

The Vampire Civil War Scenario #3: Friendly Fire

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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 #3: Friendly Fire

The Elemental League launches a counteroffensive against the Necropolis, gambling that the Vampires will be too busy fighting each other to defend their newly captured territories. The Necropolis mobilizes its best generals to push back the Elemental warriors at any cost.

Ribhan Crag

"The biggest irony," the young Nightstalker said as he lounged on the folding camp cot, "is that we're being forced to fight alongside the Order of Uhlrik just a few days after we spent a week trying to kill each other."

Ribhan turned to face his war lieutenant. All around the command tent came the sounds of songbirds and rustling leaves. Dappled sunlight danced over the fabric, forming shifting patterns of light and shadow. "The fortunes of war change in strange ways, Araja," he replied. "The Elementals have been losing territory to our armies for a year. Once they learned the Vampires were embroiled in a civil war, they hired high-priced warlords to come and take back their land while we were distracted with our own fight."

"But why is Deathspeaker Aeradon sending us?" Araja whined. "There are a dozen other Sect generals who could do this job."

"Think, Araja," Ribhan snapped impatiently. "If the Sect loses territory to the Elementals while the Orders are feuding, then the Orders will be held responsible. The Deathspeaker knows we have to

avoid that at all costs. Do you want to stand before the Dark Prophet and explain why we lost his lands?"

"So what did you summon me for?" Araja asked.

"I have something special in mind for you," Ribhan said. "You know the Wylden forests better than any other Sect warrior. I want you to select a band of troops for a very important assignment: I want you to annihilate the Uhlrik."

Araja's head snapped up, a worried look on his face. "Here? In the Wylden? Fighting them would mean violating the Dark Prophet's order of truce," he protested.

"Don't be a fool, Araja," Ribhan said. "If a few dozen Uhlrik warriors go missing in these woods over the next few days, who's to say the Elementalists weren't responsible? And once we've won the civil war, will the Prophet really care?"

"This is insane," Araja muttered.

Ribhan snarled, showing his fangs. "Think whatever you want, but consider my command a direct order. Are you questioning my orders now, lieutenant?"

Araja looked away. It was treason to disobey a direct order, and treason to disobey the Dark Prophet. Both paths seemed to lead straight to doom.

"No, Master Crag," he said reluctantly.

"Assemble your team," Ribhan ordered. "Kill enough Uhlrik, and I might even let you live to see the Necropolis again."

Rax Coldstone

Rax slammed his fist down on the table, the crash reverberating throughout Deathspeaker Spider's library. "Why does the League attack us now?"

Spider's blind eyes turned in the Nightfiend's direction. "Because they know we are in conflict with one another ..." he whispered coldly, "and they look to find advantage in our misfortune."

"But we were so close to victory!" Rax lamented. "Within a few days, the Temple of Vladd would have lain in ruins!"

"We're still close, Rax—very close. Remember that the Elementals have hired warlords from all over the eastern half of the Land. Many of those warlords are friendly to the Uhlrik cause. If we pay them twice as much gold as the Elementals can offer, they may think twice about going against our troops."

Rax's eyes lit up. "They might even turn on League warlords," he said eagerly.

"Or specifically attack the camps of the Order of Vladd," the Deathspeaker hissed. "In a world driven by greed, gold exerts a powerful hold on the weak-minded."

"What would you have me do?"

"Two things. I want you to quietly continue hostilities against the Order of Vladd, and contact those Elemental mercenaries who seem receptive to our offers."

"Yes, my master," Rax said. "I can do this for you."

"Good," Spider said. "Once all of our pieces are in place, Rax, we'll see if we can't give the Order of Vladd ... a warm welcome to the Wylden."

Rules Set

Mage Knight Unlimited rules

Background

The infighting between the Order of Vladd and the Order of Uhlrik has given the Elemental League an unexpected opportunity to attack the Sect. The Dark Prophet, blaming Deathspeaker Aeradon and Deathspeaker Spider for the incursion, orders them to work together to drive off their enemies. However, while the Orders are forced to work together, political maneuvering and payoffs continue as the Orders plot to carry on with their civil war away from prying eyes.

Objective

Each side seeks to eliminate the forces of the opposition while minimizing their own losses. Agents within each of the warring Orders have arranged for Elemental League mercenaries to eliminate their enemies.

Army Size

300 points, 3 actions per turn. Only single-dialed figures may be used in this scenario. Each player's army must contain at least 3 warriors with the Necropolis Sect Faction symbol or at least 3 warriors with the Elemental League Faction symbol. **The 3 warriors have to be from one faction or the other (for example, you cannot use 2 Necropolis Sect Warriors and one Elemental League Warrior).** Each player still represents which side they are fighting for, (Uhlrik or Vladd) even though they may be using Elemental mercenaries to eliminate their opponents.

Time Limit

50 minutes

Setting the Scene

The entire battlefield is hindering terrain. Set up terrain as per the special rules listed below. The battlefield is 3 feet by 3 feet.

Special Rules

- 1) **Rule 1 is removed, it simply describes the Swiss-style pairing that is used in most Mage Knight tournaments**
- 2) Players may use dual-factioned Necropolis Sect/Elemental League figures. **At the beginning of the tournament, the player must declare whether the unit is a Necropolis Sect or Elemental League figure. For the purposes of this scenario, it will only be considered part of the faction chosen.**
- 3) During terrain set-up, each player must place 4 hindering terrain items in the terrain pool. Four of these items are placed as per the Mage Knight terrain placement rules. After terrain is placed, these terrain items are treated as clear terrain.

Victory Conditions

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

Battlefield Map:

BATTLEFIELD MAP

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Player 1 Starting Area

The entire map is considered hindering terrain. Treat hindering terrain pieces placed during setup as clear terrain.

Player 2 Starting Area