

MK SCENARIO CLUB APRIL 2001

Scenario 2: Dead or Alive

Johannis III stormed into his planning room, robes in disarray, golden hair pulled into a hasty ponytail. "What has happened to my son?" The king of Fairhaven had no time for formalities. Not this day. The recent troubles plaguing his kingdom had just escalated into a ruler's nightmare.

Magus Roquan frowned at the planning table, the map of Fairhaven overcrowded with the markers used to represent armies, militia and treasure seekers. His voice was calmer, but still laced with worry. "I only know what Jans Zubrek reported by mage-writ message, Sire. The crown prince's guard was found on a battlefield, and evidence points toward the Black Thorn's pack of cutthroats. He may have escaped. He may be her prisoner."

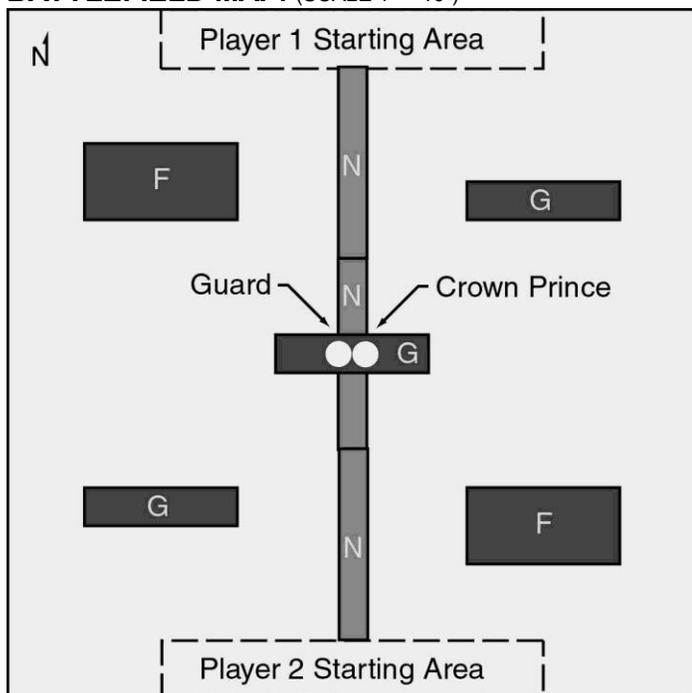
"He may be dead." Johannis didn't want to believe it, but it was his duty to consider every possibility.

"The Black Thorn would know his value. She wouldn't kill him unless pressed to do so."

The king nodded. "Still, the worst case situation is self-evident. What is the best I can hope for, Roquan?"

"The best?" Roquan steepled his fingers, considered the table and the prince's situation. "That he's alive and under the protection of an ally. But even so, he's a marked man. If he is still out there, Sire, I believe he's very much in trouble."

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Aaron Verrick, the crown prince of Fairhaven, is vulnerable. As an ally or bargaining chip, his presence would lend considerable weight to any warhost. Eliminated, his death could at least be blamed on a rival. One thing is certain—he is not going to be ignored.

OBJECTIVE: Form an alliance with the crown prince. If your opponent reaches the prince first, disgrace his faction by capturing or eliminating the prince.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 300 points per player.

SETTING THE SCENE: Place the terrain as shown on the battlefield map. Use terrain piece "G" as the bridge and place it over the ditch. Place the guard and prince in the center of the bridge.

SPECIAL RULES

1. The ditch is deep water special terrain.
2. Treat the bridge as clear special terrain. A figure may not be placed with part of its base off the North or South sides of the bridge. No figure may be placed beneath the bridge.

SPECIAL RULES (continued)

3. Use a tough Altem Guardsman to represent the guard, and a weak Demi-magus to represent the prince. They begin as neither friendly nor enemy figures, and cannot be the target of any attacks or effects until an alliance is formed.

4. To form an alliance with the prince, one of your non-demoralized warriors must come into base contact with the guard. The guard and the prince immediately become friendly figures under the control of the player whose figure contacted the guard. The guard and prince may make formations with your warriors, regardless of faction.

5. Turn sequence is as follows: Player 1, Player 2, guard / prince (until an alliance is formed). On the guard / prince turn, roll a d6. On a result of 1-3, move the guard and prince 8 inches west. On a result of 4-6, move them 8 inches east. Their move ends if they make base contact with another figure, or come to the edge of the battlefield.

6. No player may withdraw.

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, but not including the prince!

+ captured opposing figure points x 2, *but only if they are in your starting area*, but not including the prince!

+ friendly *non-captured, non-demoralized* figure points that have survived the entire game, but not including the prince!

+ 300 if the enemy prince is your captive at the end of the game and is in your starting area

+ 150 if the enemy prince is your captive at the end of the game, but is not in your starting area

+ 100 if you eliminate the enemy prince

+ 150 if the prince is your ally, and is non-captured and non-demoralized at the end of the game