

MK SCENARIO CLUB APRIL 2001

Scenario 3: Mine Fields

Mana flared behind the Magus' eyes, sparking ghostly afterimages in his peripheral vision. He knew better than to chase such phantasms. Hardening his gaze, Jans Zubrek cast the magic out in a quick, lethal stab. His vision tunneled into a pinpoint, centered on the Orc Slasher taking refuge behind one of the old tailing mounds. The magic flashed, struck...and failed. Again. Failed! Zubrek cursed, damning the ground on which his honor squad fought: a tangle of sinkholes, tailings, twisted trees and jumbled rock. Perfect cover for the pack of orcs sent ahead by Haelan Erba. And there was just enough raw magestone left in the ground to devil Zubrek's magicks, forcing him to fight ever-closer to the dangerous area.

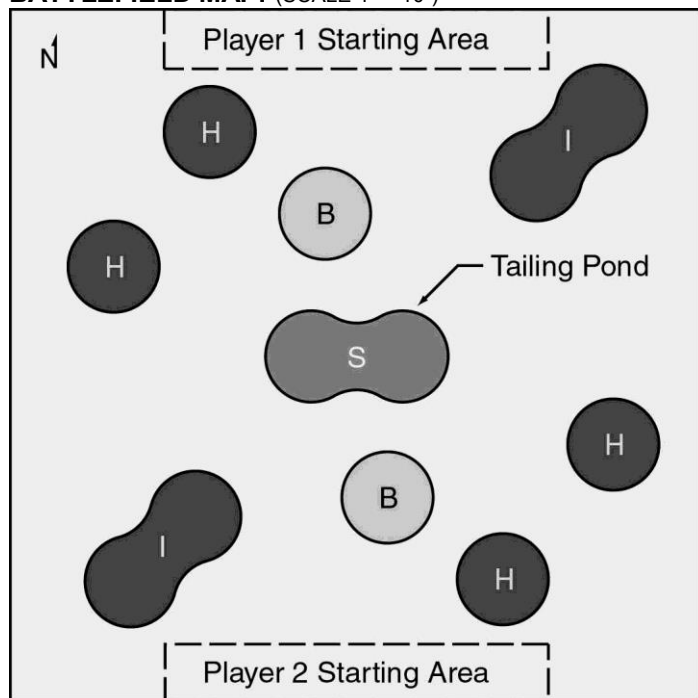
Too close, in fact. A chipped and battered scimitar whipped through the air, flung at him by the Slasher who prowled the edge of the mined land. His robes, woven with gold thread, offered some protection but not enough. The blade bit through, drawing blood. His blood. Guild blood!

If he spent every last man under his command, Zubrek would see these orcs torn to shreds in Atlantis' coliseum.

"Forward!" the Magus commanded, his voice brooking no refusal. No question. "Promotions for every captured orc, and a bounty on Erba's head." The Guild knew how to deal with scavengers and heretics.

It was time to remind them.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: In search of new sources of magestone, rival warlords converge on abandoned strip mines. Shallow tailing ponds at the center of the mine seem to have the most concentrated source of magestone. Once in the foggy mines, the warlords realize the chaotic effects of residual magestone power...

OBJECTIVE: Investigate the center of the strip mine for evidence of new magestone deposits.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 250 points per player.

SETTING THE SCENE: Place the terrain as shown on the battlefield map.

SPECIAL RULES

1. Investigate the mine by having at least one figure completely in the shallow water at the beginning of your turn.
2. Reduced the range of any special ability whose name includes the word 'Magic' to half its normal value (rounded up). Magic Enhancement has no effect.
3. Due to poor visibility, all ranged fire is limited to 8 inches maximum.
4. 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

+ captured opposing figure points x 2, *but only if they are in your starting area*

+ friendly *non-captured, non-demoralized* figure points that have survived the entire game

+ 30 points at the beginning of each turn spent investigating the mine