

Blood Falls

Scenario #2: Crossing the Border

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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:

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Syrsi, Succubus

Night, in the Wylden. The moonlight filtering through the thick branches turned the forest into a maze of brilliant luminescence and deadly shadow. Skulking from tree to tree, Syrsi scanned the darkness for Faerie scouts, well aware that she was probably already being watched by the enemy. Crossing the ruddy waters of the Roa Sanguine into Elemental territory had been easy, but navigating the maze of forest paths and engaging the Faerie defenders was going to be the real challenge.

Just a day's drift upstream lay the Necropolis Sect's makeshift fleet of rafts and riverboats, constructed in the space of a few short weeks to carry a host of armies downstream to the Galtor and Kaiten river valleys. While defeating the Faerie warriors defending this section of the Roa Sanguine was virtually guaranteed, every day that the Faerie managed to delay the portage of Sect rafts and boats would be another day that the lowlanders would have to prepare their defenses.

The Sect had to be quick if they were going to turn the Wylden into a killing ground, and the Dark Prophet was depending on the Succubus to eliminate as many of the Faerie warriors as possible.

Up ahead, Syrsi noted a small space in the trees marked with a circle of luminescent mushrooms and patches of silvery moonlight. Her keen senses caught the sight of something moving on one of the branches, gliding into a dark shadow with lithe steps. Motioning her warriors to ready themselves for battle, Syrsi prepared herself to attack.

Lark, Forest Nymph

In the distance, Lark could hear the barely perceptible roar of the waterfalls that marked the northern border of League territory. Again, she sniffed the night air for any trace of intruders, trying not to let the sweet scent of a patch of moon lilies distract her from her search. The nightbirds had ceased their singing a half-hour beforehand, disturbed by something in the trees. Having grown up in the northern Wylden, even in moonlight these lands were as familiar to her as her home village, and the paths leading from grove to grove were as easy to navigate as the garden paths back home.

Lark's keen ears caught something coming from the direction of the red river. Closing her eyes, the Faerie quickly channeled the energies of the Land into her body, using the power to temporarily transform herself and her weapons to human size. Standing up on her branch, she lithely moved herself into shadow, noting the warband of Sect warriors approaching her glade.

Below her, one of the half-dozen Faerie warriors in her troop nocked an arrow to his bow, drew back the string, and targeted the winged female leading the intruders. Lark whistled her approval, and then watched as his arrow flew toward the target with deadly force!

Background

As Syrsi's scouts probe the area surrounding the Roa Sanguine, they encounter a garrison unit under the command of the Forest Nymph Lark. The battlefield is a tangle of low undergrowth that impedes mobility

Objective

Each player aims to defeat all other players.

Army Size

Two-player game; 200 points per player. Titans and multidialed figures are not allowed. Before the scenario begins, the players determine who will play the Necropolis Sect and who will play the Elemental League. Players represent the same faction throughout the scenarios in this Campaign. The Necropolis Sect player must have at least one figure from the Necropolis Sect in his or her army. The Elemental League player must have at least one figure from the Elemental League in his or her army.

Rule Set

Mage Knight: *Unlimited*

Time Limit

60 minutes

Preparing the Battlefield

Each player places two pieces of terrain according to standard terrain-placement rules. The Necropolis Sect player is the first player.

Special Rules

Due to the brambles, tangles, and briars in the battle area, any figure that makes a free spin takes 1 click of damage. Figures that change their facing by other means are not affected by this special rule.

Victory Conditions

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

Battlefield Map

