






Burning Sails Scenario #2: Fire in Vantha

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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
LE		
	Tezlacore	Bombardo
PIN		
	Redemption Awards	Redemption Awards
LE		
	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 #2: Fire in Vantha

Swearing blood vengeance against Duke Skala, Captain Sarjhet begins cutting a bloody swath through the countryside, burning villages suspected of having sympathy for the Rebellion!

Captain Sarjhet

A village was gone. Its name was Vantha, and now nothing remained but for a quarter-mile wide ring of burnt timbers and drifting ash. Low flame and floating embers occasionally lit the night sky as the fires steadily guttered and died, but within the ruins of Vantha only the cautious tread of wary Rebel warriors disturbed the quiet night.

On the hill overlooking the destroyed township, Boarder Lannon crept up beside Captain Sarjhet, his face and neck streaked with soot. "I report, my Captain. I bring excellent news."

"What do you have for me?"

"Look closely my captain—we have them exactly where we want them." Moving slowly so as not to draw attention, Lannon pointed from his hiding place, marking the Dwarves and men skirting the burning ruins. "Just as the Tezlacore Golem predicted, Duke Skala has sent a sizable number of his soldiers to pursue us."

"Now, they have fallen into my trap," Sarjhet said with confidence, "and Fort Wyndam is safe for another couple of days. With the Rebel sympathizers driven off, and their township burned to the ground, this will make for a perfect graveyard for Duke Skala and his honorless dogs."

Duke Skala

"How can they do this, Aven?" Duke Skala turned to his old mentor for an answer to his horror. "Sarjhet has sworn her vengeance upon me specifically, but why put Vantha to the torch?" The old Demi-Magus sighed deeply as he looked at a man torn by inner doubts.

"My lord Duke, you have never understood that the nobility reflect the people they rule. This destruction..." Aven waved his hand towards the flickering flames, towards the fiery stench of Vantha. "This is Captain Sarjhet's vengeance against you. Those loyal to Khamsin and the Rebellion are to bleed. By destroying her family ship, you destroyed everything she had. Now she seeks to destroy what is dear to you."

Then a blast of fiery lighting lanced out of the darkness, blasting Aven to the ground! Cries of alarm rose throughout the Rebel ranks as Atlantean warriors rose up to attack!

"Aven!" Dropping to his knees, Skala leaned over his fallen advisor. "How badly are you hurt?!" A Leech Medic ran up to aid the old man, already digging through her pouches for leeches and bandages.

"Shut-up, boy." The old teacher smiled grimly past blood-flecked lips. "I'll live. Take the fight to the Atlanteans and complete your lesson. You have learned today that the necessity of Nobility serves the Public, and sometimes the Nobility has to make sacrifices for the larger good when it is unavoidably necessary." Aven coughed weakly. "Now go teach that Atlantean harlot that Rebels don't ever give up, and leave me to the healers."

Skala nodded. With that simple command, Skala rose and turned to the battle raging around him. Lightning and fire flashed from the woods, and rains of arrows whirred through the night. "For Khamsin!" he yelled. "Rebel warriors, follow me!"

Background

In attempt to draw the Rebel warriors attacking Fort Wyndam away from the battle, Captain Sarjhet begins attacking villages known to be sympathetic to the Rebel cause. While she allows ample time for the villagers to escape, the Tezlacore Golem's deduction that the burning of Vantha would create an ideal ambush spot becomes perfectly true.

Objective

Engage and destroy the enemy. The Atlantean side gets one free command roll at the beginning of their turn.

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 battlefield map. No additional terrain is placed.

Special Rules

1) The Atlantean player gets one free command roll at the beginning of their turn.

Victory Conditions

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

Battlefield Map:

Terrain Type E is considered blocking terrain.

Terrain Type C is considered to be hindering terrain.

