

Mage Knight Sinister Marquee Tournament Official Scenario April 26-28, 2002

Tower Trouble

"There it is!" The Captain pointed to the stone tower perched atop a low hill. "Exactly where the Solonavi said it would be."

The Captain's chief scout, Kyleia, shielded her eyes against the glare of the afternoon sun. She gazed out over the grassy plains that stretched away in all directions as far as she could see. Here on the greenlands east of Venetia, the Woodland Sniper felt a very long way from home. The Forest Elf wished she could see just one tree, but apart from the lone tower, the plain was empty.

"Remind me again," she asked, "but what exactly what are the Solonavi getting out of this bargain?" Something on the plain caught her eye, and she watched it carefully. The Captain smartly dismounted from his warhorse before answering.

"From what the Solonavi told me, the tower is supposed to mark the entrance to an abandoned Atlantean Magestone depository. In return for me doing the Solonavi a little favor later on, we get to keep whatever Magestone we find today. It's a bargain."

Kyleia nodded. "I see." Her attention was now on the hillside below the tower. "And did the Solonavi mention that anybody else might be looking for the tower?"

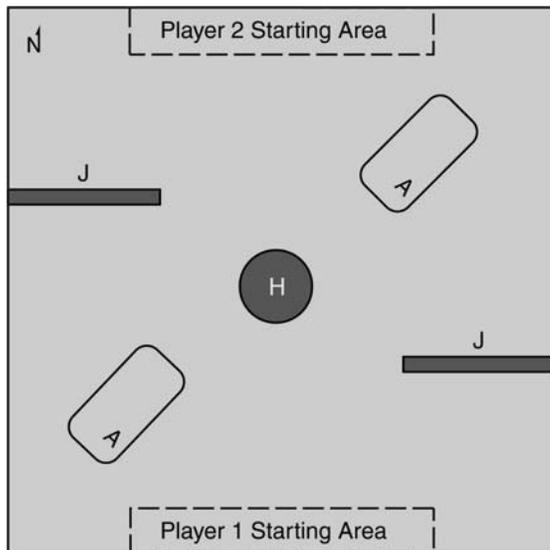
Instantly the Captain was standing beside her, his eyes straining to see whatever she was looking at.

"No. Why, what do you see?"

Kyleia turned to face him. "Movement near the tower, and sunlight reflecting off metal—probably weapons and armor. With all respect, sir, it looks like the Solonavi forgot to mention a few details."

BACKGROUND: Two armies fight to possess a valuable landmark.

OBJECTIVE: Seize and hold the tower while defeating your opponent's warriors.



TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game. Both players create 200-point armies from the contents of 3 sealed MK Sinister boosters. Each army has two actions per turn.

SETTING THE SCENE: Place copies of Standard Terrain Pieces "A," "H," and "J" as shown in the battle diagram. Players *do not* place terrain on the battlefield: *only* the terrain shown is used.

SPECIAL RULES

1. Only figures from each players' MK Sinister boosters are allowed.
2. Figures in base contact with the Tower at end of the battle gain you extra Victory Points (see Victory Conditions, below).
3. No player may withdraw.
4. There is no rule 4!

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.

+ double the point value for each of *your* surviving, non-demoralized figures in base contact with terrain piece "H" at the end of the battle.

+ 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.)

Note: If one of your surviving, non-demoralized figures is in base contact with terrain piece "H" *and* another figure (friendly or enemy), it is still worth double its point value when calculating your Victory Points.