Mage Knight™

Black Powder Warehouse

In a hidden warehouse along the banks of the River Khamita, Black Powder Rebel agents must defeat an attack by a devious Atlantean mercenary. The Atlanteans seek to destroy the Rebel warehouse, and to kill or capture as many of the Rebels as possible. If the Rebels are to maintain dominance at the critical bridge-city of Wolfsgate, they must defeat the invaders and protect their precious stock of explosive black powder! The winner of this desperate struggle will ultimately control the upper portion of the Khamita river for their faction!

ARMY DESIGN: Each player should bring 200 points of single-dial figures to play with. Each battle in this three-part series involves 200 point armies. Figures eliminated in previous scenarios may be used in other scenarios.

MATCH DESIGN: Each pair of players will play three different scenarios in a row over the course of a four-hour period. Figures from any faction may be used by either player. Each pair of players should decide which one is fighting for Tor Thundercloud of the Black Powder Rebels, and which one is fighting for the Orc Raider mercenary Sneaky Grook in his continuing campaign as a secret Atlantean mercenary!

SCENARIO #1: DEFENSIVE PERIMETER

Tor Thundercloud surveyed the landscape beyond the line of defensive bunkers, and yawned. Trees and bushes grew as far as the eye could see. Except for a few boulders, ruined buildings, and scraggly trees thrown in for flavor, there was little else to look at. This far upriver from the fighting taking place at Wolfsgate, it was unlikely that any Atlanteans were going to try to take them out. With the new fortified bunkers the Dwarves had constructed last year, that provided protection against the sun, rain, and aerial attack, any Atlantean assault here would be nothing short of suicide. With any luck, Tor's warband would be able to wait out the war, celebrate the Rebel victory with a few kegs of ale, and then get assigned duty somewhere more comfortable than a remote powder depot.

"Jarl Tor!" cried a Dwarven scout. "They're attacking!"

"What?!" Tor growled. Irritated at false alarms, he picked up his hammer and ran over to where the young Dwarf soldier stood pointing. "What are you looking at!"

"I saw an Orc! I saw an Orc down by the trees!"

Tor peered suspiciously, but didn't see anything. "An Orc isn't anything to worry about, lad. He's probably just passing through, on his way to his next meal."

"But he was carrying a knife!"

"Lots of Orcs carry knives."

"But.."

A massive warcry surged up from the trees, and a horde of armed warriors began pouring through the thicket. At their forefront was a green-skinned Orc – none other than the Sneaky Grook himself!

"Sound the alarm!" Tor commanded. "And fight for the good of Khamsin!"

BACKGROUND: The well-paid Atlantean mercenary, Sneaky Grook, undertakes a desperate mission against a remote black powder warehouse defended by Rebel forces. The Rebels must drive off the mercenaries, or risk endangering Khamsin defenses all along the River Khamita!

OBJECTIVE: Engage and eliminate the enemy.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Place the assigned terrain on the map per the battlefield diagram. Set up additional terrain, two pieces per player, per Mage Knight Unlimited rules.

SPECIAL RULES:
1) Consider Terrain Type "F" to be roofed defense bunkers. For purposes of ranged fire and movement, consider them to be hindering terrain. Any figure with their combat dial fully inside the edges of the terrain piece gains +2 to their Defense Value against attacks from outside the bunker.
2) Chariots, Dragons, Tanks, and Titans may not be used in this scenario by either player.
3) The winner of this scenario gets to go first in the second scenario of this series.

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.
+ Friendly figure points that have survived the entire game. If all of a player's figures are demoralized, add 0 points.
+ 50 points for each Bunker the attacker controls at the end of the game.

BATTLEFIELD MAP

Mage Knight™
BLACK POWDER WAREHOUSE

SCENARIO #2: EXPLOSIVES SHED

Grook groaned. The grounds surrounding the twin sheds were swarming with Rebel warriors. He was hoping to be able to sneak through the trees, light the two buildings on fire, and get out before any Dwarves were the wiser.

"This was not how it was supposed to be," he whined. "They should be gone. Not here. Leave powder. Go boom!"

A goblin next to Sneaky Grook poked him in the ribs. Grook turned sadly to the small creature. "What?"

"I smell trouble."

"You smell awful. Go wash in the river."

"No," the Goblin insisted. "Listen. Bad things coming."

Then Grook heard it. A distant rumble, the grinding of gears and the crank of treads. "A Rebel tank. Very big, and very bad. It will be here within the hour. That's the last thing we need."

"So what do we do?"

"We blow up the houses before tank gets here. Otherwise there won't be any Atlantean gold for Grook!"

BACKGROUND: Sneaky Grook's mercenaries attack in the dark, attempting to blow up two Rebel explosives sheds without being captured or killed. The Rebels must keep the sheds from being destroyed. With the impending arrival of a Dwarven Steam Behemoth, Sneaky Grook must conduct his assault immediately, before reinforcements arrive.

OBJECTIVE: Engage and eliminate the enemy forces. The Rebel player should try to keep the two explosives sheds intact, while the Atlantean player tries to destroy them.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn.   Chariots, Dragons, Tanks, and Titans may not be used in this scenario by either player.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Set up the terrain per the map. Terrain Pieces "H" represent the explosives sheds.

SPECIAL RULES:
1) The Atlanteans attack at midnight. The entire battlefield is covered with a shadowy darkness. No ranged attacks may target figures more than 6" away.
2) An explosives shed is considered to have a Defense Value of 17.
3) The Ram Special Ability has no effect on an Explosives shed.
4) If an explosives shed takes even one click of damage, the explosives shed is destroyed. Every figure within 8" takes three clicks of damage and gains one push marker. Toughness and Invulnerability may reduce the amount of damage normally.
5) The Defend special ability may not be used to raise the defense value of an Explosives shed.
6) The victor of this scenario gets to go first in the third scenario of this series.

VICTORY CONDITIONS: The winner of the scenario is the player with the highest Victory Point total at the end of the game.
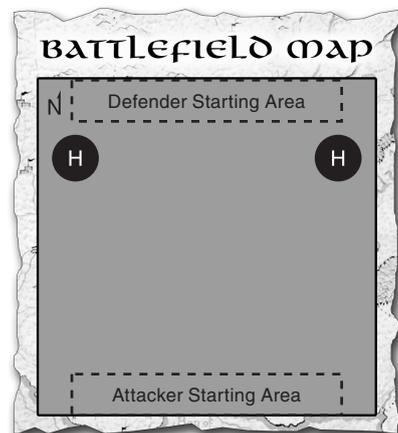
• Victory Point Total = Eliminated opposing figure points.
+ Friendly figure points that have survived the entire game. If all of a player's figures are demoralized, add 0 points.
+ 50 points to the Rebels for each explosives shed that is not destroyed.
+ 50 points to the Atlantean player for each explosives shed that is destroyed.

BATTLEFIELD MAP

SCENARIO #3: FIREWORKS FACTORY

Sneaky Grook gleefully dived for cover as a barrel of black powder exploded thirty feet from where he was hiding. Following the concussion of noise and force, a wave of black, oily smoke washed over the Orc, leaving him coughing and spitting black dust. His Goblin friend, Podo, kneeled next to him, holding his hands over his ears.

"This is neat!" Grook shouted. He looked around the smoky chamber, searching for his other warriors. "Where do you think everybody else is?" A series of rattle-bang fuser pistol-fire sounded off in a distant corner of the warehouse, followed by a thunderclap BOOM!

"Boss, I think we should go." Podo squirmed uncomfortably next to Grook.

"Why?"

"Because of what it says." Podo pointed.

Grook looked over his shoulder. Two words were stamped into the side of the crate they were hiding behind.

Black.

And Powder!

BACKGROUND: Sneaky Grook and his mercenaries have fought their way into the underground Rebel warehouse, and must now eliminate the defenders and take over the site.

OBJECTIVE: Eliminate or capture as many enemy warriors as possible.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn. Chariots, Dragons, Tanks, and Titans may not be used in this scenario by either player.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Set up terrain per the battlefield map. The black dots note the locations of the initial twelve explosive barrels. Note these barrels with tokens (coins, glass beads, dice, etc.)

SPECIAL RULES:
1) The Warehouse is underground, with no lights, and filled with choking smoke. As result, the entire battlefield is covered with a shadowy darkness. No ranged attacks may target figures more than 6" away.
2) An Explosives Barrel is considered to have a Defense Value of 15.
3) If an Explosives Barrel takes even one click of damage, it explodes. Every figure within 4" of the barrel takes two clicks of damage and gains one pushing token. Toughness and Invulnerability may reduce this damage normally.
4) Once detonated, the barrel token is removed from play.
5) Explosives barrels may not be moved or captured.
6) For as long as they remain in play, barrels are considered to be blocking terrain.

VICTORY: 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.
 + Friendly figure points that have survived the entire game. If all of a player's figures are demoralized, add 0 points.

OUTCOME:
If Sneaky Grook manages to win this final scenario, then the Black Powder Warehouse is destroyed, and the Atlanteans will dominate the area upriver of Wolfsgate. If Tor Thundercloud wins this final scenario, then the Warehouse is preserved and the Rebels maintain control over the upper Khamita River.

BATTLEFIELD MAP

WIZKIDS™