

# Traitors in Fairhaven

## February 2004 Mage Knight™ Scenario

### Background

With the Atlantean client-state of Fairhaven captured by the Dark Crusaders, and the attempts by Prince Aaron—the rightful heir to the throne—thwarted by Crusader agents, it is up to Imperial forces to bring the client-state back under the protection of the Empire. A battalion of Golemcore mages and warriors must face the might of the Deathspeakers in a battle to the end—and the fate of one of the most beloved territories in the Land is at stake. But hidden spies within both armies wait to sabotage the efforts of their commanders, and hope to gain glory by committing acts of treason and treachery!

**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

If a player rolls a critical miss on a close or ranged combat attack, then on his or her opponent's next turn, the opponent may treat the figure that "rolled" the critical miss as a friendly figure. At the end of the opponent's turn, remove the figure from play.

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

