

Vale of Flame

Mage Knight 2004 Storyline Event C

Overall Background

After losing almost a week of travel time due to continual Elemental harassment, the Atlantean forces finally arrive at the Magestone mines of Ashon Rye. Although Warlord Ahzan immediately sends a detachment to search the wreckage of the nearby town of Vale of Dawn for foodstuffs and other useful supplies, he is actually achieving one of the emperor's two secret objectives in the region: Because Vale of Dawn was Raydan Marz's old hideout, the buildings might provide clues to the whereabouts and military capability of one of the Empire's greatest enemies.

Battle Background

Despite the main battle at the Magestone mines being of the utmost importance, both Emerald and Ahzan send battle groups to take Vale of Dawn. Although the town has been deserted for almost a year, Emerald is well aware that Raydan Marz, an associate and ally of both the Revolution and the Elementals, might have left behind clues that could lead his Atlantean foes to his warforce and floating battle tower. If Emerald's troops can take and hold the town against Ahzan's forces, it will mean a victory for both the Elementals and one of their more reliable allies.

Objective: The player who controls the most objectives at the end of the game wins the game.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the Wylden Host, and he or she must have at least one warrior from the Elemental Freeholds faction in his or her army to begin the game. The other player represents the Atlantean Empire, and he or she must have at least one warrior from the Atlantean Empire faction in his or her army to begin the game.

Time Limit: 50 minutes

Rules Set: Mage Knight

Preparing the Battlefield: Only constructed terrain features can be placed. No other terrain features or castle sections are placed.

Special Rule

Hidden Assassins: Dark Crusader agents are skulking invisibly all around Vale of Dawn. During each player's command phase, choose one target opposing warrior and then roll one six-sided die. Subtract 3 from the result. The target is dealt damage equal to the result if it is more than 0.

Victory Conditions: The winner is determined per standard Victory condition rules.

The Stakes

If Ahzan wins, the Empire controls the territory and will learn the location of Raydan Marz's secret base in Prieska. If Emerald wins, the Elementals will control the territory and will keep their ally safe from attack.