

October 2003 Mage Knight™ Scenario

Four-Way Warlord

Background

In 432 Tz, four warlords tangled in a bloody struggle within the borders of the Atlantean client-state of Fairhaven. Raydan Marz, fresh from his victories at the Magestone Mines of Ashon Rye, allied with the Troll Champion Kossak Mageslayer. Raydan's biggest opponent in Fairhaven, the Black Thorn, made a dangerous allegiance with the Sect Vampire-General, Darq the Corrupt, in order to stop Marz and ultimately claim the fabled Sphere of Jorandal relic for herself. Within the space of few short days, the client-state of Fairhaven was transformed into a bloody battleground as the warlords fought for dominance, destiny, and revenge!

Objective: Each side seeks to defeat the other while minimizing its own losses.

Army Size: 200-point armies; two actions per turn. Figures with point values greater than 40 are not permitted.

Time Limit: 50 minutes

Rules Set: Mage Knight: *Unlimited*

Preparing the Battlefield: No terrain is placed.

Special Rules

Each player must choose to represent one of the following four warlords in the conflict; this player gains a special advantage for the warlord he or she chooses, as noted below:

1. Raydan Marz: Player may treat all of his or her Atlantis Guild and Black Powder Rebel figures as if they were of the same faction.
2. Kossak Mageslayer: Player may treat all of his or her Elemental League and Black Powder Rebel figures as if they were of the same faction.
3. Black Thorn: Player may treat all of his or her Black Powder Rebel and Draconum figures as if they were of the same faction.
4. Darq the Corrupt: Player may treat all of his or her Black Powder Rebel and Necropolis Sect figures as if they were of the same faction.

Victory Conditions: Score victory points per the standard rules.