

# The Road to Prieska

## Scenario #4: Scouring Sands

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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:

|            |   |  |
|------------|---|--|
|            | <b>Champion Awards</b>  | <b>Valor Awards</b>  |
| <b>LE</b>  |    |    |
|            | <b>Mirage</b>   | <b>Rattleback</b>  |
| <b>PIN</b> |  |  |
|            | <b>Redemption Awards</b>  | <b>Redemption Awards</b>   |
| <b>LE</b>  |  |  |
|            | <b>Sir Corinth</b>  | <b>Crox</b>  |



## 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 #4: Scouring Sands**

#### **Sir Corinth, Shieldwall Knight Knights Immortal**

The green lands of Prieska were only three days' march away. As far as Corinth could determine from his map, the Blasted Lands began to open up beyond the next pass, at which time the Galeshi scouts would no longer be needed. That meant the Galeshi had to die—now.

But with the Galeshi marching at the head of Kzar Nabar's army, surrounded by a protective vanguard of Wolfskulls, it would be nearly impossible to get in, make the kill, and get out alive. If the High Elves could take out the scouts in the next couple of hours, however, the Orcs might never find the pass. They might be trapped in the Blasted Lands for days—or, if Corinth and the people of Prieska were lucky, even weeks.

Strolling around the small encampment, Corinth took stock of what he had left for the next battle. He'd lost a few good Knights and old friends, but for the most part, the Heiramman gods had been on his side. As long as Twyren stayed safe, she could heal any and all wounds, given time and some devout prayer.

Perreldor approached him, pointing to the encroaching clouds to the southwest. "Sir Corinth, a storm is coming," he said. "I think a sandstorm."

Corinth whispered a prayer of thanks to the gods. "How big a sandstorm?" he asked.

"Big enough to blot out the sky to the south."

Corinth smiled like a madman. "Give the order to break camp," he commanded. "We're going to use this stroke of fate to cut down the Wolfskulls and the Galeshi with one blow."

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## **Crox, Crusher Orc Raiders**

The winds were rising in the southwest, and the stiff breeze was starting to kick up swirls of dust and sand. Crox peered at the distant clouds, trying to see if they bore rain or lightning. But a few seconds later, when the first whining wail of wind nearly knocked him off his feet, he knew what was coming, the thing he'd been dreading the entire journey, more than Mage Spawn or Elves: A sandstorm, blinding and choking, strong enough to confuse and scatter the two hundred Orc tribes following Kzar Nabar to Prieska.

Before he lost the ability to communicate with his Wolfskulls, Crox ordered them to move in tighter around the Galeshi scouts and protect them with their lives. His Orcs and Goblins acknowledged the order, but they were mesmerized by the thousand-foot-high wave of dust, sand, and rock that was rising from the south. The wind whipped up biting sand, stinging Crox's eyes and face. Drawing his sword, he scanned the charging clouds, wondering where and when the High Elves would make their attack.

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## **Background**

A raging sandstorm washes across the Orc army, providing the perfect opportunity for Sir Corinth and his Knights Immortal to take out the Galeshi scouts. The scouts, native to desert country, wrap their scarves around their faces and settle in to wait out the storm, not knowing that their fates are borne on the harsh winds. The blinding, stinging sand will hinder both forces as they decide the fate of the Whitepeak Regiment, the Wolfskulls, and the nation of Prieska once and for all!

## **Objective**

Capture the Galeshi scouts. 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**

Set up terrain per the **Mage Knight Unlimited** rules. Castle pieces are not used in this scenario. Place three figures in the center of the battlefield. These figures represent the Galeshi scouts. These figures do not cost the Orc Raiders player any points; they are merely the objective of this scenario.

## **Special Rules**

1. 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.
2. Due to the whipping winds, Flight may not be used in this scenario.

3. Consider every character to have Limited Invisibility due to the sandstorm.
4. The Galeshi scouts may not be attacked. They can only be captured. These pieces may not be given actions of any kind.

**Victory Conditions**

1. Use the standard *Mage Knight Unlimited* victory conditions.
2. Add 20 points to each figure (for the figure's controlling player) in base contact with a Galeshi scout.

**Battlefield Map:**

