passes.
- 3) This is a free-for-all; each other player is an enemy, and all players score their own Victory Points.
- 4) No player may withdraw.
- 5) Use any Mage Knight figure to represent the Relic, or create your own Relic! Treat the Relic as a piece of blocking terrain. Despite its small size, it is an ancient magical artifact and cannot be moved or destroyed. Guidelines for Relic construction: a) use a 1 3/8" diameter circular base (regular Mage Knight base size) b) no part of the Relic should overhang its base.

Take a picture of your Relic creations or Scenario 4 battles, and send it to us. We'll post them on our web site!

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 x2, 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 beginning of each turn spent investigating the Relic

You investigate the Relic by having at least one figure in base contact with the Relic at the beginning of your turn; your figure may not be in base contact with the Relic through the figure's rear arc.