

# Holding the Line

## Mage Knight 2004 Storyline Event F

### Background

To ensure the complete domination of the Wylden forests, the Dark Crusaders assigned one of their most powerful armies to prevent the Elven Lords from interfering in their plans for conquest. While the critical High Elven fortress of Wellkeep is untouched, the Elven Lords must successfully smash the Crusader lines if they are to maintain a strong presence in the Land.

**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 Dark Crusaders, and he or she must have at least three warriors from the Dark Crusaders faction in his or her army to begin the game. The other player represents the Elven Lords, and he or she must have at least three warriors from the Elven Lords faction in his or her army to begin the game.

**Time Limit:** 50 minutes

**Rules Set:** Mage Knight, *Dark Riders*

**Preparing the Battlefield:** Per standard Mage Knight rules.

### Special Rule

**Horns of War:** At the beginning of each player's end phase, he or she rolls one six-sided die. If the result is 4–6, that player may remove an action tokens from a warrior he or she controls.

**Victory Conditions:** Per standard Mage Knight rules.

### Story Results

If the Elven Lords win, the Crusader lines are broken and the region to the west of North Pass becomes High Elven territory. If the Elven Lords lose, the Dark Crusaders hold the line, and the High Elves will not be able to make war challenges in the Wylden for the rest of the year.