

Burning Sails

Scenario #4: Deals of Desperation

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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 #4: Deals of Desperation

Desperate, both Captain Sarjhet and Duke Skala must turn to outside help in order to help them defeat their dangerous adversaries. Time is running out for both sides, and a deal with the devil may be required to buy victory at an expensive cost.

Captain Sarjhet

"They will be coming with the dawn." The cloaked figure hissed out its words to Sarjhet, whispering through blackened teeth. "Remember our bargain, as a deal made with my employers should not be lightly forgotten." With those words, the figure stepped back and out of the Xandressan Captain's battle tent.

Boarder Lannon, Captain Sarjhet's first mate, visibly trembled with fear. "By Tezla and the Old Gods, what was that?" He looked to his captain for answers, unsure of what he had just witnessed.

"I swore an oath of vengeance, Lannon. Last night I swore to the old gods that I would have my vengeance. It seems that they were listening." The weary captain tossed back the last of the glass of strong wine she had been drinking. "That... thing has ensured that our family will be returned to our rightful place in the river-clans." She held up the strange sunburst medallion that the creature had given to her, and numbly watched it twirl on the end of its string.

"What is this, sister?" The Boarder looked intently at the medallion she held. "This is no symbol of Grandfather Wind or The Great River. What deal have you made?" Sarjhet gazed back at him, wearily, sadly.

"It is the symbol of hope, Lannon. Nothing else, save for a favor. A promise for later."

"A promise of what? I'm no windfinder, but I can tell something is wrong. What promise did you make?"

Captain Sarjhet smiled ruefully, and looked at the disc dangling from her hand. "I cannot tell you that, my sea-brother. I have been snared by a master fisher and I will never escape its coils. I have saved the family, and in the end that is all that matters. The Malia name will not vanish under the waves, and that is enough." Brightening slightly, Sarjhet pocketed the medallion and moved to her brother's side. "Come Lannon. I am still Captain, and I have bargained well for us to win this day. Let's prepare for the Duke's arrival, for Skala will come with the dawn."

Duke Skala

The brightly-attired merchant sat before Duke Skala, with a too-bright smile and eyes filled with an unnerving amount of confidence. "Milord Duke, I fully assure you... I am not interested in your political stance, nor in your blood feud with Captain Sarjhet. I am a merchant. My partners and I will assist you and assure you victory today over the Atlantean forces. We will deliver the resources you will need to defeat your enemy, and then ensure that the Rebel towns in the area are safe from the seawitches' vengeance.

Aven, leaned forward and whispered in his friend's ear, "Skala don't do this! The cost is too great! We will find some other way to defeat the Xandressans!"

Looking up Duke Skala smiled wearily his old mentor. "Like we were going to defeat them at Vizorr? In the hill country? At Vantha? No, Aven. No more belief, no more false hopes. I want a guarantee that we can win today and ensure that Fort Wyndam falls tomorrow."

"This is wrong."

"Wrong?" The Duke's face turned a rueful smile. "You have taught me too well, my friend. The Nobility serves the Public. That is what the Empire has forgotten. It is that tenet that will keep Khamsin strong and free from dominion. My arrogance has cost Khamsin dearly, and if I must pay a price to save the kingdom, then it is a price I am willing to pay." Turning toward his guest the Duke gazed upon him with eyes as cold as steel. "Give me the medallion, merchant. I agree to your terms."

"Bargained and done!" The merchant stood. Deftly, he handed the medallion to the noble, sealing the deal. "My partners and I will take no more than we need, milord Duke, but be sure to meet us on the southern ridge at dawn—and don't dare be late."

Watching the merchant disappear into the darkness, Aven spoke softly, "You have made a dark pact this night, my pupil. The Caeronn was more than what he said."

Standing and checking his pistols, Duke Skala looked up at the former Demi-Magus and smiled like a lion.

"Have no fear my old teacher. I will be no one's minion."

Background

Having made deals with the unknowable Solonavi, both Duke Skala and Captain Sarjhet are guided by powerful forces to a final, climactic battle. If Duke Skala wins, Fort Wyndam will fall within the day and the Rebels will control the province. If Captain Sarjhet can win the day, she will have her revenge upon Duke Skala and will ensure that Atlantean control over the river basin is maintained.

Objective

Engage and destroy the enemy.

Army Size

200 points; 2 actions per turn. Each player must have at least one figure from the Solonavi faction in his or her army. Solonavi figures from the Mage Knight Minions expansion may be used in order to satisfy the scenario requirement of each army containing at least one figure from the Solonavi faction.

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Setting the Scene

Terrain is placed according to the standard tournament rules.

Special Rules

- 1) If a player has all of their figures from the Solonavi faction eliminated, that player automatically loses 100 Victory Points at the end of the scenario.
- 2) In your Venue, if the Rebels won the Golems in the Mist scenario last week, then the Rebels captured the Tezlacore Brass Commander and the Rebel player gets one extra command roll at the beginning of each of their turns. If the Atlanteans won the Golems in the Mist scenario last week, then the Atlantean player gains one extra command roll at the beginning of each of their turns instead.
- 3) For this scenario, Solonavi figures may not be brought back into the game through the use of Necromancy.

Victory Conditions

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

+ Any player that has all of their figures from the Solonavi faction eliminated automatically loses 100 Victory Points at the end of the scenario.

Battlefield Map: