







The Sack of Prieska 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		
	Sunhawk	Shagratha
P I N		
	Redemption Awards	Redemption Awards
L E		
	Thunder	Lord Dragoneye



The Background :

Orc Raiders, armed with black powder weapons given to them by their Galeshi Rebel allies, invade the Atlantean country of Prieska. The Knights Immortal intervene, adding units with High Elven sorcery to the Atlanteans' Technomantic weapons in order to crush the Orc Raiders tide!



Orc Raiders Thunder, Orc Blaster

Assigned by the leader of the Orc Raiders army, Kzar Nabar, to lead key missions in the siege and sack of Alrisar, Thunder spearheads the fight against the Knights Immortal and the Atlantis Guild. While the majority of the Orc army loots and burns everything they find, it's up to Thunder to ensure that Kzar Nabar's plans to conquer Prieska succeed!

VS



Knights Immortal Lord Dragoneye, Magestone Knight

Armed with centuries of battle training and a suit of newly forged Technomantic machine-armor, Lord Dragoneye stands against the strength of the Orc Raider tide, ready to defend Prieska from the advancing army. With Atlantis' armies poised to conquer the Rebel province of Khamsin, it is up to Lord Dragoneye and his army to destroy the Orc invaders!

The Story:

Scenario #1: The Raid!

Advance parties from the Orc Raiders army have invaded an Atlantean trading city on the northern border of Prieska. Warriors, traders, and wizards from a variety of factions ready their weapons and spells and prepare to fight for the city's destiny. As the taverns empty, and the Atlantean garrisons pour into the streets, only the prescient Oracles of Rokos know who will hold the city when night falls.

Background: Week One of May'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.