

The Khan's Road Scenario #1: First Skirmish

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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 at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Champion Awards	Valor Awards
L E		
	Sovalis	Hadim
P I N		
	Redemption Awards	Redemption Awards
L E		
	Shadowbane	Boronx



The Background :

When a group of Knights Immortal warriors investigate the region known as the Khan's Road, they soon discover suspicious behavior by the Orc Raiders. While every year for countless centuries the Orcs have raided south out of the Khan's Road area, this year the Khan's Road is guarded by groups of the Orcs' greatest warriors, preventing any intruders from moving too far into the Fist! By the end of this battle, either the Orc Raiders will preserve their secret plans to invade Prieska, or the Knights Immortal will learn the truth and send word throughout the free lands of the Orcs' plans for domination!



ShadowBane, War Bard

As the leader of the Knights Immortal Outriders, Shadowbane is assigned to patrol the area between Khamsin and the steppelands belonging to the Orc Raiders. But when Shadowbane discovers suspicious activity on the part of the Orcs, his investigation takes him and the Outriders into the heart of danger, revealing a dangerous plot that may well change the balance of power in the Land!

VS



Boronx

With the Orcish war-leader, Kzar Nabar, leading the Orcish hordes west to the rendezvous point with the Galeshi scouts, it is up to the brave Ironclad warrior, Boronx, to ensure that no one learns of Nabar's plans too early. But when a patrol of Knights Immortal soldiers investigates the lack of summer raiders on the Khan's Road, it is up to Boronx to distract or destroy the High Elves before they learn the truth!

The Story:

Scenario #1: First Skirmish

The Khan's Road, the main thoroughfare by which the Orc khans lead their hordes into the Land every summer, is strangely quiet. As a result, the High Elven Council has ordered Bard Shadowbane of the Knights Immortal to investigate this anomaly. Unknown to any of them, Shadowbane's Outriders are fated to battle the mighty Boronx, an Orc khan and a favorite champion of the new Orc Kzar Nabar.

ShadowBane, War Bard Knights Immortal

"Ware the camp!" Announcing himself with a shout, Tryn, a High Elven Lancer, galloped his warhorse into the heart of the Knights Immortal camp. Leaping to the dew-covered ground with fluid grace, the Elven warrior quickly scanned the tents and lines of tethered mounts, searching for his commander. Behind him, a young Elven Squire dutifully took

Tryn's horse, leading the beast toward the pickets, where water and grain awaited. The sun had scarcely risen, but the next group of High Elven Outriders was already preparing for the second patrol of the day.

The strum of a harp off to Tryn's right caught the warrior's attention. "Over here, Lancer," ordered the musician. "I'll hear your report in my tent." Rising, the most renowned War Bard in the Knights Immortal led the scout into the simple command pavilion.

"Yes, Milord Shadowbane," Tryn said, following obediently. The name, bestowed upon the champion some twenty years ago by the Paladin Prince Tenumbra, reflected the Bard's prowess in leading the fight against evil as well as his unquenchable desire to understand the dark forces that grew daily within the Land. Whether by text, song, poem or rune, he'd memorized them all, and become a wiser hunter for his knowledge. "I came upon a group of Orcs camped near the Khan's Road, sir," Tryn reported. "Maybe fifteen assembled warriors. I saw two Ankhart turtle-mounts and one Jebta Cave Runner. When confronted by one of their scouts, I dispatched him quietly and concealed the body. Standard procedure, sir."

Shadowbane sighed impatiently. "We are not in the mountains, Lancer," he said. "We are hundreds of leagues from home, with no reserves. Warring human kingdoms lie to our rear and the waste of the Orcish Fist is before us. Do you discern anything standard in this?"

Tryn blinked in surprise. "No, sir," he murmured, puzzled.

"I see." Shadowbane moved past the scout to the doorway of the tent. "Sergeant!" he called.

"Yes, sir?" came the reply from his adjutant.

"Break camp. We have Orcs on the move." Shadowbane turned back to face Tryn, letting the tent flap fall into place behind him.

"Sir, I don't understand," Tryn said, looking at his commander curiously.

"That's apparent," Shadowbane snapped. "You should have brought the Orc back as a prisoner instead of leaving him for the vultures. Think about it: Ankharts from the steppe? Cave Runners from the western tribes? Those were scouts, Lancer. Scouts guarding the doorstep of their own homeland; an odd way to start a year's raiding, isn't it? You'd best forget about standard procedure and start using your head, Lancer, if you hope to live through the battles to come."

Boronx, Orc Ironclad Orc Raiders

"Boronx! Boronx! Please, you've already shaken the creature near to death," Hadim pleaded. "You're about to tear his head off!" With an angry look at the Galeshi Emissary, the armored Orc Ironclad Boronx sent the squealing Goblin scout sprawling into the dirt.

"Skinny Sand-Man talks too much!" the Orc growled. "You hear scout's words! You know Shiny Elves are here. Elves hate us. We go and kill Elves now!" Boronx stormed for his tent and his weapons, only to be blocked by the quick-footed Galeshi Emissary.

"Boronx, you cannot do this!" Hadim insisted. "You have your orders from your exalted kzar. You are to keep the Fist safe from spies so no southlander learns that my people guide your hordes to riches and plunder."

"Kill Elves. Only way." The Orc tried to stomp around the human, but the Galeshi once again moved to intercept him.

"The only way to ensure that no Elf learns your Khan's plan is to make certain that none leaves the Khan's Road region alive," Hadim said desperately. "I understand that killing the Elves is important. But you must plan carefully so that none escape. If even one of these Elves learns that the Orcs are raiding to the southwest in Prieska this year, all is lost."

The massive Orc considered Hadim's words briefly before putting a gauntleted hand on the Galeshi's shoulder. A gruesome smile blossomed on his face. "Boronx will listen to your words, Sand-Man," he said. "What will we do?"

"Good," the Galeshi said, relieved. "First, we get behind them and drive them to the west. Then you're going to need a place to ambush them ..."

Background

Kzar Nabar orders one of his champions, Khan Boronx, to take a small army and block all southlanders from making their way into the Fist. If Boronx can hold off the outsiders long enough, Nabar and the massive Orc army can make their way through the Blasted Lands. But if the Knights Immortal patrol led by the War Bard Shadowbane discovers the nature of the ruse, the Orcs' raid could be jeopardized.

Objective

Engage and eliminate the enemy forces.

Army Size

2-player game. 200 points per player, 2 actions per turn. Single-dial figures only. (Titans and Multi-Dial Warriors are not allowed)

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Setting the Scene

Set up terrain per the Mage Knight Unlimited rules. Castle pieces are not used in this scenario. Player 1 is the Orc Raiders player. Player 2 is the Knights Immortal player.

Special Rules

The Knights Immortal player must have at least one Knights Immortal figure in his army. The Orc Raiders player must have at least one Orc Raiders figure in his army.

Victory Conditions

The winner of the scenario is the player with the highest victory point total at the end of the game.

Battlefield Map:

