

MK SCENARIO CLUB MAY 2001

Scenario 3: Traitors

Altem Laughton saved his betrayal, waiting to the last possible second as the two forces moved toward each other.

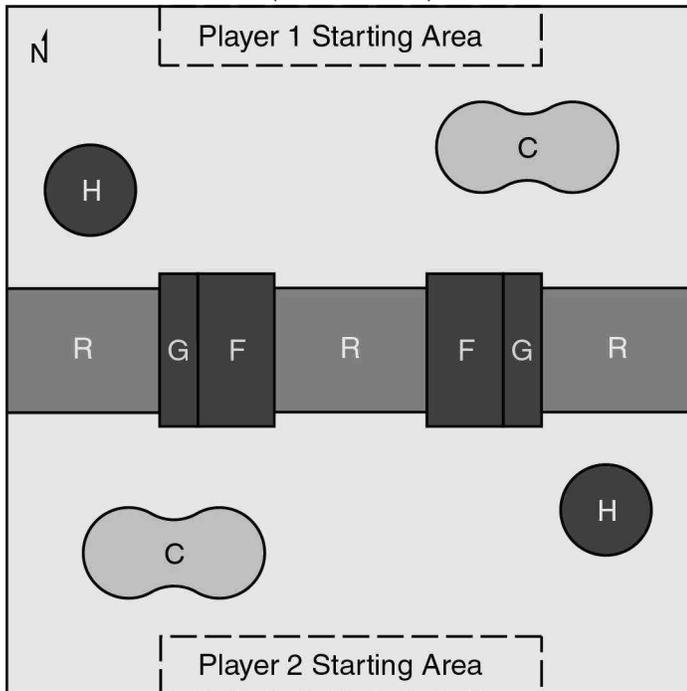
He had never meant for it to be this way, but Jans Zubrek did not believe in offering choices. A squad commander had already been executed for speaking against the warlord. No matter that the man had been right. Fairhaven was a protected kingdom. The Guild had an advisor in Johannis' court. Both forces flew the golden toothed-wheel of the Guild.

Didn't anyone else see that?

Already the forward-most troops clashed, exchanging arrows for spells, ringing swords together. Laughton was out of time. He had to show Magus Roquan his loyalty. He had to do it in a noticeable way that might buy him a measure of consideration. Zubrek had anchored him to a squad of crossbowmen, but Laughton had slowly drifted off. Now he turned, lightning pistol in hand and held in a classic side-arm extension, two fingers easily pulling at the trigger. Mana flared, gathering at the collimators before arcing out in a blue-white stream of raw energy. It struck into the middle of the utem formation, tiny arcs jumping from man to man, throwing the utems and Zubrek's right wing into chaos.

And then Laughton raced for the safety of the "enemy" lines.

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: As factional politics continue to sow dissent and dissatisfaction in every warhost, many soldiers turn against their comrades.

OBJECTIVE: Defeat the opposing army.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player.

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

SPECIAL RULES

1. The river is deep water special terrain.
2. Treat the bridge sections "F" and "G" as clear special terrain. A figure may not be placed with part of its base off the West or East sides of a bridge. No figure may be placed beneath a bridge.

SPECIAL RULES (continued)

3. Once per game at the beginning of your turn, you may choose an opponent's warrior to defect from its army: clear all action tokens from the warrior, and treat this warrior as one of your figures until it is eliminated or the game ends. If it takes an action during the turn it defects, assign it two action tokens and Push the figure.

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
- + Eliminated defecting figure points x 3
- + Captured opposing figure points x 2, *but only if they are in your starting area*
- + Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.