

## Return to Fort Wyndham

### November 2003 Mage Knight™ Storyline Scenario

#### Background

While the twin Rebel victories at Wolfsgate stand as the most decisive victories in the 15-year war, the defeat of the Atlantean forces by Duke Skala in the summer of 433 Tz stands as the most strategic victory in Rebel history. While Skala's conquering of the Grange Valley came with the cost of forcing the once-neutral Xandressans into the war, capturing the critical region connected the Northlands to the Revolutionary capital of Khamsin, and gave the Revolutionaries a unified front and a nearly unbreakable series of supply lines. If the Empire is to gain any advantage against the Revolution, it must divide and separate these two potent allies at any cost.

**Objective:** Each player aims to gain **control of the most objectives.**

**Army Size:** 300-point armies; three actions per turn. No titans or multiple-dial figures are allowed.

**Time Limit:** 50 minutes

**Rules Set:** Mage Knight

#### Preparing the Battlefield

Set up terrain per the battlefield map. No additional terrain pieces or castle sections are placed.

**Battlefield Map:** (Scale: 1"=10")

#### Special Rule

At the beginning of the game, the Revolutionaries player secretly notes whether the closest, farthest, or middle objective token is "mined." Once during the game, for the cost of an action, the Revolutionaries player can "set off" the mine. Every figure within 6" of the center of the mined objective token takes 2 damage. This damage cannot be reduced.

**Victory Conditions:** **The winner is determined per standard Victory condition rules.**

