

Citadel of Ice

Mage Knight 2004 Storyline Event D

Background

Emerald suspected the Atlanteans had a secondary objective, but she never guessed that Warlord Ahzan would advance past Vale of Dawn into Crusaders territory. Although the Elementals made good time hiking up the low mountains surrounding Cainus Mons, they didn't catch the Atlanteans until they reached the snowline. There, amid the frozen clouds, Emerald's scouts discovered that Ahzan was about to attempt to overrun an ancient ice fortress manned by outnumbered Crusader defenders.

Battle Background

Although the Magestone mines of Ashon Rye and the information available at Vale of Dawn are both critical to the Empire's war efforts, Ahzan's real mission is to breach Crusaders territory and capture the Citadel of Ice at the foot of the mountain. Legend says that the Citadel of Ice is a gateway to a labyrinth filled with magical items and relics desperately needed by the Empire. With the Solonavi's Oracular allies in Rokos having collected hundreds—if not thousands—of relics throughout the last few centuries (all of which were activated by the recent resurgence of magic), Emperor Nujarek knows that Atlantis will need a similar magical advantage in order to keep the Solonavi at bay.

Objective: The player who controls the most objectives at the end of the game wins the game.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warrior are allowed. One player represents the Wylden Host, and he or she must have at least three warriors from the Elemental Freeholds faction in his or her army to begin the game. The other player represents the Atlantean Empire, and he or she must have at least three warriors from the Atlantean Empire faction in his or her army to begin the game.

Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield

Set up terrain per the battlefield map. Place objective tokens as shown by the three black dots. No other terrain features or castle sections are placed. No domains can be used. Run this scenario before you run the Throne Key or Gate of Shadows scenario.

Special Rule

Rain of Arrows: On each player's command phase, he or she can choose up to three enemy warriors within 6" of the edges of the blocking terrain features that represent the ice citadel's walls (terrain features E and F). Each of those chosen warriors is dealt 1 pushing damage.

Victory Conditions: Score victory points per the standard rules.

Story Results

Whichever side wins will control the territory and gain the advantage in the next Quest scenario.

Battlefield Map: (Scale 1"=10")

