



# Return to Wolfsgate Scenario #2: Smashed Tower

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

Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

## The Prizes:

	<b>Champion Awards</b>	<b>Valor Awards</b>
<b>LE</b>		
	<b>Basalt</b>	<b>Paxus</b>
<b>PIN</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>LE</b>		
	<b>Venthu</b>	<b>Whitehawk</b>



## The Background :

After Lord Andreus' failure last summer, the Atlantean Empire is making another attempt to conquer the river-city of Wolfsgate. In order to breach the unassailable city, the Technomancer Venthu is being sent to sabotage the gates. Only Whitehawk, a respected Amazon warrior, will be able to thwart his plans of conquest! In this month's Campaign, you will once again get the chance to help shape Mage Knight history, as the Atlantis Guild and the Black Powder Rebels struggle for the strategic Rebel city of Wolfsgate!



### **Venthu, Atlantean Technomancer**

Heading a powerful army of soldiers, mages, and Atlantean golems, the Technomancer Venthu is charged with cracking open the gates of the Rebel city of Wolfsgate. With a sizable Atlantean army poised to begin the sack of Khamsin, it is up to Venthu to sabotage the Rebel defense to allow the Empire's soldiers within the city walls!

**VS**



### **Whitehawk, Amazon Blademistress**

As a lead scout and a trusted warrior under the command of the Red Duchess of Khamsin, Whitehawk and her band of Amazon warriors find themselves facing off against a band of determined Atlantean warriors. With sword, bow, and skill, Whitehawk must defeat the Atlantean invaders in order to keep Wolfsgate safe from Empire domination!

## The Story:

### **Scenario #2: Smashed Tower**

#### **Technomancer Venthu Atlantis Guild**

Venthu stood atop the broken Tower of Flame, overlooking the swift waters of Roa Khamita below. As a result of heavy rain, the banks of the Khamita had steadily disappeared throughout the morning. Now the base of the tower was immersed in a foot of tepid stormwater, and Venthu wasn't pleased.

Throughout the Khamsin countryside, Venthu's skirmish troops were already engaging, testing, and distracting Rebel units. Venthu likened the Khamsin fools to gnats—a nuisance, no more, and certainly no match for his Scorpems, or his Magi with their powerful spells. But the Amazons he'd faced yesterday had been a tough fight, as they prided themselves on their devastating melee attacks. While his unit had given as well as they had got, Venthu knew he'd be seeing the warrior-women again before this campaign was over.

For added defense, Venthu had spread out his own units throughout the forest surrounding the broken tower, ensuring that the Atlantean base of operations wouldn't be besieged without warning. Morale was good among his battle-hardened troops, but he knew that a defeat in hostile territory could break the will of even the most experienced soldier.

As he dismissed the latest captain to report, Venthu watched as the last patrol of the afternoon made its way through the pickets. Then he realized, just as the group reached the edge of the perimeter, that there was no last patrol scheduled to arrive at dusk—the warriors were Rebels in disguise! Venthu threw a quick blast of magefire at the oncoming warriors, alerting the camp of the impending attack!

---

### **Whitehawk** **Black Powder Rebels**

Whitehawk threw aside the useless flamer rifle and drew her blades, even as the rest of her Amazon warriors began shucking off the heavy Atlantean armor and helmets. In the space of three heartbeats, two dozen blades were unsheathed, a dozen bows were strung, and Atlantean warriors began to fall.

The air filled with fire, smoke, and the whirl of blades and arrows. Golems splashed through the riverwater, sending up sprays of muddy droplets. As the men and women under her command fought like banshees, Whitehawk found herself in a sword duel with an Altem Guardsman. Their blades sparked and rang as each warrior tried to gain the advantage over the other.

A thundering explosion ripped just off to her right as a bonfire of magical energy detonated around one of her Mancatchers. Whitehawk watched as her warrior sister crumpled face-down into the water, cooked from within by the strength of the potent spell. Looking toward the entrance to the tower, she could see the first Technomancers coming to join the battle, surrounded by Atlantean soldiers and paid mercenaries.

With a hawk-like cry, the Amazon leader signaled to her kin to charge, and she began to splash toward her Atlantean prey.

---

### **Background**

The Amazons make a daring attack against the Atlanteans camped at the shattered Tower of the Flame. Once critical to the defense of Khamsin, the tower was destroyed in last summer's Atlantean attacks. Now, with Technomancer Venthu using the structure as a base, the Rebels must attack and eliminate as many Atlantean warriors as possible.

### **Objective**

Each player aims to defeat the other.

### **Army Size**

Two-player game; 200 points per player. Single-dial figures only. No titans are allowed except for artillery pieces. No castle pieces are allowed. The Rebel player is the first player.

### **Rule Set**

**Mage Knight:** *Unlimited*

### **Time Limit**

50 minutes

**Setting the Scene**

Set up terrain per the map. No additional terrain is placed. Treat the entire battlefield as shallow water.

**Special Rules**

The Atlantis Guild player must have at least one figure from the Atlantis Guild faction in his or her army. The Black Powder Rebel player must have at least one figure from the Black Powder Rebel faction in his or her army.

**Victory Conditions**

Use the standard *Mage Knight Unlimited* victory conditions.

**Battlefield Map:**