

# Dark Riders

## Mage Knight 2004 Marquee Event

### Background

Through the course of the cold and bitter winter of 434 Tz, the Dark Crusaders reinforced their position around the Elemental castle of Roanne Valle with a vast horde of undead warriors. With the aid of vampires, necromancers, thousands of bloodthirsty pit-fighters, and a faceless legion of zombies, the destruction of one of the two remaining Elemental strongholds by the Crusader armies seemed certain. But when a hero managed to skulk into the Necropolis and destroy the ancient relic responsible for animating many of the zombies, the time came for the Elementals to strike! After calling in their dragon allies from the eastern mountains, the Elemental armies ride out of the gates of Roanne Valle armed for battle, intending to destroy the Crusaders and save their homeland from destruction!

### 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. One player represents the Elemental Freeholds faction, and the other player represents the Dark Crusaders faction.

**Time Limit:** 45 minutes

**Rules Set:** Mage Knight

### Preparing the Battlefield

Set up terrain per the battlefield map.

### Special Rule

Cavalry units can treat terrain types C (brush),

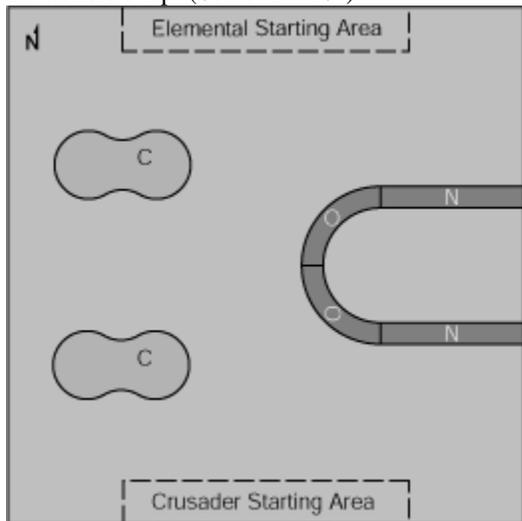
N (straight creek), and O (creek bend) as clear terrain for movement purposes; these units, however, cannot end their movements with any part of their bases in contact with those terrain types.

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

### Story Results

If the Elementals win, they will claim the Wylden Plateau. If the Crusaders win, they will maintain control of the Wylden Plateau. WizKids will determine victory results based on feedback gathered from envoys.

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



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