Historical Scenario: The Kuttar Depths (419 Tz)

When Rebel gunfire explodes over an Atlantean mining camp, warriors and prisoners alike must battle to survive the deadly crossfire. Even as ranks of warriors march into the mines, intent on either freeing or capturing the fleeing slaves, the unarmed overseers must battle with the prisoners in a life-or-death struggle.

Background

Each player brings two armies. Player 1's first army should be a 200-point army composed of figures from the Black Powder Rebel faction. Player 1's second army should be a 100-point army. Each of these figures should be worth no more than 20 points and have no ranged attack capability. This is the Prisoner Army. Player 2's first army should be a 200-point army composed of figures from the Atlantis Guild faction. Player 2's second army should be a 100-point army with no Mage Spawn. Each of these figures should be worth no more than 20 points and have no ranged attack capability. This army is known as the Overseer Army.

Objective: Each player aims to defeat the other.
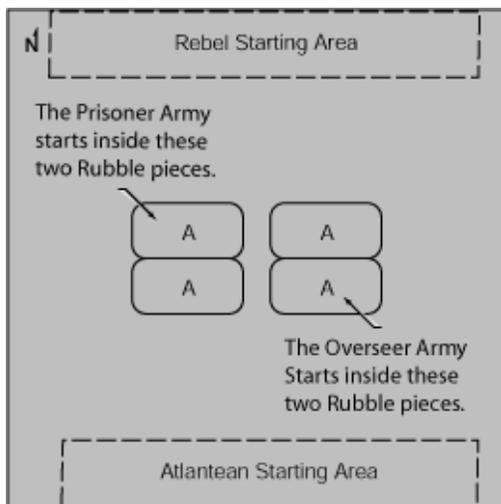
Army Size

Two-player game. Each player has one 200-point and one 100-point army. Each player receives three actions per turn. Player 1 is the first player.

Rules Set: **Mage Knight:** *Unlimited*

Time Limit: 50 minutes

Setting the Scene

Set terrain according to the map. Terrain Piece A is considered to be hindering terrain. Place armies per the map directions.

Special Rules

1. **Prototype Fusers**: Any time the Rebel player rolls a 2 or 3 on a ranged attack roll, his or her figure takes 1d6 clicks of damage as its weapon malfunctions.
2. **Mob Rules**: Any time the Atlantis Guild player rolls a 2 or 3 on an attack roll, at the end of the action, his or her figure gains an additional action token due to being mobbed and trampled by escaping prisoners. Figures already having two action tokens do not receive a third token. Figures with one action token receive a second token and take normal pushing damage.

Victory Conditions

Use the standard **Mage Knight:** *Unlimited* victory conditions.