







The Vampire Civil War Scenario #2: Blood War

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Sportsman Awards	Champion Awards
LE		
	Chofni	Foster Gray
PIN		

	Redemption Awards	Redemption Awards
LE		
	Ribhan Crag	Rax Coldstone



The Background :

When a group of warriors from the Order of Vladd violates a sacred Uhlrik temple in an attempt to seize a powerful Necromantic relic called the Arm of Jassad, a bloody civil war erupts between the two orders. By the end of the conflict, one order will rule, and the other will be defeated and destroyed!

Ribhan Crag

Enacting the will of his master, the Deathspeaker Aeradon, the power-hungry Death Merchant Ribhan Crag competes in a bloody civil war with the Order of Uhlrik to maintain Aeradon's control over the Necropolis Sect!

VS

Rax Coldstone The Order of Uhlrik is led by the cruel Nightfiend Rax Coldstone. Under the direction of his master, Deathspeaker Spider, Rax seeks to destroy Uhlrik's only opposition-the Order of Vladd-to clear the way for his Order to rule the Sect!

The Story:

Scenario #2: Blood War

The struggle between the Order of Uhlrik and the Order of Vladd spreads like wildfire, and armies of Vampires, undead and their allies pour into the courtyards and barrows of the Necropolis.

Ribhan Crag

As Ribhan pushed past the heavy curtains blocking the entrance to Deathspeaker Aeradon's private audience chamber, the Death Merchant was enveloped in a magical darkness that his dark-sight couldn't penetrate. No matter how long he had served Aeradon, the sensation always unnerved him.

An unmistakable voice sounded in the darkness. "I have heard many tales of assaults and assassinations, Ribhan," Aeradon said. "What has occurred?"

"Deathspeaker Aeradon, civil war rages in the streets of the Necropolis," Ribhan replied. "The streets and barrows are mazes of treachery and death. Every corner is littered with broken corpses, and every courtyard rings with fierce battle."

"My spies tell me that the Order of Uhlrik fights the Order of Vladd to the death this night. Is this true?"

"It is true, my master," Ribhan confirmed.

"It was only to be expected after our raid on their temple," Aeradon mused. "But why have you come to me now, in the middle of our triumph?"

"I ask for a favor, my master," Ribhan said, his voice trembling with fury. "I ask for a privilege that belongs only to Darq the Corrupt, the true leader of the Order of Vladd."

"You may ask."

"My quarters have been violated, and my prize possession taken from me. Mikala, an Amazon Queen I captured near the eastern slopes of Nepharus Mons, my slave and servant these three years, has been killed—her head sliced from her shoulders."

"She can be reanimated," Aeradon said. "Head or no head."

"But as a Zombie, she will never again have the fire or passion that made her so ... appealing," Ribhan complained. "I ask the right of vengeance upon the one who took her from me: Rax Coldstone, the leader of the Order of Uhlrik. I beg your permission to call forth all our allies and to take the fight to the enemy with all of our strength."

"As you serve as leader of the Order of Vladd in Darq's absence, you have it," Aeradon said. "Provided you do not fail."

"I will not fail you, my master," Ribhan promised. "I swear I will destroy Rax Coldstone before this war is done."

Rax Coldstone

"I have done as you asked, Deathspeaker Spider."

"Show me the proof..." the robed figure hissed. Rax dutifully opened the stained cloth sack he held and lifted out the severed head of Ribhan's Amazon Queen. Beautiful even in death, the warrior's head did not seem out of place among the macabre portraits and twisted bone sculptures that filled the Deathspeaker's massive library.

"Excellent work, Rax ..." Spider said. "Your prize should provide enough incentive to draw out Death Merchant Ribhan."

"If only this head were Ribhan Crag's, instead of his pet's," Rax said wistfully.

"This head will serve a better purpose ..." The blind Deathspeaker turned slowly in his black leather chair and gestured to Rax to place the severed head on the low table in front of him. Rax carefully balanced the head until it was sitting upright on the polished wood. "What have you to report?"

"My master, I experienced significant difficulty in gaining entrance to Ribhan's chambers," Rax said. "But the Amazon was there, just as you said she would be. She put up a good fight, but I was able to behead her without too much trouble. Ribhan's guards didn't notice anything amiss until after I'd gone."

"Whether you were detected or not is of little matter, Rax," Spider breathed. "By now Ribhan undoubtedly suspects who is responsible. Now you must go into the streets, and take all of the Order of Uhlrik to fight alongside you."

"I hope I provide an interesting spectacle for you," Rax said.

"The struggle for dominance is always interesting to observe ..." the Deathspeaker said in his almost inaudible voice. "While you fight, I have actions of my own to take ... Within a few short days I should know enough to have Ribhan executed and Aeradon burned for treason ... Then I shall stand unopposed, second only to our Dark Prophet ..."

"With all respect, my master, how do you plan to learn these things?"

The Deathspeaker reached out and gently touched the severed head with a fingertip. After a moment, the dead Amazon's eyes flew open, and her mouth contorted into a silent scream.

Rules Set:

Mage Knight Unlimited

Background

Fighting erupts throughout the Necropolis as a civil war begins between the Order of Vladd and the Order of Uhlrik. The Dark Prophet watches the struggle for power with amusement and secretly takes the measure of both sides based on the prowess of their best warriors.

Objective

Each side seeks to eliminate the forces of the opposing Order while minimizing their own losses.

Army Size

300 points, 3 actions per turn. Each player's army must contain at least one warrior who has the Vampirism ability at some point on its combat dial, such as the Order of Uhlrik, the Order of Vladd or Feral Bloodsuckers.

Time Limit

50 minutes

Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain or Castle pieces are placed.

Special Rules

- 1)The battlefield is cloaked in an obscuring enchantment. All figures are affected by the Darkness rule (no ranged attacks of any kind can target more than 8 inches away).
- 2)The central fountain contains the Fount of the Bloody Heart. The pool is filled with a never-ending stream of blood. At the start of a player's turn, any of his warriors who have Vampirism showing on their dial and have any portion of their base touching the fountain heal 1 click of damage.

Victory Conditions

The winner is the player with the highest victory point total. Score victory points as per the standard rules.

Battlefield Map:



