

MAGE KNIGHT SCENARIO CLUB, March 2001

Scenario 1: Reconnaissance

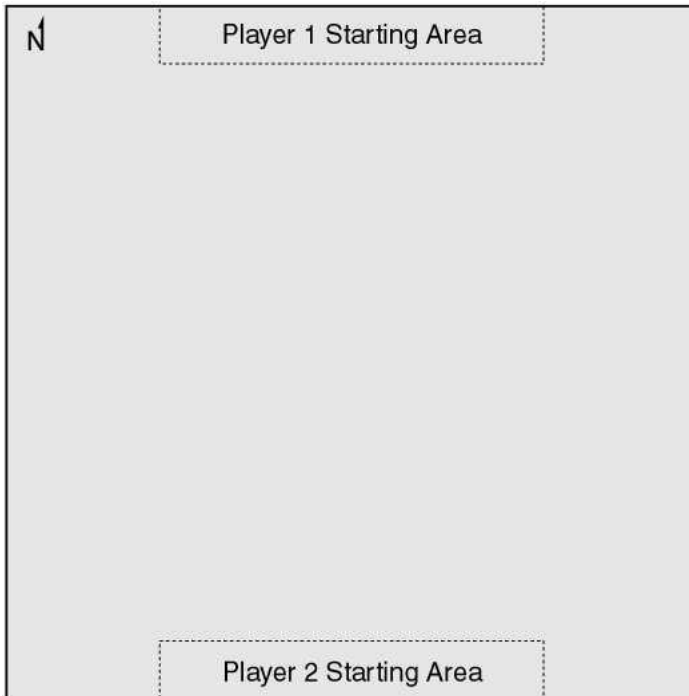
Pushing ahead of the vanguard, Tyrsis spread his great wings and, with several powerful beats, leapt over the tangle of brush blocking his way. He tucked back in to slip between two tall pines, gliding down at a steep angle. Finally clear, he caught himself on his sixteen-foot wingspan and sailed effortlessly over the remaining undergrowth. His taloned feet bit into the earth again on the far side and the draconum warrior walked out of the landing.

Let the others find their own way around, or spend time hacking their way through. Such work was beneath him. Only the *Summons* mattered. The whispers in his mind—in all their minds—drawing him onward. Searching for that elusive shape seen only in the afterimages of dreams. A relic of ages past, calling out, demanding an answer. But where?

Since crossing into the kingdom of Fairhaven, the *Summons* had grown as indeterminate as it was insistent. So strong it overwhelmed all sense of direction. That had to mean that its source was here in Fairhaven, and they were close. And they weren't the only ones. Already they had fought in a number of skirmishes as rival Warlords raced for the uncertain treasure. There would be more. Tyrsis cocked his long head to one side and tasted the air, inhaling the power of the *Summons*.

Oh yes, there would be more.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND:

Drawn by the influence of a mysterious relic, Warlords converge in an effort to find its exact location. In the kingdom of Fairhaven, the forward reconnaissance elements of larger armies meet and do battle.

OBJECTIVE:

Defeat the opposing army by eliminating or capturing enemy warriors.

TIME LIMIT:

50 minutes.

ARMY SIZE:

This is a two-player game with a build total of 200 points per player.

SETTING THE SCENE:

Use the Head-to-head Constructed Tournament rules for terrain selection and placement (each player places four terrain features in the terrain pool, players each place two pieces of terrain from the terrain pile on the battlefield, no terrain placement in player starting areas, all terrain at least 2" from each other).

SPECIAL RULES:

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 x2, but only if they are in your starting area)

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