

MAGE KNIGHT SCENARIO CLUB, March 2001

Scenario 2: The Courier

It haunted the shadows, a barely corporeal form hanging beneath the thorny acacia. Anyone watching might have dismissed it as a piece of dark cloth, snagged on the nearby branches, twisting in the wind. Except there was no wind, and no one watched. The people had already fled. And besides, the wretched are often overlooked.

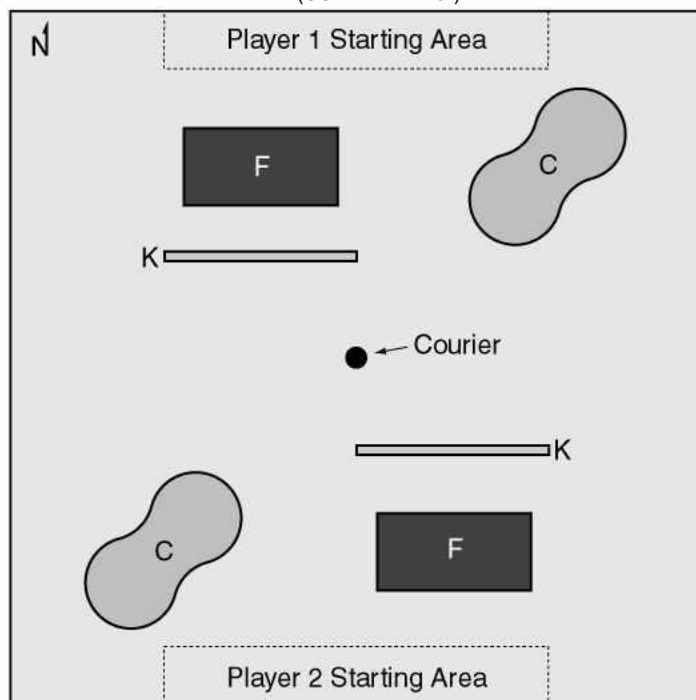
Golem of brass. Insignia of Fairhaven. Find, return and report. Those were the orders of its master. Alien thoughts impressed onto the emptiness of the soulless fiend. Thoughts which led it closer to man's settlement than it preferred, onto the outskirts of the small hamlet where it had observed the werebeast's attack. It arrived in time to see a wounded man escape with his family, the last humans to abandon the area.

Leaving behind the golem Courier.

The bearish monster now prowled around the inert brass figure, sensing a trick in its dormant state. The golem neither attempted to run nor raised either large-fisted hand in its defense. It stood motionless on the village path, apparently lacking any order to continue on its way. It also proved inedible, and the werebeast began sniffing at the nearby rock wall for better prospects.

Satisfied, the Shade finally turned and glided away with the swiftness of an ill wind.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND:

Your army's reconnaissance wing discovers a Courier returning to the local King. Rumors suggest the Courier may possess knowledge of the Relic. You move quickly to capture the Courier before your enemies can do the same...

OBJECTIVE:

Capture the Courier while defeating your opponent's 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:

Place the Courier in the center of the battlefield. Place the two low walls "K", two pieces of hindering terrain "C" and two pieces of blocking terrain "F" on the battlefield as shown on the Battlefield Map.

SPECIAL RULES:

- 1) Use a Brass Golem for the Courier, or any available figure. The Courier cannot be the target of any attack other than a capture attempt. The Courier never takes damage from any source, even Shockwave and Flame/Lightning effects. The Courier is neither a friendly nor enemy figure, and may not be given an action.
- 2) No player may withdraw.

Take a picture of your Scenario 2 battles, and send it to us. We'll post them on our web site!

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)
- + 100 (if the Courier is your captive at the end of the game and is in your starting area)
- + 50 (if the Courier is your captive at the end of the game, but is not in your starting area)