

## September 2003 Mage Knight™ Scenario Rabahn's Demise

### Background

**424 Tz: Kzar Rabahn leads the Orc Raiders against the southlands.** Kzar Rabahn pillages, burns, and poisons everything in sight for almost a year before Kossak Mageslayer, sent by the Elemental League to put an end to the destruction, kills Rabahn in single combat at the gates of the Citadel of Luxor. A team of Galeshi warriors played a key part in Rabahn's death by transporting Kossak Mageslayer around the enemy lines in a makeshift chariot. In this historical scenario, it will be up to the Elemental player to confront and destroy Rabahn before his unstoppable armies can overwhelm the gates of Luxor!

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

### Army Size

Each player plays a 400-point army and receives four actions per turn. The Elemental player must include one chariot in his or her army. Aside from this chariot, no titans, castles, or multiple-dial figures are allowed.

**Time Limit:** 60 minutes

**Rules Set: Mage Knight:** *Unlimited*

**Preparing the Battlefield:** Set up the terrain per the battlefield map. No additional terrain pieces or castle sections are placed.

### Special Rules

1. At the beginning of the game, the Elemental player selects one of his or her warriors from the Elemental League faction to represent Kossak Mageslayer. If the warrior is eliminated, it may not be brought back into play by Necromancy.
2. At the beginning of the game, the Orc Raiders player selects one of his or her warriors from the Orc Raiders faction to represent Rabahn. If the warrior is eliminated, it may not be brought back into play by Necromancy.

**Victory Conditions:** Score victory points per the standard rules.

**Battlefield Map** (Scale: 1" = 10")

