

Bridge over the River Khamita

[The Prizes](#) * [The Background](#) * [The Story](#) * [Weekly Rules](#) * [The Map](#)

In July WizKids will be launching a new Mage Knight Campaign. This will be a monthly league that features four exciting battle scenarios and exclusive prizes. Every month we'll offer a four-part campaign that allows players to shape part of Mage Knight's history. Players vow their allegiance to one of two competing sides each month (creating armies of their choice), and their battle results will directly affect the Mage Knight story line. Each participant, for the minimal cost of shipping and handling, will receive a great new LE figure that represents the actual Warlord that player decided to fight for and a special enamel pin that represents the player's chosen side in the campaign. There will also be exclusive LE's for the weekly champion and sportsmanship winner! Sign up to play—today!

A few minor clarifications have been made to this scenario, and show up in red below.

The Prizes:

	Redemption Awards	Redemption Awards
LE		
	Lord Andreus	Duncan the Red
PIN		

	Sportsman Awards	Champion Awards
LE		
	Pickett	Anunub's Shield



The Background :

Jeet Nujarek, Lord Protector of the Atlantean Empire, sends his personal army to crush the Rebel-controlled province of Khamsin. With Khamsin's new ruling body, the Council of Merchants, finally establishing order in the fractious region, the Rebels must be destroyed now before they grow strong enough to confront the Empire! The Rebels, faced with the threat of invasion, must stop the Atlanteans at all costs if they are to remain free from the tyranny of the Empire!

Serve the rightful destiny of the Empire, or fight for the Black Powder Rebellion! Battle or back the valiant heroes of Khamsin! Choose a side, change history, and shape the Mage Knight story line with every victory!



Jeet Nujarek, Lord Protector the Empire

After the assassination of Emperor Tahmaset in 432 Tz by Rebel forces, Jeet Nujarek was appointed as the Lord Protector of the Empire by Prophet-Magus Osiras. Jeet is a ruthless, cold ruler who lives only to gain personal power. After years of Rebel attacks coming from across the River Khamita, Jeet has ordered his personal army to push across the river and claim the ancient towers and forts on the far side. The general placed in charge of the attack is Lord Andreus, a Magestone Lord recently assigned to conquer Rebel territories and strip-mine as much Magestone from them as possible.



Lord Andreus, Warlord of the Atlantean Empire

Lord Andreus is one of Jeet Nujarek's most loyal generals, and he has never doubted that the Empire should rule over the entire Land. After spending the majority of his military career overseeing the Magestone strip-mines in Scythria, Andreus has now been handed a new task by the Lord Protector: to oversee the siege of Khamsin, and to crush the Rebels within!

VS



The Red Duchess, General of Khamsin

While the nobles of Khamsin have disagreed on almost every law, policy, and bureaucratic decision proposed over the last ten years, one thing they all agree to is that the "Red Duchess" is the sanctioned defender of the Khamsin homeland. The Red Duchess is a tall human warrior-woman dressed in blood-red armor, who leads Rebel warriors in the defense of her beloved Khamsin. When the Atlanteans make their push across the River Khamita, The Red Duchess will be there to meet them, stop them, and drive them back across the water.



Duncan the Red, Rebel Champion

Duncan the Red is a gruff, respected Rebel warrior. He spent the first half of his life enslaved by the Atlanteans, digging Magestone out of strip-mines for his captors. As a result, he hates the Atlanteans more than any other Dwarf alive. Duncan plans to spend the remainder of his life fighting for the Rebellion, to avenge the thousands of Dwarves who died in the Scythrian mines!

The Story:

Scenario #4: Crossing the Khamita

Duncan the Red

Duncan watched in grim fascination as the massive Atlantean army marched toward the River Khamita. The sight of thousands of warriors moving in perfect unison was awesome. Even their mercenaries marched in precise regimented formations, giving the army a swarming, insectile appearance.

As the Atlanteans drew up at the edge of the river, the Rebels on the north side of the Khamita River began catcalling across the water. The disciplined Atlanteans gave no sign that they heard any of the insults.

"Give the signal, Duncan," the Red Duchess ordered. "I want these Atlanteans to know who they're up against."

Duncan obediently signed to his Dwarven drummers. Behind him, two dozen soldiers began to beat out a massive crescendo on their gongs and skin-drums. Then, up and down the length of the Khamita, Rebel warriors shouted out their battle cries and played piercing notes on their flutes, until the roar and din of the Rebel army reverberated across the water. At the height of the tumult, the Dwarven Jarls blew their treasured war horns, sounding sonorous war calls that echoed like the cries of a hundred angry ghosts. Human and Dwarven warlords stalked up and down the lines, goading their warriors into a frenzy, preparing them for the coming battle.

Then Duncan saw him: Lord Andreus, dressed in armored splendor, was standing at the front of his army.

"May the Dwarven gods smile on me today," Duncan said softly, hefting the specially crafted mining pick he would wield in today's battle. "And may they appreciate the bloody offering I will make of Lord Andreus' carcass by the time this day is through."

Lord Andreus

On the opposite shore, not a single Atlantean soldier made an answer to the Rebel din. The warriors behind Andreus stood in orderly rows, facing toward Khamita's fortress and the river bridge with grim determination.

Andreas surveyed the long bridge that led up to the Rebel tower. Capturing the long, arching span that crossed the River Khamita was essential, and smashing through the Wolf's Tower was a daunting prospect. Beyond the tower lay the Rebel city of Wolfsgate, which Andreas planned to put to the torch the moment he had the chance. His ultimate goal was the city of Khamsin; he had no time to worry about governing or policing secondary targets.

Andreas could see the Red Duchess standing atop the parapet of the Wolf's Tower, with her battle standard displayed next to her. Andreas could see that the Duchess was a formidable opponent: standing seven feet tall, and dressed in armor the color of fresh blood. He sincerely hoped she would live long enough to face him in battle, so he could have the honor of cutting down the Rebel leader himself.

As the noise from the Rebel troops reached its height, Lord Andreas unsheathed his glowing sword and raised it in a military salute. In return, the Red Duchess raised her own weapon—and the surge of Rebel drums and horns began to ebb. Within minutes, all that could be heard were the rustle of leaves and the quiet rush of water under the bridge.

"Yield in the name of the Lord Protector," Andreas called out to the Duchess, "or be branded as traitors to the Empire."

"Leave our sovereign lands," the Red Duchess answered, "or be sent to hell for your trouble."

Andreas made a small motion with his free hand, and two hundred Utem warriors behind him drew their blades in unison—a grand display of bright steel and martial discipline.

Backed by this display of force, Andreas made a show of giving the Rebels one last chance. "As a general of the Empire," he called, "I command you in Tezla's name: surrender or die."

"And as the Rebel commander of Wolfsgate," the Duchess replied, "I suggest you go polish Jeet Nujarek's sword, errand boy, and leave the real fighting to the professionals."

The Rebels roared with laughter at their leader's words, and Andreas, with an icy surge of anger at the insult, gave the signal to his specialist corps. Behind him, twenty Amotep Gunners filled the air above the river with crackling, spitting lightning. On the far shore, Black Powder Boomers began firing thunderclap salvos back at the Atlanteans, raining steel death all around them.

The Magestone Lord gestured to his men to charge, and ten thousand troops surged forward at his command.

The war for Khamsin had begun!

Background

The final battle is at hand--the fight for the bridge across the River Khamita! The Atlantis Guild makes a big push against the Black Powder Rebels, fighting for control of a well-defended bridge that connects Atlantean and Rebel territory. If the Atlanteans can take the bridge, they will open the gateway for their invasion of Khamsin. If they fail, the Rebels will continue to be a thorn in the Empire's side for years to come.

Objective

The attacker must seize the heavily defended bridge. The defender must prevent this at all costs.

Army Size

Attacker: 1,200 points, 3 actions per turn

Defender: 1,200 points plus 1 Castle Heavy Gatehouse section, 3 actions per turn (+1 castle action)

(Note that the Gatehouse is in addition to the defender's 1,200 points. If no castle sections are available, the defender receives only 1,200 points and 3 actions per turn.)

Rules Set

Mage Knight: Conquest and Mage Knight: Castle rules

Time Limit

100 minutes

Setting the Scene

Players set up the terrain as per the battlefield map. **The "L" Terrain is considered Deep Water, and may only**

be crossed by units with Aquatic, as per standard MK Unlimited Rules. No additional terrain or Castle pieces are placed. If a Gatehouse piece is not available, two low wall sections can be used, with a 4-inch separation between them. Note that the battlefield is 3 feet by 6 feet.

Special Rules

- 1) The Atlantean player is the attacker. The Rebel player is the defender.
- 2) The "bridge" (the area between the two bodies of water where the Gatehouse is located) is an area objective (see below for scoring). Figures on the Gatehouse are considered to be on the bridge for the purpose of controlling the objective.
- 3) All of the Atlantean player's figures must start at least 30 inches from the center dot of the Gatehouse.

Victory Conditions

The winner is the player with the highest victory point total.

Score victory points as per the standard rules:

- + (30/150 points for the objective)
- + (If the attacker has fewer than 600 points worth of figures on the bridge or north of the river at the end of the game, he or she loses 100 points.)
- + (If the attacker has more than 1,000 points worth of figures on the bridge or north of the river at the end of the game, he or she gains 100 points.)

Objective Rules from Conquest

Objectives

Objectives are items or areas on the battlefield that armies consider worth fighting for. To represent the value of these objectives, victory points are awarded to the player whose army controls them during the game.

Area Objectives: Area objectives are specific areas on the battlefield that players can place figures in or on. A player controls an area objective if the total point value of his warriors with their center dot inside the objective is greater than the opponent's total. Demoralized warriors and multiple dial warriors do not count when determining who controls an area objective.

Controlling an area objective is worth 10 victory points per turn per 100 points of army build total. In Conquest games, controlling an area objective is worth 10 victory points per turn for every 400 points of army build total.

At the end of the game, the player who controls the objective receives an additional 25 victory points for every 100 points in the army build total. In Conquest games, the player who controls the objective receives an additional 25 victory points for every 400 points of army build total.

Hint: The value of an area objective is usually referred to in short form, such as 10\50. This indicates 10 victory points per turn, with a bonus of 50 at the end of the game for every 400 points of army build total.

Battlefield Map:

North

