

## MK SCENARIO CLUB MAY 2001

### Scenario 1: Search Parties

Wielding his short sword like an ordinary machete, Khujeret hacked aside the thorny vine. The treacherous briar caught his leggings, thorns stabbing through the thick cloth to score painful cuts. He cursed, disengaged himself carefully, ignored his squad's poorly hidden grins. Fair enough. He'd laughed behind their backs on their turn in front.

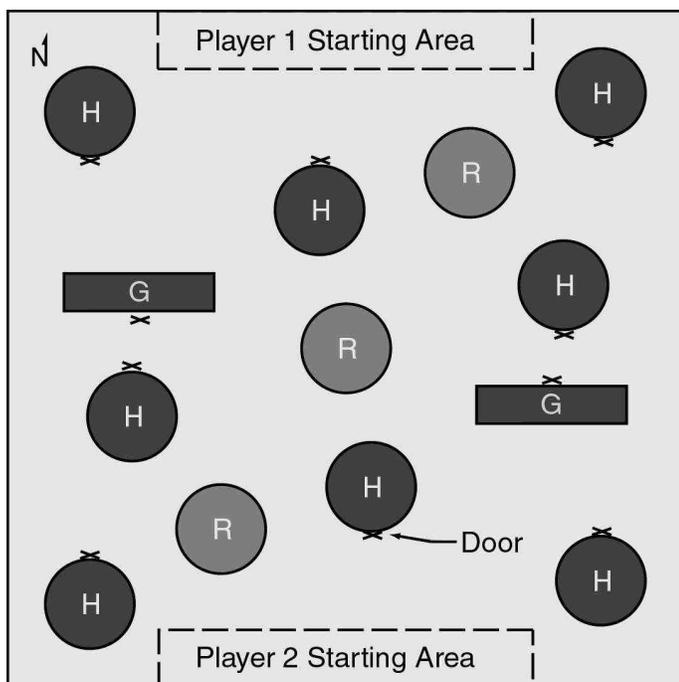
Ashio, though, took it too far. "I hope your study of *ra'Preysor* will include woodlore," the crossbowman said.

The youth simply didn't know when to leave well enough alone. Khujeret knew how to solve *that* problem. "Up front," he ordered, surrendering his position. His smile held absolutely no warmth, the painful itch in his leg leeching away his humor. "You're entirely too cheerful for an utem. Time to work on that."

"Aw, Cap'n." But Ashio saw no hope of salvation in the faces around him. No one smiled now. Not a completely stupid group, Khujeret decided. One or two might even survive their first year. Maybe. Ashio, though, continued to frown sullenly. A look which turned immediately to fear as Khujeret snapped his crossbow up one-handed, held at arm's length and pointed at the youth's head. "Really," he stammered, "I didn't mean anything by it."

"Down," Khujeret whispered, his eyes focused only on the silent shadow hovering in the brush behind Ashio. "Move now!" The young crossbowman flinched and the bolt sang free, stabbing into the brush. With a wounded roar, the wererecreature leapt from its concealment, charging in, already transforming.

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



**BACKGROUND:** With the old strip mines searched and ruled out as the source of magestone, warlords send small scouting parties out to scour the countryside and search for clues.

**OBJECTIVE:** Investigate the buildings in the village. Eliminate or capture enemy warriors and Mage Spawn.

**TIME LIMIT:** 50 minutes.

**ARMY SIZE:** Two-player game, 200 points per player. In addition, each player supplies two Mage Spawn to a pool of enemies, each worth 30 points or less.

**SETTING THE SCENE:** Place the terrain as shown on the battlefield map. Terrain templates "H" and "G" represent the village buildings.

**SPECIAL RULES**

1. To investigate a building, end a warrior's move in base to base contact with the door to the building. Roll 2D6.

#### Die Roll Result

2 - 4 Nothing happens

5 - 7 A Mage Spawn is activated. The player to the left of the current player takes control of a Mage Spawn and places a figure from the enemy pool in base contact with the door to the building. This Mage Spawn has one action each turn and may only move, or attack the warrior who activated it. Treat the Mage Spawn as an enemy for all players.

8 Healing herbs. Heal all damage to one friendly figure within 6 inches of the building

9 - 12 Hermit's shack: Useful information! The player who controls a figure in base contact with the door to this building at the end of the game controls the Hermit's shack and gains 100 Victory Points. Only one figure may occupy this position for each building.

2. 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* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.

+ 100 points at the end of the game for each hermit shack controlled.