

# Blood Falls

## Scenario #3: Battle of Hunter's Stead

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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>L E</b>		
	<b>Ironstave</b>	<b>Shi-Ava</b>
<b>P I N</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>L E</b>		
	<b>Syrsi</b>	<b>Lark</b>



## 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 #3: Battle of Hunter's Stead**

#### **Syrsi, Succubus**

Syrsi watched as the warriors of the Bone Legion quickly disembarked from the many boats that had brought them from the Sect, her pulse pounding in her throat as the small army quickly assembled on the southern bank of the Roa Sanguine. For seven days, Syrsi had fought the Elemental defenders, and warriors on both sides had died. Now, as a reward for her service, the Dark Prophet had sent her the Bone Legion, and she would use it to crush the sizable Elemental warforce being assembled to the south.

Along with her army and promotion to command, Syrsi had received two specific orders from the Dark Prophet. The first was to protect the rear flank of the Sect armies being sent to Fairhaven, Duncastor, and even the fabled Darthion castle far to the south. The second was to ensure that the forests did not burn during her battles, as he fully intended to use their bountiful resources in the wars to come. From what she could infer, the Dark Prophet intended to cut off the Wylden from all

outside aid, and then would mercilessly march the Sect's armies to the Elemental capital of Roanne Valle and destroy it—and with it the League—by summer's end.

She grinned hungrily, her tiny pointed fangs showing within her smile. Before her, the Bone Legion had assembled, and were awaiting command.

*Her command.*

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### **Lark, Forest Nymph**

Lark and her warriors had managed to hold out against the Sect for three days before the Succubus had broken the Faerie lines. Now, driven from the waters of the Roa Sanguine by a contingent of zombies and Sect Elves, Lark had to call for help against the invaders—and within days, help had arrived.

In the Elven village of Hunter's Stead, its main lodge-house converted into a temporary headquarters for League commanders, hundreds of Faerie, Centaurs, and Forest Trolls drilled and prepared for the battle to come. Even a contingent of slow-minded Wild Mountain Trolls had arrived, putting aside their traditional hatred of their Forest Troll cousins for the greater good of the Land. Everyone present knew that the Sect warriors had to be stopped, and whatever plan they were trying to put into place had to be negated before it was too late.

Then from the north came a sound that made every warrior stop and turn. Just barely audible, the sound reverberated through the trees, and made the earth tremble beneath Lark's feet. Sect Elf drums.

The drums of war.

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### **Background**

Aware of a large group of Elemental League forces, the Necropolis Sect brings in the dreaded Bone Legion to secure the area. Meanwhile, Lark's garrison has sent for reinforcements as well. The two large forces collide in the relatively open terrain of a farmstead in the Sanguine valley.

### **Objective**

Each player aims to defeat all other players.

### **Army Size**

Two-player game; 1,200 points per player. Titans, multidialed figures, and castle pieces are not allowed. One player represents the Necropolis Sect. The other represents the Elemental League.

### **Rule Set**

**Mage Knight:** *Unlimited*

### **Time Limit**

60 minutes

### **Preparing the Battlefield**

Place the terrain pieces per the map. No additional terrain is placed. The Necropolis Sect player is the first player.

### **Victory Conditions**

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

### **Battlefield Map**

