

Mage Knight Unlimited Marquee Tournament Official Scenario March 15-17, 2002

Deadly Crossing

The soldiers wait restlessly, staring hard through the slowly-vanishing mist. For two days and nights the battle has raged up and down the length of the City of Wicksford. Magic and guns have reduced much of the town to rubble. Now, at the dawn of the third day, each side holds half the town, their territories separated only by the black waters of River Muria.

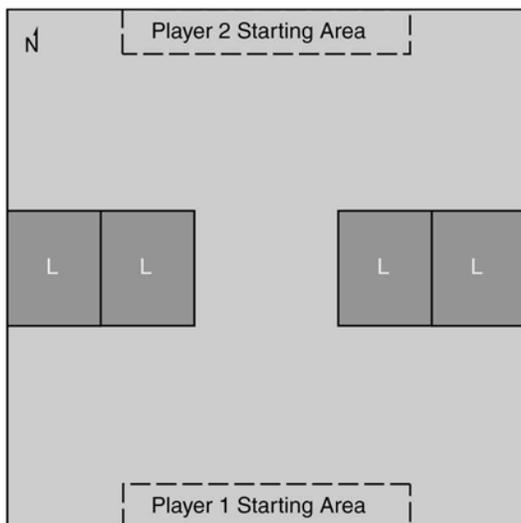
Last night your band of soldiers became separated from the main body of your army and somehow wandered deep into enemy territory. Then the mist had come, rising off the waters of the river in thick gray clouds, obscuring your sight and chilling you to the bone. Fortunately, you found shelter near the riverbank, where you shivered through the night and waited impatiently for the coming of the dawn.

Now, at last the rays of the morning sun were driving away the cold tendrils of fog. As the mist lifted, you sighed with relief: their luck was strong, for you had managed to camp near one of the few remaining bridges in the entire city! Your soldiers could cross swiftly and return to their own territory before the enemy could find them. Quickly they made ready to move out...and then groaned with disappointment as a band of enemy soldiers came into view on the opposite riverbank.

You stared at one another across the dark expanse of the river. Fortune has played you an ugly trick! Both armies are stranded on the wrong side of the water, and the only way across is over this bridge. Backtracking through enemy territory is not an option—you would be captured long before you ever found another way to cross the river. You realize that you and your soldiers must fight for your lives here and now. As your soldiers made ready for the clash, they watch with approval as you and the opposing commander step to the opposite sides of the bridge and, raising your weapons, salute each other before giving the order:

“Charge!”

BACKGROUND: Two armies must cross the same bridge to reach their own territories.



OBJECTIVE: Cross the bridge to reach your own territory. Eliminate as many of the opposing forces as you can.

TIME LIMIT: 50 minutes.

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

SETTING THE SCENE: Place 4 copies of Standard Terrain Piece “L” as shown in the battle diagram. Each player places up to two pieces of terrain as per the standard sanctioned tournament rules. No terrain may be placed on the bridge.

SPECIAL RULES

1. Only figures from each players’ MK Unlimited boosters are allowed.
2. Figures in the opponent’s starting area at the 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 *opponent’s* starting area.

+ 3 times the normal point value for each of *your* surviving, non-demoralized figure in your *opponent’s* 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.)