

October 2003 Mage Knight™ Scenario

Battle of the Fist

Background

142 Tz: Tezla wages the Battle of the Fist. Wanting to test the might of his growing armies, Tezla orders his troops to attack and dominate the northern steppelands to bring the Orcs under Atlantean control. While the Atlanteans win an initial series of battles due to their superior technology, they eventually face the might of the Raider armies and witness the wrath of their primal strategies.

Objective

The Atlantean force must engage and destroy the Orcs before the summer winds turn and rush down from the mountains. If the winds come, the Orcs will set the grasslands ablaze, and will use the flames and choking smoke to their advantage.

Army Size: 300-point armies; three actions per turn.

Time Limit: 50 minutes

Rules Set: Mage Knight: *Unlimited*

Preparing the Battlefield: Only hindering terrain may be placed.

Special Rules

1. **Roaring Winds:** At the beginning of each player's turn, before the first action is taken, both players roll two six-sided dice. If either player's result is a 2 or 12, then Special Rule 2 applies for the rest of the game. Otherwise, play continues normally.
2. **Firestorm:** When the Orcs light the grasslands on fire, visibility is reduced to nothing. Ranged attacks are no longer allowed for the rest of the game. Additionally, due to the intense heat and flames, any figure that is demoralized is automatically eliminated.
3. **Clurch Drums:** The Orcs, due to the skill of their Clurch players, gain great advantage by communicating orders and information through the rhythm of the clurch drums. As long as the Orc player controls one figure with "Clurch" in its name, he or she gains one extra action per turn.
4. **Magewrit:** The Atlanteans, due to their ability to teleport Magewrit messages back and forth, gain great advantage in communicating orders and information. As long as the Atlantean player controls a Demi-Magus figure, he or she gains one extra action per turn.

Victory Conditions: Score victory points per the standard rules.