

FIST OF TEZLA SCENARIO ONE, DECEMBER 2001

Scenario 1: Broken Fist

"Our finest piece of equipment. *Flawless and perfect.* I'd rather have two newborns and a..."

Sarcasm was a quality most Atlantean officers never displayed, but after the last two weeks, Heram's warriors had gotten used to his outbursts. Since they became mired in the swamp, Heram had become even more enraged. "Kallon! How much longer are we going to be trudging around in this... this *muck?!?*"

The Magus cringed at the sound of his name. "We are still having trouble re-energizing the levitation fields." He had been involved in the project since its inception and had been looking forward to working on this prototype Fist of Tezla in its first operational mission. At least until the problems first surfaced. "And until we can get them to work, the weapons will not..."

"Kallon! I don't want a detailed explanation! I want to know when this hunk of scrap will *work!*"

"I... it... it shouldn't be much longer." Kallon didn't want to be there, but he also wanted the Fist, *his* Fist, to work.

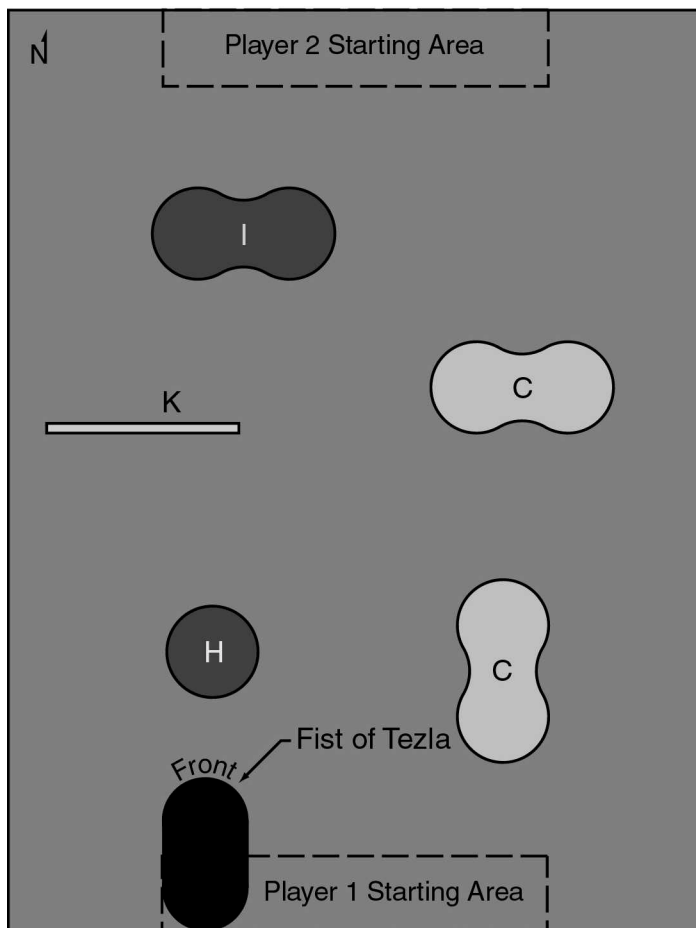
Before Kallon could stammer out another excuse, Heram cut him off. "Well then get back to work!" He pointed to three alchemists that had been assigned to Kallon. "You! Get under that thing and get those cells *working!*"

Everything worked perfectly for the first day. Then he decided to try out all of the machine's weapons in a mock battle. Since then, Kallon had done nothing but make repairs night and day. But now the great machine was stuck in a mire, two thirds of the Fist's belly underwater. Oh, it was still a beautiful and amazing creation. But right now, it was a sitting duck.

"What else could possibly go wrong?" Heram asked no one in particular. He shouldn't have.

"Sir! Warhost approaching!"

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Broken down and mired in a swamp, a Fist of Tezla Heavy Tank and its repair crew are assaulted by an army looking for an easy victory.

OBJECTIVE: Delay the assailants until the Fist of Tezla can be restored to operation or quickly assault the tank and its defenders and claim a swift victory.

TIME LIMIT: 1 hour 40 min

ARMY SIZE: Two-player game. Player 1 has a 600-point army with 524 points being the Fist of Tezla Heavy Tank. Player 1 has 6 actions. Player 2 controls a 400-point army and has 4 actions per turn.

SETTING THE SCENE: Place the terrain and the Fist of Tezla as shown on the battlefield map. All clear terrain is treated as shallow water.

SPECIAL RULES

1. The Fist of Tezla begins with the front, right and left sections broken. Instead of having the green starting position showing, start these dials on their last slot before 3 skulls appear. Broken sections may only be given a **pass** action. An attack against a broken section is made at +2 on the attack dice.
2. Treat a **pass** action given to a broken section as a repair attempt. Assume the broken section has the Regeneration ability and roll to see how many clicks of healing the broken section receives.
3. Once a broken section is repaired to its starting position or receives a click of damage, it becomes an active section. Active sections no longer have the Regeneration ability and are treated as per the standard Mage Knight Tank rules.
4. During his turn, Player 1 may elect to have a broken section become active. Once active, a section cannot become broken again.
5. 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

+ 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.