

Blood Falls Scenario #1: The Raid

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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		
	Ironstave	Shi-Ava
P I N		
	Redemption Awards	Redemption Awards
L E		
	Syrsi	Lark



The Background :

The Necropolis Sect makes a push to conquer a section of Elemental League territory along the Roa Sanguine, and it is up to the Faerie warriors of the Land to stop them!



Necropolis Sect Syrsi, Succubus

Moving thousands of troops down the length of the Roa Sanguine is a key part of the Necropolis Sect's plan to conquer the heartland, and Syrsi is key if the Dark Prophet's plan is to succeed. If the wicked Syrsi can strike the Faerie defenders from the picture, she will instigate a plan that may well lead to the invasion of the Wylden Plateau!

VS



Elemental League Lark, Forest Nymph

The red-hued waterfalls along the Roa Sanguine have long marked the boundaries of Faerie. But when the Necropolis Sect sends in a warband to eradicate Lark's kin from the region, she will need to use all her tricks to win this desperate fight and save her homeland from destruction!

The Story:

Scenario #1: The Raid!

Scouts and assassins, sent by their masters in the Necropolis Sect, sneak into the Wylden woods. Warriors allied with the Elemental League rally to stop these invaders in order to preserve the Land from harm. It will be a battle amid the trees and streams along the banks of the Roa Sanguine, and only the strong shall prevail in this bloody battle. Choose your side, and fight for victory!

Background: Week One of June's Campaign will be conducted using the Sealed Box format. Each player builds a 200-point army using figures taken from his or her boosters.

Objective

Each player aims to defeat the other.

Army Size

Two-player game; 200 points per player.

Rule Set

Mage Knight: *Unlimited*

Time Limit

50 minutes

Setting the Scene

No hindering or water terrain may be placed.

Victory Conditions

Use the standard **Mage Knight:** *Unlimited* victory conditions.