

Crush the Rebels

Background

Thirteen years before the battle for the River Khamita began, back when the Atlanteans and the Black Powder Rebels had only fought the first few of the thousand battles to come, a group of freedom-minded warriors decided to free the hundreds of Dwarves imprisoned in the Magestone mines of Scythria. For a dozen Dwarven generations (as Dwarves are very short-lived), Dwarves throughout the western half of the Land had been enslaved and forced to mine Magestone crystal for their masters. Now, with a potent Rebel force taking the initiative, things were going to change, as this first battle would determine the shape of the Dwarven involvement in the Rebellion for years to come.

In a well-executed daytime raid, the Rebels captured the Atlantean architect Lord Samuels. As the master designer of the maze of buildings, barracks, watchtowers, and command structures built alongside at the Scythrian mines, Lord Samuels knew a great deal of useful information that the Rebels could use in their raid. But the Atlanteans, having been alerted to the abduction by the Lord's guards, have tracked the vile kidnapers to a small stone fortress on the bank of the Roa Sein. They plan to attack, rescue the Atlantean noble, and capture or kill the Rebel leaders involved in the deed. The Rebels must hold off against the Atlantean attackers long enough to interrogate the noble, and learn about critical weaknesses in the Empire's defenses at Scythria.

Objective

The Atlantean player must attack and destroy a Rebel fortress. The Atlantean Player (Attacker) must destroy at least, both a Gatehouse or Tower piece and an adjoining wall. This breach will allow the remaining Atlantean forces to storm the castle and rescue Lord Samuels.

Army Size

Attacker: 2,000 points (5 actions per turn)

Defender: 1,500 points as well as 2 Mage Knight Heavy Castle Towers, 1 Mage Knight Heavy Castle Gatehouse, and 8 Mage Knight Heavy Walls. (4 actions per turn + 1 action per turn for castle pieces only).

Rules Set

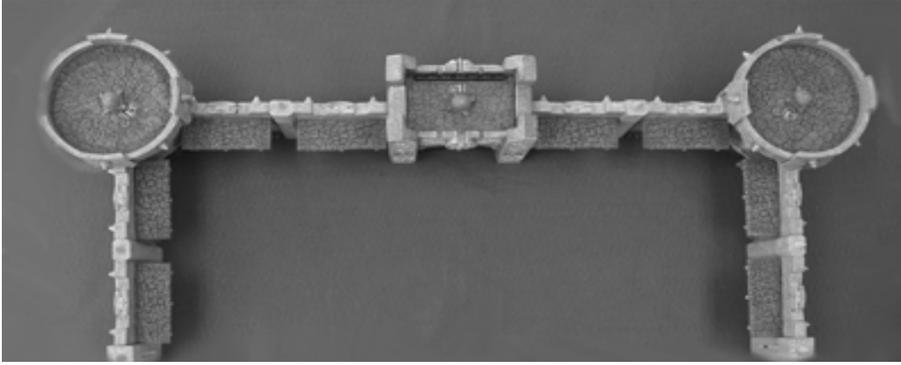
Mage Knight: Conquest and Mage Knight: Castles rules

Time Limit

90 minutes

Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain is placed. The battlefield is 3 feet by 6 feet. Castle should be configured as below, with no back wall. The side walls should end at the edge of the table.



Victory Conditions

1.) If the attacker destroys a Gatehouse or Tower and a connecting wall before the time expires, he is considered the winner. If the castle still stands intact normal Victory points are used to determine a winner as per the Conquest rules.

Battlefield Map

