

MK SCENARIO CLUB MAY 2001

Scenario 2: Conscripts

Erinn leapt from concealment as the woodsman raced along the treeline toward her. The twigs and dried leaves tangled into the Nightblade's dark hair, the scratches creating a bloody patch on her exposed skin—no doubt she looked like some kind of feral creature. But there would be no mistaking the bright flash of her sword held in a downstrike grip. She crouched, curved the blade around and held it across her body, barring the path.

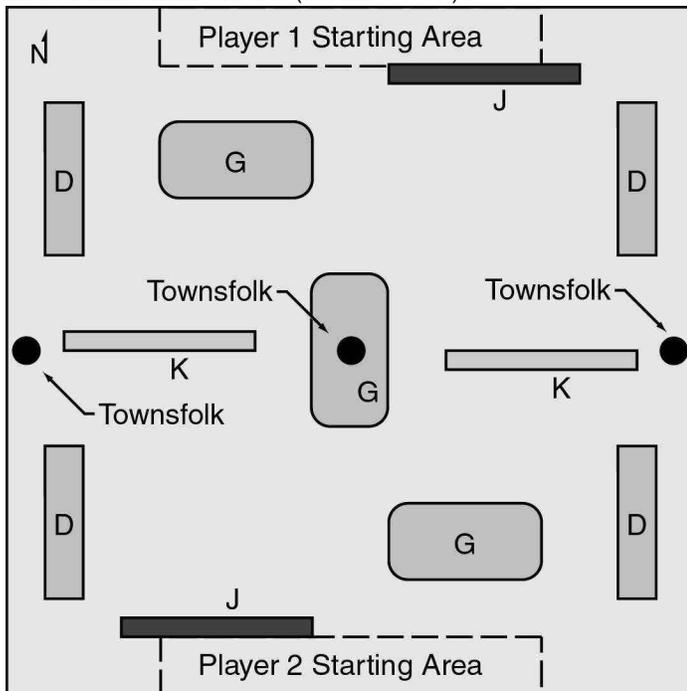
The woodsman carried an ax, but he was harried from the long chase through the woods and had no spine left for a fight. Not here. He broke and ran into the cleared fields, abandoning any hope of hiding in the forest. Further along the treeline, another potential recruit was flushed from hiding, chased out by a bloodsucker and a pair of rogue altem guardsmen.

"There's a third *recruit* around here somewhere," Gavin said, the stalker appearing next to her as if materializing. He wore armor and carried a heavy bow, and Erinn had never figured out how the other elf managed to move almost silently. "Not a bad day."

"Well, it still might be," she told him, her voice betraying foreboding. "Look." Across the field, a squad of cavalry had formed up. They barred any escape for the elves' victims. Likewise, though, they were unlikely to simply turn them over to the Sect. "Those are *our* recruits."

Gavin nodded, drew an arrow from his quiver and nocked it. "Explain it to them," he said simply.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: With all the recent fighting, warhosts are suffering from the loss of good soldiers. Enemy armies descend upon a ruined town to recruit warriors.

OBJECTIVE: Recruit the townsfolk. Capture or eliminate the enemy forces.

TIME LIMIT: 50 minutes.

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

SETTING THE SCENE: Use three standard Dwarven Berserkers to represent the townsfolk.

SPECIAL RULES

1. Townsfolk are neither friendly nor enemy figures, and may not be the target of any actions other than a capture attempt.

2. Turn sequence is as follows: Player 1, Player 2, Townsfolk (until all Townsfolk are captured). On the Townsfolk turn, move each townsfolk figure in a straight line away from the closest player-controlled figure. If a townsfolk comes into contact with the edge of the battlefield, continue its move along the edge. If a townsfolk comes into base contact with a player figure, end its movement.

SPECIAL RULES (continued)

3. 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 3, *but only if they are in your starting area*

+ Captured opposing figure points that are not in your starting area

+ Captured Townsfolk figure points x 4, *but only if they are in your starting area*

+ Captured Townsfolk figure points x 2 that are not 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.