

The Road to Prieska Scenario #1: A Taste for War

[The Prizes](#) * [The Background](#) * [The Story](#) * [The Map](#) * [Rules](#)

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
L E		
	Mirage	Rattleback
P I N		
	Redemption Awards	Redemption Awards
L E		
	Sir Corinth	Crox



The Background :

The Orcs are headed to plunder Prieska, and its up to Sir Corinth and the Whitepeak Regiment to stop them! Crox and his Wolfskull Scouts must keep their precious Galeshi scouts safe from Corinth and the Knights Immortal if they want to get through the Blasted Lands alive.



Sir Corinth, Shieldwall Knight

Sir Corinth, leader of the Knights Immortal's Whitepeak Regiment, has been dispatched to the Blasted Lands by the High Elven Council. Upon arriving in the wasteland, he discovers Kzar Nabar's massive Orc Raider warhost heading directly for the Atlantean kingdom of Prieska. Riding with only a small scouting patrol, Sir Corinth is forced to eliminate the Galeshi scouts that lead the Raiders—or risk losing a horde of Orcs upon the unprepared peoples of Prieska!

VS



Crox, Crusher

Kzar Nabar, the new leader of the Orc Raider tribes, has issued his invasion decree: Prieska must fall! Guided by his Galeshi Desertwalkers, his massive Orc army makes its way through the Blasted Lands toward plunder, terror, and conquest! To ensure the safety of his army and his precious scouts, Kzar Nabar dispatches Crox and his Wolfskull Orcs to eliminate a troop of High Elves before they can interfere with his plans. Crox must succeed—or the Guild may be able to muster the armies of Prieska in time.

The Story:

Scenario #1: A Taste for War

Sir Corinth, Shieldwall Knight Knights Immortal

"Sir, the Squire has returned," Perreldor reported. "He says there are thousands of Orcs marching south just a few miles from here. They are being guided through the wastelands by Galeshi scouts."

Sir Corinth surveyed the High Elves under his command. A score—twenty soldiers—were all he'd brought for this month-long scouting mission through the Blasted Lands. The High Elven Council could not have known that an army of Orc Raiders would be marching through the broken foothills, or that Corinth's Whitepeak Regiment would be all that stood between the Raiders and the unprotected lands of Prieska to the south.

"Dispatch our fastest rider," Corinth ordered. "One warrior, straight to the Prieskan capital of Alrisar. We must warn them that an Orc army marches toward their northern border." His second-in-command nodded and bolted from his captain's side to ready the messenger.

Corinth's men were among the elite of Rivvenheim. The Whitepeak Regiment, formed of warriors who had studied together in the temples for two full centuries, had trained for a hundred scenarios in which they were outnumbered—but nothing like this. The Orcs had to be stopped, or at least slowed, even if it cost him and his men their lives. If the Orcs arrived in Prieska before the Knights Immortal and the Atlantis Guild achieved their secret goal, everything the High Elven Council had been working toward would be lost.

Sir Corinth turned to address the rest of his troops. "Prepare to engage the Orcs," he announced. "I want these Galeshi scouts captured or killed. If their pathfinders are eliminated, perhaps the Orcs will become bogged down in this maze of stone and dust long enough for Prieska to prepare its defenses." His soldiers acknowledged his order and began to ready themselves for the attack.

Crox, Crusher Orc Raiders

Crox adjusted his massive iron shoulder plates and hefted his twenty-pound mace onto his shoulder. In the valley behind him, he could hear the Clurch drummers beating out their messages, calling the two hundred Orc tribes to ready themselves for the afternoon march. Thousands of Orcs rose to their feet throughout the wide valley, and long chains of manacled, squealing Goblins began to drag the sled-carts of provisions through the endless stretches of sand.

The towering leader of the Orc Raider army, Kzar Nabar, turned to Crox. "Your Wolfskulls must clear all threats before us," he rumbled. "Mage Spawn, Atlanteans, Rebels—everyone and everything that could delay our victory in Prieska!"

"Yes, Kzar," Crox said, bowing his head obediently. Nabar's wrath was rapidly becoming legendary, and failure to follow his orders often resulted in death—or worse. All of Crox's warriors were adorned with a giant red tattoo: a bloody wolf's paw print. It was the symbol of the elite Wolfskulls, and all in Kzar Nabar's army feared the Wolfskulls' lethal bows and deadly knives.

"My Wolfskulls will crush everything in our way," he growled. "Your Galeshi will be kept safe from harm, and your army shall remain unopposed!" He brought his mace crashing down onto a boulder beside him. "We will destroy those before you, and leave their corpses in your path for your army to trample into dust!"

Background

Sir Corinth's small cadre of Knights Immortal are riding north to investigate their Squire's report of an Orc army. As the Whitepeak Regiment rides north, the Wolfskulls, led by the Orc Crusher Crox, head south. The two elite squads encounter each other deep within the magic-ravaged terrain of the Blasted Lands.

Objective

Each opponent is trying to defeat the other.

Army Size

Two-player game; 200 points per player. Single-dial figures only, with no Titans allowed. Player 1 represents the Orc Raiders. Player 2 represents the Knights Immortal.

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Setting the Scene

Set up terrain per the *Mage Knight Unlimited* rules. Castle pieces are not used in this scenario.

Special Rules

The Knights Immortal player must have at least one figure from the Knights Immortal faction in his or her army. The Orc Raiders player must have at least one figure from the Orc Raiders faction in his or her army.

Victory Conditions

Use the standard *Mage Knight Unlimited* victory conditions.

Battlefield Map:

