

# The Sack of Prieska

## Scenario #2: Crossing the Border

[The Prizes](#) \* [The Background](#) \* [The Story](#) \* [The Map](#) \* [Rules](#)

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>Sunhawk</b>	<b>Shagratha</b>
<b>P I N</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>L E</b>		
	<b>Thunder</b>	<b>Lord Dragoneye</b>



## 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 #2: Crossing the Border**

#### **Thunder, Orc Blaster**

Thunder and his warband had tracked the Elven scout for three days through the grasslands of northern Prieska, following him by sign and scent through the fertile territory. Though by now most of the barbarians in the Atlantean kingdom knew that the Orcs were coming, none of them knew specifically from where—or when—they would arrive. So Thunder hunted his quarry, trying to chase down the lone warrior who'd witnessed the entirety of the Orc Raiders army marching across the northern border of Prieska, ten thousand warriors strong.

While the Elven scout was smart, and had used many tricks to elude his pursuers, Thunder was smarter and knew many tricks of his own. He was armed with a heavy rotary fuser cannon provided by the untrustworthy Galeshi, though most days he regretted its cumbersome weight. Ever since he'd received the heavy metal device, it had constantly banged his knees as he carried it, and it slowed his fastest run to a seeming crawl. But the effectiveness by which the rotating

cannon had reduced the scout's pony to chopped meat was well worth the trouble—and if he could get the puny Elf in range, he'd do the same to him!

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### **Lord Dragoneye, Magestone Knight**

Lord Dragoneye scanned the empty grasslands that marked the northern border of Prieska, looking for any sign of the Orc Raiders horde. After the Orcs' sojourn through the Blasted Lands, they would surely be hungry and ready for a fight, and it was Lord Dragoneye's job to stop or slow them. The Emperor of Atlantis, with the permission of the High Elven Council, had agreed to send a detachment of experienced Knights Immortal warriors to patrol this region, and to do what they could to stop the oncoming attack. But at what cost?

The High Elf had read the reports of the massive Orc Raiders army being led through the Blasted Lands by Galeshi scouts. The Rebels had never stooped so low before—to unleash the entire weight of an Orc horde upon an unprepared populous. While Lord Dragoneye had never been a strong proponent of the alliance between the Empire and Rivvenheim, with this atrocity performed by the Galeshi Rebels, he was ready and willing to defend the Empire's citizens so that its armies could fight elsewhere.

With his keen eyes, he spotted movement in the fields ahead—a lone scout running, on foot, with a band of Orc hunters close behind. With a motion and a whistle, he gave the order for his quickest soldiers to move ahead, hoping they would reach the scout in time!

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### **Background**

An Elven scout flees from one of the first border-skirmishes between the oncoming Orc horde and the Prieskans. The Orcs must stop him from giving the Atlanteans details of the impending Orc assault. If the messenger is silenced, the Orcs will gain the element of surprise as they invade northern Prieska.

### **Objective**

Each player attempts to defeat all other players.

### **Army Size**

Two-player game; 200 points per player. Player 1 represents the Atlantis Guild. Player 2 represents the Orc Raiders. Single-dial figures only; titans are not allowed.

### **Rule Set**

**Mage Knight:** *Unlimited*

### **Time Limit**

50 minutes

### **Preparing the Battlefield**

Each player places two pieces of terrain according to standard terrain-placement rules. The Atlantis Guild player is Player 1.

### **Special Rules**

Before the scenario begins, the players determine who will play the Atlantis Guild and who will play the Orc Raiders. This can be done through either a random die roll or player negotiation. Players represent the same faction throughout all four scenarios in this Campaign.

1. Atlantis Guild players must have at least one figure from the Atlantis Guild faction in their armies. Orc Raiders players must have at least one figure from the Orc Raiders faction in their armies.
2. The Atlantis Guild player's army must contain at least one nonmounted figure worth 20 points or less. This figure may also be from the Atlantis Guild faction for purposes of meeting the requirements of Special Rule 1. The Atlantis Guild player places this figure

within 5½ of the Orc Raiders' starting area. The remainder of the Atlantis Guild forces are set up as normal.

**Victory Conditions**

Use the standard **Mage Knight: Unlimited** victory conditions. In addition, the Atlantis Guild player's figure described in Special Rule 2 is worth double its printed point value in victory points if captured or killed. If the character is still alive, non-Demoralized, and has never been removed from play, the Atlantis Guild player receives double its printed point value in victory points instead of just the regular points.