


The Battle for Stonekeep!

Scenario #3: South Pass Tower

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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		
	Amotep Norda	Enderek os Fena
PIN		
	Redemption Awards	Redemption Awards
LE		
	Sir Mishler	Searle of Congers



The Background :

When the unstoppable armies of the Knights Immortal lay siege to the ancient border fortress of Stonekeep, the capable warriors of the Elemental League must defend their homeland at all costs! It is a battle between the High Elves and the Forest Elves and all the allies each can muster, and the price of failure is nothing less than death!



Sir Mishler

As the armies of the Necropolis Sect battle their way south into Elemental League territory, the Knights Immortal charge the trusted Sir Mishler with the task of retaking Stonekeep. Mishler knows it is critical that the High Elves regain control of the castle to protect his homeland from invasion in the months ahead!

VS



Searle of Congress Commander Searle knows she must successfully defend Stonekeep against the Knights Immortal armies. If she fails to stop the High Elven armies at South Pass, the League will be forced into a two-front war, and the Forest Elves will be in danger of losing their ancestral homelands. She must not fail!

The Story:

Scenario #3: South Pass Tower

The Elementals must defeat the Knights Immortal at South Pass Tower in order to buy time for their wounded to be moved down the mountainside to safety..

Commander Searle

Commander Searle hurriedly tore the piece of fabric into long strip and began strapping the wounded Elf's leg to his scabbard. The man on her makeshift surgeon's table had suffered a severe fracture while eluding the Knights Immortal's advance war parties, and he was going to be one of the first sent back to Stonekeep. The Centaur Medic would let the other healers attend to his leg—her Priestesses already had their hands full with more severe injuries. The medicine she had given the Elf had already dulled most of the pain, and he would soon lapse into a light sleep.

The wave of Knights Immortal troops had pushed the Elementals back to South Pass Tower, an ancient structure within an hour's trot of Stonekeep. Commander Searle planned to make a stand here so the wounded could be moved safely down the mountain. She needed only to hold out for an hour or two, just long enough to get everyone inside and the gates closed. But if her warriors fell to the Knights ... the consequences could be disastrous.

"They just plowed through us," the Elf muttered, his mind clouded by pain and the potent drugs. "How are we going to stop them?"

"We will," Searle said, tying the knots more tightly around his leg. "We've got the Trolls. We've got the Faeries. We've got some of the best Elemental Priests and Mending Priestesses in the Wylden. If we work together and choose our targets, we can knock them down like rotting trees in a summer storm. It's what the League has always done. We fight together, and we're the stronger for it."

The young Elf nodded, his eyes starting to drift closed. "Commander?" he asked drowsily

"Yes?"

"I just wanted you to know ... that it's an honor to fight for you. My brother fought with your grandfather, Pike, when the League took Stonekeep from the Knights Immortal fifty years ago. Pike ... never left his wounded behind either."

Searle smiled. "I never met my grandfather," she said. "But from the stories I've heard, he was a true hero. It's good to know we have that in common." The Elf's eyes closed, and he drifted off to sleep. At her gesture, two soldiers loaded him onto the back of the wagon that was transporting the first load of wounded to Stonekeep.

"Commander Searle!" a voice called. The Centaur turned to see a Mending Priestess rushing over to her. "The Knights Immortal are preparing to attack!"

"All right," she acknowledged. "Give the order to form up ranks. Let's teach those high-borns a few lessons about trespassing on Elemental land!"

Sir Mishler

A Shieldwall Knight dashed up to the commander, his heavy steel shield held at the ready. "Sir Mishler, preparations are in place for the assault on South Pass Tower," he reported. "The Elementals are moving their wounded down to Stonekeep, and a sizable force is staying behind to cover their retreat. The Elementals mean to face us here, on open ground."

Mishler rubbed his chin. "I expected this from the Elementals," he said. "After we pushed them back this morning, I figured they would stop and face us at some point. What is the status of our invasion force?"

"The main army is still half a day behind us," the Knight said. "But our advance troops are already here."

"Good. Let's take the fight to the Elementals so they don't have time to think about how large our main army might be. Are your warriors assembled?"

"Yes, commander."

"Then send in a few warbands of advance warriors to crush the Elementals," Mishler ordered. "I want that tower in our possession by nightfall, and the road on the far side sealed against scouts and skirmishers. We'll camp here for the night and begin our attack on Stonekeep at first light."

"Upon my honor, it will be done," the Knight said, bowing.

"One more thing. If your troops come across any of the enemy commanders, I want them brought back to my camp. When we take Stonekeep, we'll need to know about any modifications the Elementals have made to the keep over the past few decades."

"Understood. What do you want done with the regular troops, commander?"

Mishler scanned the meadow, noting the Trolls, Centaurs and Elves beginning to line up on the far side of the clearing. "Kill them where they stand," he said flatly.

Background

As the armies of the Knights Immortal begin the long march toward Stonekeep, crushing everything they encounter, the Elemental League tries to hold off the High Elves long enough to move their wounded within the walls of Stonekeep. If the Knights Immortal can be stopped here, even for a few hours, the Elementals may keep the High Elves from ever reaching Stonekeep!

Objective

Confront and destroy the enemy.

Army Size

300 points, 3 actions per turn. Each player's army must contain at least 100 points from either the Knights Immortal faction or the Elemental League faction. No player's army may contain both Knights Immortal and Elemental League warriors.

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 items or Castle pieces are placed.

Victory Conditions

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

Battlefield Map

