







The Khan's Road Scenario #3: Shattered Keep

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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:

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Having escaped the Orc trap at the Red Pillars, the Knights Immortal are steadily moving toward the edge of Raider territory. The Orcs must stop them before they reach the Fist, for if the Outriders discover that nearly all of the Orc tribes have packed up and moved west, they may realize the extent of Kzar Nabar's plans for conquest.

Boronx, Orc Ironclad Orc Raiders

"I will find them, Boronx. On my honor," Hadim, Galeshi Emissary to the Orc nation, said as he knelt in the dirt, his head bowed low. The burly Orc Boronx stood over him angrily.

"Your honor and your life, Pathfinder," Boronx snarled. "If you fail, you die. The Elves must die! Now! Or Kzar Nabar will feed Galeshi to my Half-Troll as a snack!"

"The Elves head north," Hadim said, sweat glistening on his face. "Half are on horses and the rest on foot, and they are slowed because of it. We may not catch them before they discover that the Orc tribe families are already gone to the west with Kzar Nabar, greedy for the spoils of Prieska. But I swear I will lead you to them, and to glorious victory."

"You will," Boronx said, raising his hammer. "Or you have skull crushed for your failure. Mage Spawn that Shiny Elves angered in the Pillars may have bought them time. But not enough! Not enough for life!" With a mighty swing, Boronx smashed the boulder next to Hadim's head, sending fragments flying in all directions. Hadim flinched. He knew that his life now depended on the Elves' deaths.

ShadowBane, War Bard Knights Immortal

"Milord Shadowbane ..." At the sound of his adjutant's voice, Shadowbane emerged from the black dreams that had been plaguing him. Visions of battle with masked figures still danced behind his eyes, and of mythic beasts prowling the halls of a great stone structure.

He sat up gingerly, dismayed to find that his head still ached from the blow he'd taken in battle, when the Half-Troll had swept him off the back of his horse with a ham-sized fist. But the Elf had suffered worse pain in his youth from applewine hangovers, and the hour of sleep had done him a world of good.

Glancing around him, Shadowbane saw that he was surrounded by his company, cavalry and troopers alike. All those who survived had made it to the gathering place. Many wore bandages as proof of the injuries they had suffered, and—sadly—a number of the new recruits were absent. Every High Elven life was precious, and he was sorry to see his ranks thinned by even one warrior. Rising with his adjutant's discreet aid, the War Bard adjusted his tabard and addressed his warriors.

"I'm glad all of you made it to the rendezvous," he said warmly. "I think we're through the worst of it. But our mission isn't over. Now we have a choice: we can save our skins and head east, or we can go right up to the edge of Orc territory and find out exactly what these tuskers are trying to hide. I suspect something big is going on. This may put all of us at risk, but we have to discover why the Raiders aren't coming down the Khan's Road this year. Are you with me?"

A roar burst from the assembled warriors; those under Shadowbane's command never feared to face death.

"Good," he said, smiling grimly. "Now let's get riding before the Orcs can catch up."

Background

After narrowly escaping the battle at the Red Pillars, Shadowbane attempts to stay ahead of the Orc Raiders. When it becomes clear that Boronx's forces are going to catch them, Shadowbane has his army take refuge in the remains of a shattered castle and prepares to fight the Orcs among the ancient stones.

Objective

Engage and eliminate the enemy forces.

Army Size

2-player game. 250 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

60 minutes

Setting the Scene

No additional terrain pieces may be set up in this scenario. The Round Tower Castle piece is 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) The Knights Immortal player may place pieces in the Round Tower during set-up. The point cost for the tower is a static 59 points and counts against the Knights Immortal 250 total points.

3) * The tower has a defense value of 21 and a structure value of 4. If a successful close combat or ranged combat attack is made against the Tower (either by a single figure or an attack formation), and the damage done in that attack is equal to or higher than the building's structure value, then the tower is razed.

* For ranged combat attacks, lines of fire are drawn from the center of the attacking warrior to the center of the building; drawing the line of fire through the blocking terrain of the target building is permitted. The building's center dot is considered to be on elevated terrain for line of fire purposes, but it does not receive the height advantage modifier (it's already included in the given defense value).

* For close combat attacks, the attacking warrior(s)' front arcs must touch the building they are attacking. An attacking warrior must have his front arc in base contact with the target building.

Victory Conditions

Use standard Mage Knight victory conditions.

Battlefield Map:

