

The Road to Prieska Scenario #3: Fresh Meat

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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
LE		
	Mirage	Rattleback
PIN		
	Redemption Awards	Redemption Awards
LE		
	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 #3: Fresh Meat

Sir Corinth, Shieldwall Knight Knights Immortal

"Yes, Perreldor?" Sir Corinth inquired. "What do you have to report?"

"Captain, our sentries are reporting sightings of Mage Spawn traveling in the wake of the Orc army," the Elf-at-Arms said. "They say that many of the monsters are strange beasts that haven't been seen before."

"Give the order not to attack the Spawn—save in self-defense." Corinth looked down at the ancient map in his hands, trying to make out their current position in the rocky desert. "For generations,

the scribes of Rivvenheim have sought to identify all the mutations and abominations in the Blasted Lands, and every decade new monsters rise up out of this wasteland.”

“What do you want us to do?” Perreldor asked.

Corinth set down the map and took a deep draught from his mug of hot tea. “Let’s see if we can use the Mage Spawn to our advantage,” he suggested. “Maybe they can give us what we need to stop these Wolfskulls in their tracks—and pave the way to us capturing or killing their valuable Galeshi scouts.”

Crox, Crusher Orc Raiders

Crox always enjoyed mornings. First light meant he got to wake up any Wolfskulls who were slow to rise. Crox hated lazy Orcs, but he enjoyed the rapt attention that the slow ones gave him for the rest of the day. Goblins were even better; he especially loved the whimpers they gave every time he shot them a nasty look.

After his ritual waking ceremony was completed, and the Barbers had finished healing the Wolfskulls he had injured, Crox sent his troops marching south again. From what the Galeshi scouts had indicated, Nabar’s army would reach Prieska in just a few days, and then they would fan out across the countryside, pillaging and burning the Atlantean territory as they pleased. The food stores in the sand-carts were growing low, and the lack of good meat was making many of the Orc warriors dangerously irritable.

Today Crox wanted to finish off the pointy-eared dogs nipping at his heels. He wanted their skulls as trophies to hand to Kzar Nabar in order to prove his worth and loyalty to his leader’s cause. He smiled; perhaps he’d rename his warband the Elfskulls once his army arrived in Prieska, to represent his strength and courage.

Just then, a lumbering Half-Troll bellowed from up ahead, pointing just over the edge of the trail. Coming up alongside the massive warrior, Crox followed the monstrous beast’s gaze down to a narrow cut in the stone a few hundred yards away. One sniff of his massive nostrils brought the smell of fresh horsemeat and the putrid stink of Elf and steel. Beside him, the gargantuan Half-Troll licked its chops greedily.

Crox laughed, an enormous roar, and smashed his mace on the rocks nearby. “The Elves are this way!” he shouted. “Follow and kill them all! For the glory of the Wolfskulls!” The entire Orc troop bellowed the Wolfskulls’ rallying cry and charged en masse toward the enemy camp.

Background

In their berserk rage to end the Knights Immortal’s harassment of their warhost, the Orcs charge directly into a High Elven trap. Earlier that morning, Corinth’s men lured a large group of roaming Mage Spawn into a narrow, dead-end ravine. After slaughtering them and spreading out the carcasses to produce the maximum scent, they retired to their hiding places and waited for the Orcs to take the bait.

Objective

Engage and eliminate the enemy forces.

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

Players may set up only hindering terrain. Consider D and K terrain pieces to be blocking 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.

Victory Conditions

Use the standard *Age of Sigmar* victory conditions.

Battlefield Map:

