







The Khan's Road Scenario #2: The Red Pillars

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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 |
| LE |  |  |
| | Sovalis | Hadim |
| PIN |  |  |
| | Redemption Awards | Redemption Awards |
| LE |  |  |
| | 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 #2: The Red Pillars

The Orc Raiders have led the Knights Immortal into a trap. Within the standing columns at Stone Fingers, the battle rages between the High Elves and the Orcs in a dangerous maze of stone, light and shadow. Racial hatreds vie with duty and tactics as the two sides play a deadly game of cat and mouse.

ShadowBane, War Bard Knights Immortal

Shadowbane ducked behind the rock face just as the Goblin was vaporized by the explosive charge it carried. The shrapnel and shockwave sent many of his soldiers reeling back, and bright bits of metal ricocheted off the stone in all directions.

When the clatter of shrapnel ceased, Shadowbane warily peered around the corner of the stone wall again. There were no other enemies visible down the length of the red rock corridor. Above him, the tall fingers of rock seemed to stretch all the way into the sky. The shadows cast by the setting sun turned the maze of columns into a blend of sunlight and shadow, a deadly place where the roles of attacker and defender were exchanged around every corner.

"Commander," hissed his sergeant. "Two Elves were wounded in the blast, and our healing Priestess lies dead. We must retreat."

"We cannot," Shadowbane snapped. "We don't yet know the size of their forces, or their reason for choosing this battleground. For generations the superstitious Orcs have shunned this place as haunted. Why would they lead us here to fight?"

His sergeant shrugged. "Maybe they're weary of living?" he suggested facetiously.

Shadowbane didn't smile. "Maybe they just think we're no match for whatever lives in these rocks," he said grimly.

Boronx, Orc Ironclad Orc Raiders

Boronx's hearty clap on the back nearly knocked his human advisor to his knees. "They run!" he exulted. "Shiny Elves play in the Fingers. Sand-Man was right!" The brawny Orc lifted up his visor so he could clearly see the Galeshi. "Good trap, Sand-Man. Boronx will give you battle name." The Orc Khan grinned toothily, his lower tusks jutting out from his mouth.

Rubbing his shoulder, Hadim smiled and then stepped back to a safe distance, giving a small bow. "I thank you, Khan Boronx, for this ... singular honor," he said drily. "We must not forget, however, to keep the Knights Immortal occupied here until reinforcements arrive. Once the other Orcs are here, we can crush them entirely."

"And then," Boronx bellowed, "they will never learn that Orcs go to Prieska! That the Empire will be our prize!" In the distance, within the Stone Maze, another Goblin exploded. Boronx laughed, and his warriors let out a half-hearted cheer at the noise.

"You must be careful here ..." the desert warrior began.

"Gah! You too careful!" Boronx interrupted. "You keep talking about safe, safe, safe. I maybe give you 'Worryman' for battle name. Now tell me what I must do, or I send you out to die like boomer Goblin."

Background

The Orc Raiders have led the Knights Immortal into a trap. Within the standing columns at Stone Fingers, the battle rages between the High Elves and the Orcs in a dangerous maze of stone, light, and shadow. Racial hatreds vie with duty and tactics as these two sides play a deadly game of cat and mouse.

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

No additional terrain pieces may be set up in this scenario. Castle pieces are not used in this scenario. Player 1 is the Knights Immortal Player. Player 2 is the Orc Raiders player.

Special Rules

- 1) 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.
- 2) Due to darkness and mists, no figure may use the flight special ability.
- 3) All warriors with a range value greater than 8 have their range reduced to 8 for the duration of the scenario.
- 4) Any figure that rolls a critical miss on an attack is automatically removed from play.

(The hideous monsters that live in the area are gruesome and sneaky.) The opposing player receives victory points for figures removed from play in this manner.

Victory Conditions

Use standard Mage Knight victory conditions.

Battlefield Map:

