

The Road to Prieska Scenario #2: Dark of Night

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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	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 it's 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 #2: Dark of Night

Sir Corinth, Shieldwall Knight Knights Immortal

Sir Corinth felt the cool, soothing touch of his healer's hands. The Orc leader's massive mace had hit him squarely in the back, nearly snapping him in two. Luckily, Corinth's enchanted armor had deflected most of the titanic blow, and all he had to show for it now was a deep bruise. In moments, due to the administrations of his healer, even that would be gone.

"I am beyond thankful that you have accompanied us, Twyren," he said sincerely. "Were it not for your arts, I think this battle might already have been lost." Corinth sat up on his bedroll and gingerly tested his sore muscles as the female Elf began to repack her satchel of bandages and herbs.

She smiled down at her captain. "It is my honor to assist in a task as important as this one," she said quietly. "But if you will excuse me, there are others who are wounded." Corinth nodded his permission and watched her walk toward his other injured Knights. Having Twyren available to heal his troops was an excellent boon, but he wished he had something more proactive in his arsenal, something that would put a stop to the Orc forces. Like an entire army of cavalry and Paladins at his command. Or the spirits of the Heiramman gods to answer his call and smite these chaotic Raiders.

"Perreldor, come here!" Corinth called to his lieutenant. The Elf-at-Arms trotted over obediently, scarcely showing any strain from the long day of battle. "Take a small number of warriors and discover where the Galeshi are camped," Corinth ordered. "Eliminate as many of the scouts as you can, and get away safely."

The Elf-at-Arms nodded. "It will be dangerous, sir," he said. "But I will do it, or die trying. For Rivvenheim."

"For Rivvenheim," Corinth replied, inwardly hoping he wasn't sending his soldiers to a meaningless death.

Crox, Crusher Orc Raiders

Crox scraped the last of the dried Elven blood off the head of his mace and tossed the weapon onto the ground in disgust. The day's battle had been brutal, and he'd lost a handful of lesser warriors to the High Elven attack. But warriors could be replaced, and his dead could be avenged, especially because he felt sure that the Knights Immortal would be back. He knew that they would do everything they could to keep Nabar's army from crossing out of the Blasted Lands into the greenlands of Prieska. And Crox knew that the key to escaping the Blasted Lands alive meant protecting the Galeshi scouts, the human sand-walkers leading Nabar's army through the maze of hills and valleys that marked the western border of the Mage Spawn-haunted wasteland. The Galeshi had to be protected at all costs, and failure would mean a fate worse than death.

After the battle with the Elves this afternoon, Crox had carefully backtracked north until he'd met up with the army's advancing Galeshi scouts. There were but four of the desert warriors, one for each of his stubby fingers. That night, the Wolfskulls would camp near the valuable warriors to safeguard their lives with their own. But for now, he ordered a group of frightened Goblins to bring Crox's warriors all the food and wine they wanted from the camp-kitchens, without so much as a squeak of protest.

Now, they would eat; tonight, they would fight—and kill!

Background

After a brief period of scouting, the High Elves manage to locate the Galeshi campsite. Hoping to ambush the Orcs as they sleep, Perreldor must attempt to capture or kill as many Galeshi as he can.

Objective

Engage and eliminate the enemy forces.

Army Size

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

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Setting the Scene

The terrain pieces on the map represent Orc tents and equipment. Do not set up any additional terrain.

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, as well as one figure with the word "Galeshi" in its name.

Victory Conditions

Use the standard *Mage Knight Unlimited* victory conditions.

Battlefield Map: