

ATLANTEAN RAM SCENARIO SEPTEMBER 2001

Scenario 1: Trial by Fire

Commander Eldoran surveyed those in attendance at the demonstration: stodgy bureaucrats and undisciplined warriors. With the first appearance of the Black Powder Rebel chariot on the battlefield, the Atlantean Ram project had been accelerated "to maintain Atlantean battlefield supremacy," they told him. Ha! Eldoran had seen the Rebel vehicle and it was little more than a common donkey cart. The whole project had become political, and the Council's request for this demonstration was a waste of his time. Certainly, he would pretend to be honored by the presence of Demi-magus Rargus of the Atlantean High Council. The Council's approval of his project was essential, but Eldoran had no respect for quill pushers.

Rargus' Honor Guard was due back soon. Eldoran had served with many of those warriors when they were simply Utem Guardsmen. Since then, they had all then been promoted to special assignments. He eagerly anticipated their envious looks as he demonstrated the new Atlantean Ram's capabilities. While they wasted time escorting dignitaries around, he helped create new and glorious Atlantean war machines! Yes, he would savor this day.

A horn blast pierced the air.

Was that the signal to begin the display? The confused looks of all in attendance suggested otherwise. As he prepared to dismount from the chariot, Eldoran glanced about and caught a glimpse of a figure through the trees...then another... and another. A second horn sounded, followed by the appearance of an entire warband of troops rushing onto the demonstration grounds. Guildsmen fell to the attackers' savage sword thrusts and axe blows.

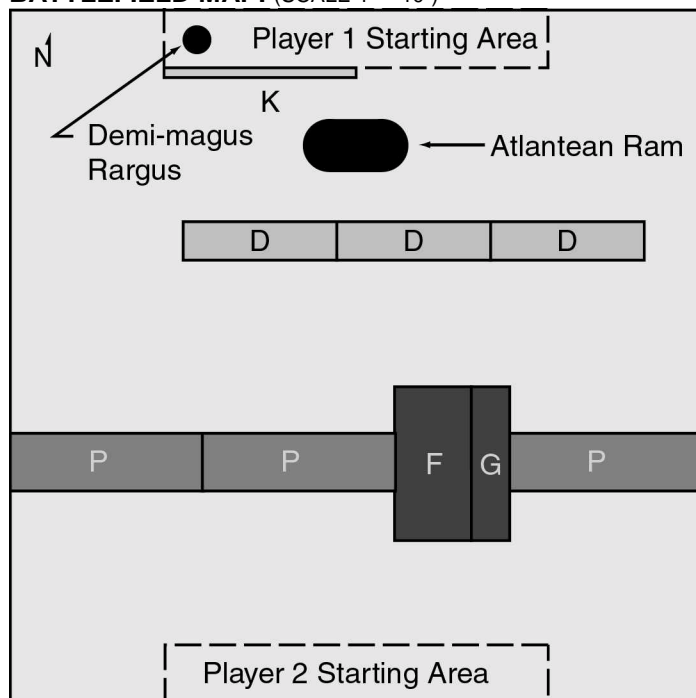
The commander stood in disbelief: an enemy attack here, so far within Guild territory? Disbelief or not, it was time for action.

"For the glory of the Guild!"

Eldoran whipped the reins and the massive chariot surged ahead.

"You want a demonstration?" Eldoran yelled. "Here it comes!"

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: During the display of the new chariot to Atlantean officials, a surprise attack by the warriors of an opposing Warlord forces the test vehicle into active service.

OBJECTIVE: As the attacker, quickly capture Demi-magus Rargus and capture or eliminate the remaining Atlantean force. As the Atlanteans, prevent the attacker from achieving these objectives for as long as possible.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game. Player 1 is the Atlantis force and uses the Atlantean Ram, Demi-magus Rargus, and 75 points of other Atlantis warriors. Player 2 is the attacker and has a 250-point army.

SETTING THE SCENE: Player 1 sets up first. Use a Weak Demi-magus to represent Rargus. A warrior from the additional 75 points may begin in the Atlantean Ram. Player 2 then places his army on the battlefield and takes his first turn.

SPECIAL RULES

1. The stream is shallow water special terrain.
2. Treat the bridge section "F" and "G" as clear special terrain. A figure may not be placed with part of its base off the West or East sides of the bridge. No figure may be placed beneath the bridge.
3. No player may withdraw.

VICTORY CONDITIONS

The winner of the scenario is the player with the highest Victory Point total at the end of the game.

Victory Point total =

Eliminated opposing figure points

+ Captured opposing figure points x 2, *but only if they are in your starting area. This does not include Rargus.*

+ 5 points for Player 1 at the beginning of each of his turns

+ 100 points if Rargus is captured, *but only if he is in your starting area*

+ Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.