

MAGE KNIGHT SCENARIO CLUB, March 2001

Scenario 3: The Key

To King Johannis, Esteemed Ruler of Fairhaven;

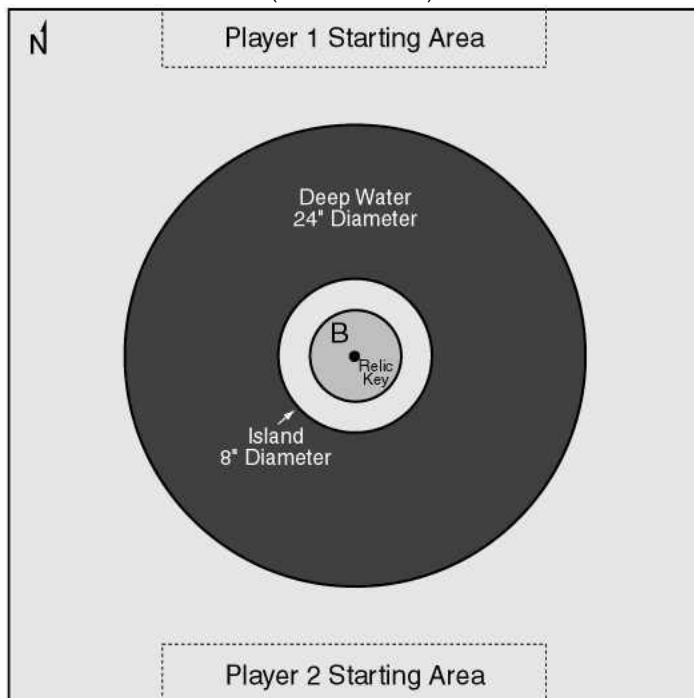
It is with humble hand that I respond to your inquiry, arrived this day by golem courier. This village knows nothing of the Relic you ask after, or of any strange 'Summons,' though such events have been mentioned by several recent travelers including a Warlord of the Elemental League who encamped outside our village the day before. Our messenger—my son—sent yester-evening, should arrive a day behind this speedy courier to report on the warhost we observed.

Both should also bring news to you of the island shrine, located in the center of a small lake about a day's ride north of our small village. We have never been certain of its origin, but treat it respectfully nonetheless. The small shrine does not match vague descriptions offered of this Relic everyone seeks, but one of our hunters noticed two days ago a small pulsing glow from the shrine's table. Could this have something to do with your inquiry?

This we failed to mention to the League Warlord, though we feared our lives in doing so. May it serve your needs, and the needs of the empire.

Your Servant, Warren the miller's son, Headmaster

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND:

While the Courier had no knowledge of the Relic's location, the message inside did suggest the presence of a related item: a clue to the Relic's whereabouts? Your army changes course to the shrine's location...

OBJECTIVE:

Capture the Relic Key while defeating your opponent's forces.

TIME LIMIT:

50 minutes.

ARMY SIZE:

This is a two-player game with a build total of 200 points per player. Be sure to include figures capable of reaching the Relic Key.

SETTING THE SCENE:

Place the clear island terrain in the center of the battlefield (please provide your own 8" circle for this). Place the 4 Deep Water terrain pieces "O" around the island. Place the 8 Deep Water terrain pieces "M" around the previously placed water to complete the lake. Place the hindering terrain piece "B" in the center of the island. Place the Relic Key in the center of the hindering terrain.

SPECIAL RULES:

- 1) Use a dime or small glass bead to represent the Relic Key. The Key cannot be the target of any action other than a capture attempt. Capture the Key by making a successful capture attempt. The Key's **defense** value is 12, and its **speed** value is 10. If successfully captured, place the Key on the base of the controlling warrior. This warrior may be the target of all actions and may be given any action as normal. If the controlling warrior is eliminated, the Key remains on the battlefield centered upon where the controlling warrior last stood. It may then be captured as above by any unit making a successful capture attempt.
- 2) The lake is deep water special terrain.
- 3) No player may withdraw.

Take a picture of your Scenario 3 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 Relic Key is your captive at the end of the game and is in your starting area)

+ 50 (if the Relic Key is your captive at the end of the game, but is not in your starting area)