






Dark Omens Scenario #2: Flash Flood

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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		
	Stilleto	Splinter
PIN		
	Redemption Awards	Redemption Awards
LE		
	Wolfwitch	Torg Boneknitter



The Background :

Wolfwitch and Torg Boneknitter clash in the Blasted Lands in the name of two of the strongest Factions in the Land! Only one warlord will survive to conquer the haunted land and unearth the truth behind the dreams of awesome power emanating from the western deserts!



Wolfwitch, Sect Sorceress

The Dark Prophet has divined a hidden cache of ancient artifacts in the heart of the Blasted Lands, and it is up to Wolfwitch to claim the treasure in the name of the Necropolis Sect! Shown the path to the hidden location by visions of dark prophecy, Wolfwitch must reach the heart of the Blasted Lands before her adversary Torg Boneknitter—at any cost!

VS



Torg Boneknitter

Prophet-Priest Tremelen, leader of the Elemental League, has sensed a great power rising in the distant western deserts of the Blasted Lands. The Prophet-Priest orders the Medicine Troll Torg Boneknitter and his veteran warriors to travel to the Blasted Lands and prevent the Necropolis Sect from unleashing evil across the Land!

The Story:

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Wolfwitch, Sect Sorceress Necropolis Sect

Spying on their pursuers from high atop a rocky crag, the two Necropolis Sect Elves watched the ragtag assortment of Elves, Trolls and Faeries cross the broken lands below.

"My apologies, witch," lamented the assassin. "I've tried every trick I know, and yet they keep hounding us."

Wolfwitch patted Stiletto's shoulder condescendingly. "It's not you, Stiletto," she said. "The Troll has a scout who is a master of his art. That, and Torg can probably sense my magics in much the same way I sense his own."

"So what are we to do?" asked Stiletto.

The sorceress gestured in the direction the Elves were heading. "We can't search for the trove until we deal with the Elementals," she said decisively. "Up ahead on the path is a gully maze that might suit our purposes. Carved by the winter rains, it should be a perfect place to ambush and tear apart these forest-lovers. Once these fools are dealt with, we can continue our search for our prize unhindered."

Torg Boneknitter, Medicine Troll Elemental League

"Splinter, behind you!" came the cry of warning. Spinning with unbelievable speed, the Thorn Maiden extended her arm and fired a barrage of thorny darts at her attacker. Dodging to one side, the Skeleton charged. The plant woman dropped to one knee and thrust out her arms, shaping them into spear-sharp points. Unable to halt its momentum, the Skeleton impaled itself on Splinter's arms, dying with a rattle. Again.

"Torg, these things have been stalking us ever since we crossed the river," the dryad complained, pushing the skeleton off her arms. "I don't know how many more I can dispatch."

"This has to be the last of them," Torg assured her. With a heavy foot, the Troll stomped the Skeleton into powder.

Just at the lip of the rise, Torg's scout, Bright Eyes, appeared, beckoning him. Moments later, the Medicine Troll gazed upon the most broken piece of land he'd ever seen. Deep channels were carved into the earth, and bridges no more than a few feet wide spanned the gorges between them. On the far side of this desolate landscape the Sect forces waited, challenging them wordlessly to battle on this unstable ground.

"They want a fight, then? They think to trap us here?" Torg muttered, raising his hands to the sky. "This place was carved by rain. Let's see how they like a taste of nature's fury!"

Torg closed his eyes and concentrated. Almost immediately, the air was filled with the smell of rain and ozone. Then, in the distance, thunder boomed and rolled from the summoned storm.

"Today, witch," he said with a toothy smile, "we play by my rules."

Background

The Wolfwitch chooses to confront the Elemental League forces within a network of dry canyons in the Blasted Lands. Torg Boneknitter must repel the Sect attack and inflict as much damage as he can as quickly as possible. Summoning a brutal storm, the Troll watches the gullies fill, the pounding rain reducing visibility for both sides drastically.

Objective

Engage and eliminate the enemy forces.

Army Size

2-player game, 200 points per player. Single-dial figures only. Player 1 is the Elemental League player. Player 2 is the Necropolis Sect player.

Rule Set

Mage Knight Unlimited

Time Limit

50 minutes

Preparing the Battlefield

No additional terrain pieces or castle pieces are placed in this scenario. Each player's army must fit

within their starting area.
The battlefield is 24" by 36".

Special Rules

- 1) The Elemental League player must have at least one figure from the Elemental League Faction in his army. The Necropolis Sect player must have at least one figure from the Necropolis Sect Faction in his army.
- 2) Treat the battlefield as shallow water.
- 3) Range values greater than 6" are considered to be 6".

Victory Conditions

Use the standard *Age Knight Unlimited* victory conditions.

Battlefield Map:

