



Return to Wolfsgate Scenario #3: Khamsin caravan

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Champion Awards	Valor Awards
LE		
	Basalt	Paxus
PIN		
	Redemption Awards	Redemption Awards
LE		
	Venthu	Whitehawk



The Background :

After Lord Andreus' failure last summer, the Atlantean Empire is making another attempt to conquer the river-city of Wolfsgate. In order to breach the unassailable city, the Technomancer Venthu is being sent to sabotage the gates. Only Whitehawk, a respected Amazon warrior, will be able to thwart his plans of conquest! In this month's Campaign, you will once again get the chance to help shape Mage Knight history, as the Atlantis Guild and the Black Powder Rebels struggle for the strategic Rebel city of Wolfsgate!



Venthu, Atlantean Technomancer

Heading a powerful army of soldiers, mages, and Atlantean golems, the Technomancer Venthu is charged with cracking open the gates of the Rebel city of Wolfsgate. With a sizable Atlantean army poised to begin the sack of Khamsin, it is up to Venthu to sabotage the Rebel defense to allow the Empire's soldiers within the city walls!

VS



Whitehawk, Amazon Blademistress

As a lead scout and a trusted warrior under the command of the Red Duchess of Khamsin, Whitehawk and her band of Amazon warriors find themselves facing off against a band of determined Atlantean warriors. With sword, bow, and skill, Whitehawk must defeat the Atlantean invaders in order to keep Wolfsgate safe from Empire domination!

The Story:

Scenario #3: Khamsin caravan

Technomancer Venthu Atlantis Guild

The trap was sprung; Venthu's soldiers rose on two sides of the caravan to make their assault. A victory here would allow the Atlantean armies, which were camped just a few miles away, to encircle and lay siege to the Rebel city of Khamsin. Tomorrow morning, the Atlantean army would besiege Wolfsgate from the Atlantean side of the river. During that attack, Venthu would open the bridge-gates from within and unleash ten thousand of the Empire's warriors upon any Rebels too stupid to run.

As the soldiers surged to attack the caravan, Venthu took mental stock of the remaining mages, golems, and weapons in his command, assessing their capabilities and strengths. If his plan worked the way it should, even as his frontal assault groups attacked the city from one side, his strike unit should be able to sneak into the city from the other side undetected. Then it was a matter of waiting until dawn, and striking when the Rebels least expected it—just as the Empire’s armies started to cross the bridge in an apparent suicide strike.

But it all depended on the Amazons. While his warriors were to act as if they were merely sent to capture the caravan of critical supplies, their real target was to eliminate the warrior-women who defended it—even if it cost the lives of every soldier sent on the raid. If the Amazons all died here, then they wouldn’t be available to face him tomorrow morning in the streets of Khamsin—and Wolfsgate would surely fall!

Whitehawk Black Powder Rebels

From atop the lurching wagon, Whitehawk was delighted finally to see the city walls of Wolfsgate begin to materialize in the distance. For three days, on the order of the Red Duchess, Whitehawk’s Amazons had accompanied a caravan of wagons from Khamsin in order to guard the critical supplies of food, goods, and most importantly, black powder from Atlantean attack. But she knew the closer they got to the river-city, the greater likelihood of an Atlantean assault. While a column of Khamsin Fusers or a Rebel Steam Behemoth tank would certainly have been nice to have, Khamsin couldn’t spare a single soldier right now in their scramble to prepare for the Atlantean offensive.

Then the Amazon heard a familiar noise above the sound of the creaking wagon wheels—an Atlantean flying machine. Whitehawk watched as the four-winged mechanical Dragonfly buzzed toward the caravan. Nodding to one of her Amazon sisters, she watched as the warrior notched a steel-tipped arrow to her bowstring, pulled back on the shaft with all her might, and held the shot. A few moments later, as the Dragonfly hovered up over a low hill preparing for a strafing assault, the Amazon fired her bow.

The Dragonfly dropped from the sky, crunching into a pile of brass and crumpled wings on the grassy hill below.

Background

The Atlanteans attack a vital supply caravan defended by Amazon warriors. While the Amazons believe that the caravan is the focus of the Atlantean attack, they soon learn that they are the true targets of the well-planned ambush!

Objective

Each player aims to defeat the other.

Army Size

Two-player game; 300 points per player. Single-dial figures only. No titans are allowed except for artillery pieces. No castle pieces are allowed. The Atlantis Guild player is the first player.

Rule Set

Mage Knight: *Unlimited*

Time Limit

60 minutes

Setting the Scene

Terrain pieces F and I represent the vehicles traveling in the caravan. No other terrain may be placed. The Rebel starting area is 30½ x 10½.

Special Rules

1. The Atlantis Guild player must have at least one figure from the Atlantis Guild faction in his or her army. The Black Powder Rebels player must have at least one figure from the Black Powder Rebel faction in his or her army.
2. The Atlantean player sets up 75–125 points of figures in Atlantean Starting Area #1. The Rebel player then sets up his or her entire army in the Rebel Starting Area. The Atlantean player sets up the remainder of his or her figures in Atlantean Starting Area #2.
3. Starting on the Rebel player's sixth turn, any of his or her figures may exit the northern or southern edge of the board using the exiting rules (described below). Put aside any Rebel figures that exit the board in this way.
4. At the end of the game, any Rebel figures that exited the board earn victory points equal to twice their printed value, or 150 victory points, whichever is less.

Exiting Rules

A figure may exit the battlefield by being given a move action (but do not move it) while in base contact with the edge of the battlefield. If a figure is in base contact with one or more opposing figures when it attempts to exit, it must make a break away roll. If the roll succeeds, the figure may exit as noted in Special Rule 3, above. A figure may not be forced to exit through the use of Magic Confusion.

Figures that exit may not return to the battlefield for the duration of the game, and they may not be brought back into play with Necromancy. A figure may exit if it controls a captive. A captive that exits the battlefield is scored as if it were in the captor's starting area at the end of the game.

Victory Conditions

Use the standard *Mage Knight Unlimited* victory conditions.

Battlefield Map:

