

Return to Wolfsgate

Scenario #4: The Gates of the Wolf

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:

	Champion Awards	Valor Awards
L E		
	Basalt	Paxus
P I N		
	Redemption Awards	Redemption Awards
L E		
	Venthu	Whitehawk



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 #4: The Gates of the Wolf

Technomancer Venthu Atlantis Guild

Venthu's carefully planned strategy to levitate a potent band of warriors, mages, and golems into the heart of Wolfsgate under dark of night succeeded, and the long, chilly night on one of the high roofs overlooking the city hadn't been overly taxing. Now, with dawn approaching and the oncoming Atlantean army advancing double-time toward the river bridge and gates—right on schedule—Venthu began the process of moving his warriors within striking range of the massive river gates.

While just a few blocks away the Red Duchess strode the walls in her armor, and Dwarven and Khamsin commanders barked orders along the high walls overlooking the river, he watched with pride as his hand-picked warband skulked

toward the tall city gates. Beyond the walls, the Empire's army began to surge across the bridge, braving the deadly rain of Rebel Fuser and artillery fire. Right on schedule, Venthu's warriors entered the city square and took up their positions, providing a deadly bulwark of defense for the destructive mages and golems behind them.

The Rebels sounded the alarm; within seconds, Khamsin, Dwarven, and Amazon soldiers all along the walls began to panic, shouting contradictory orders and sending discord down the length of the front lines. While Rebel soldiers began to charge down staircases, Venthu watched with apprehension as the acrobatic Amazons quickly climbed down ropes to the street level below. Within seconds, the battle would be joined, and the Amazons and their allies would be the only ones who could prevent the Atlantean master plan from succeeding!

"For the glory of the Empire!" Venthu cried, as he let loose his first barrage of magical destruction against the gates, blasting a burning hole in the centuries-old wooden barricades.

Whitehawk **Black Powder Rebels**

In all her years fighting for the Rebels, Whitehawk had never seen so many Guild warriors in one place. She'd heard about the battle last summer, when Lord Andreus tried to conquer Wolfsgate and failed—but no story could equal the reality in front of her. The southern bank of the Roa Khamita was covered with Atlantean warriors, and the sky was filled with their flying machines. Mages and golems hammered at the Khamsin snipers, and sloughed off fragments of ancient stone with their spells like an axe cuts through ice.

Then Whitehawk heard the alarm and saw the Atlanteans lining up in the market square before the main gate. The first Technomantic blast struck the inside of the door, shuddering the walls with the impact of its massive power. If the Atlanteans could shatter the gate from within, the Empire's armies would swarm the bridge and conquer Wolfsgate within minutes.

All around her, Rebel snipers opened fire on the Atlanteans below, and the Atlantean warriors returned the deadly barrage with deadly blasts of their own. Giving the motion to advance, Whitehawk led her troops down the guide-ropes to the huge open city square situated just behind the massive gates, knowing this could be the last fight for many of her sisters. But if Wolfsgate fell, what hope would there be for the good people of Khamsin?

Background

The Atlanteans make a sneak attack to break open the main gates of Wolfsgate—from inside! If Venthu's band succeeds in this daring gamble, ten thousand Atlantean troops will be able to march through the shattered gates and conquer the Rebel city of Wolfsgate.

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 artillery pieces. No castle pieces are allowed. The Atlantis Guild player is the first player.

Rule Set

Mage Knight: *Unlimited*

Time Limit

60 minutes

Setting the Scene

No additional terrain is placed.

Special Rules

1. 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.
2. Sniper Fire: This rule represents Atlantean and Rebel snipers shooting from off of the edge of the battlefield. At the beginning of either player's turn, both players roll 2 six-sided dice. For each 6 a player rolls, that player may choose

one enemy figure and deal 2 clicks of damage to it. Special abilities such as Toughness, Battle Armor, and Dodge can be used to reduce or negate this damage.

Victory Conditions

Use the standard *Mage Knight Unlimited* victory conditions.

Battlefield Map:

