

Valley of the Mists

January 2004 Mage Knight™ Scenario

Background

Bands of Dark Crusader soldiers rove closer every day to the Amazon homelands. With bands of Vampires and undead on the verge of invading one of the Amazon's most holy sites—the Valley of the Mists—the Amazons must stand and fight. For such wretched beings to defile one of their most holy sites is a crime against the totem gods the Amazon warriors worship—and the price for such sacrilege is destruction.

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.

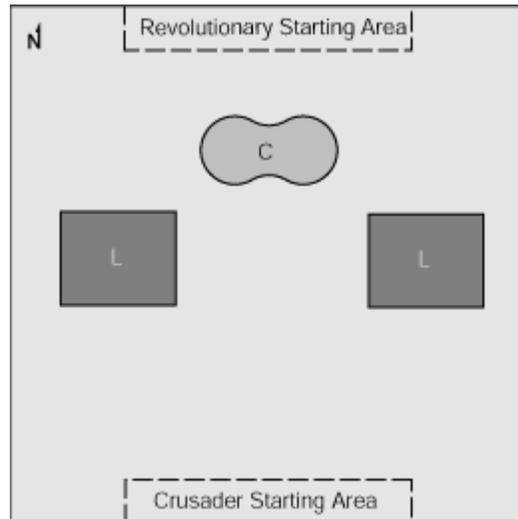
Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield

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

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



Special Rules

1. Figures in the Amazon player's army get +1 to their attack and damage values against the highest-point value figure in the Crusaders army at any one time.
2. Due to the heavy mist and rain, figures with a range value greater than 8 have a range value of 8 instead. Figures cannot use the precision proficiency.

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