



Burning Sails Scenario #1: Fire and Water

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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	Sportsman Awards
L E		
	Tezlacore	Bombardo
P I N		
	Redemption Awards	Redemption Awards
L E		
	Captain Sarjhet	Duke Skala



The Background :

When Rebel warriors open fire on a neutral Xandressan trading ship bringing non-combat golems and supplies to embattled Fort Wyndam, the river-sailors counterattack with a vengeance! With Fort Wyndam and the fate of the soldiers within hanging in the balance, the two leaders clash to determine who shall control the Roa Vizorr and the entire River Valley!



Captain Sarjhet

The Rebellion is attacking Fort Wyndam in a bid to gain control over the Upper River Vizorr and the entirety Grange Valley! Only one woman stands between the Rebels and total victory—Captain Sarjhet—and after her ships are sunk by black powder shells, only Sarjhet and her valorous crew can protect the fort from total destruction!

VS



Duke Skala

Having gained the knowledge that the Xandressans were ferrying a prototype of the new Atlantean command golem, Duke Skala had to break centuries old-truce and open fire upon their vessels! While earning the wrath of a Xandressan Captain is a dangerous choice, gaining control over the river valley would pave the way for Rebel victories for years to come!

The Story:

Scenario #1: Fire and Water

Suspecting that Captain Sarjhet is smuggling a new command Golem to the embattled garrison at Fort Wyndam, Duke Skala breaks a centuries-old tradition of neutrality with the Atlantean river-folk by opening fire on their vessels.

Duke Skala

Amidst a copse of trees overlooking the wide waters of the River Vizorr, a Dwarven messenger, nearly out of breath from his long run along the ridge, knelt respectfully before Duke Skala. "Milord Duke! Xandressan ships have been sighted down river. They are flying the Malia crest!"

Duke Skala grimly considered the news for a moment, and then gave his command. "Tell Bombardo to ready his men. I want a better performance from his gunners than they've been giving at Fort Wyndam!"

"Yes, milord!" The scout got to his feet, and hurried down the hillside to deliver his message.

"Are you still sure this is a wise course, sire?" Aven, the Duke's closest advisor, warily regarded his liege. For fifteen years Skala had been his pupil, but now, as one of the newly appointed leaders of the Khamsin Council of Merchants, Skala was Aven's commander rather than his student.

"You've read the same reports that I have. The information comes straight from Atlantis. Those Xandressans have always split hairs with their neutrality—and this is the final straw. While the river-families swore to never carry troops or weapons for any nation, if they succeed in carrying the 'harmless' Tezlacore Golem to Fort Wyndam, the Brass Commander will turn the battle in the Atlantean's favor."

Down below, the two of them grimly watched as Rebel cannon were moved into place. At Skala's hand signal, a rain of deadly fire would arc down upon the Xandressan ships, sinking the Atlantean's hopes of saving the garrison at Fort Wyndam. Then, his warriors could move supplies freely between Blackwyn's Northlands and the endangered Rebel city of Khamsin.

"With victory here," Skala concluded, "we will finally crush the Atlantean presence north of Caero. Then we can freely move supplies between Khamsin and Warlord Blackwyn's Northlanders."

"Yes," said Aven, "but in shelling the Xandressan traders, at what cost?"

Captain Sarjhet

Captain Sarjhet, scion of the Malia ship-family, rides the deck of her flagship, the *Wave Sprite*, as fire and battle rages around her. "Hard to starboard you sons-o'-Spawn! We'll not be drowning tonight!" Already the rain of deadly cannon-fire had punched gaping holes in her ship's side; it was only a matter of minutes before the doomed ship would sink entirely.

Her first officer, Boarder Lannon, waved frantically from the bow as the *Wave Sprite* turned for shore. "Captain, you're running us straight at the bank!"

"On my orders, Lannon! I'll not let these rebels sink us without a fight." The neutral Xandressan traders had been delivering a load non-combat Golems and cargo to the last of the upriver Atlantean garrisons when cannon and rifle fire had exploded from the western bank.

Duke Skala, the Warlord of Khamsin, had broken with the centuries old tradition of neutrality and ambushed Captain Sarjhet's Xandressan flotilla. Bombarded with black-powder weapons, her ships were quickly set aflame and sunk. Burning hulks of her slower ships already blocked the way downriver with a wall of fire.

"Listen up, crew!" The captain's shout cut through the sound of gunfire and snapping sails. "We'll meet their guns with blades and vengeance! Khamsin will pay for this! We will make them bleed for their treachery!"

Moments later, the *Wave Sprite* plowed into the river-bank, grinding to a halt in the thick river-mud. At her order, Xandressan battle-horns sounded for the first time in a hundred and fifty years. Sailors poured onto the river-bank, engaging the Rebel warriors in single-combat, taking the fight right into the Rebel positions.

"For Xandressa!" Sarjhet cried out. "Cut through them, and get behind their lines! Then we'll teach these cowardly Rebels the true meaning of fear!"

Background

Forced to ground their ship by cannon fire, Captain Sarjhet must lead her troops through the Rebel lines or risk capture by Duke Skala and the Rebel warriors of Khamsin!

Objective

The Rebels are to confront and destroy the enemy warriors before they can break through the Rebel lines. The Atlanteans must get as many warriors as they can through the enemy ranks.

Army Size

200 points; 2 actions per turn

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Setting the Scene

Players set up the terrain as per the battlefi eld map. No additional terrain is placed.

Special Rules

- 1) Any figure belonging to the Atlantean player that exits the battlefi eld on the south edge of the map is worth an additional 10 victory points.
- 2) Warriors may exit the battlefi eld according to the Mage Knight Conquest rules.
- 3) Warriors who exit may not return to the battlefi eld for the duration of the game, and they may not be brought back into play with Necromancy.
- 4) A warrior may not exit if he is being held captive. A warrior may exit if he is holding a captive. A captive who exited the battlefield is scored in the same way as if he were in your starting area at the end of the game.

Victory Conditions

The winner is the player with the highest victory point total. Score victory points as per the standard rules. The Atlantean player scores an extra ten victory points for any of their fi gures that exit off of the south side of the map.

Battlefield Map:

Terrain P represents deep-water terrain.

