

## Burning Sails Scenario #3: Golems in the Mist

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

### The Prizes:

	<b>Champion Awards</b>	<b>Sportsman Awards</b>
<b>L E</b>		
	<b>Tezlacore</b>	<b>Bombardo</b>
<b>P I N</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>L E</b>		
	<b>Captain Sarjhet</b>	<b>Duke Skala</b>



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## The Background :

When Rebel warriors open fire on a neutral Xandressan trading ship bringing non-combat golems and supplies to embattled Fort Wyndam, the river-sailors counterattack with a vengeance! With Fort Wyndam and the fate of the soldiers within hanging in the balance, the two leaders clash to determine who shall control the Roa Vizorr and the entire River Valley!

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### Captain Sarjhet

The Rebellion is attacking Fort Wyndam in a bid to gain control over the Upper River Vizorr and the entirety Grange Valley! Only one woman stands between the Rebels and total victory—Captain Sarjhet—and after her ships are sunk by black powder shells, only Sarjhet and her valorous crew can protect the fort from total destruction!

VS



### Duke Skala

Having gained the knowledge that the Xandressans were ferrying a prototype of the new Atlantean command golem, Duke Skala had to break centuries old-truce and open fire upon their vessels! While earning the wrath of a Xandressan Captain is a dangerous choice, gaining control over the river valley would pave the way for Rebel victories for years to come!

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## The Story:

### Scenario #3: Golems in the Mist

Rallying his men at Vantha, Duke Skala was able to evade the worst of the Xandressan ambush. Now he is back on Captain Sarjhet's trail as the marooned river-folk flee north along the banks of the Roa Vizorr, and hopes to repay the favor.

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### Captain Sarjhet

"Captain?" Sarjhet turned toward the sailor who spoke to her. "The merchant has arrived." Just behind her warrior, hands clasped behind his back, the Caeronn merchant waited casually for Sarjhet to address him. Dressed in silks and brightly colored clothing, the Caeronn merchant looked as if he'd belong in a posh gambling house in Caero rather than the northern riverlands.

Sarjhet turned and addressed him with a stare that made most nobles cringe. "How is it you come to be here, merchant, just when I have need of your wares?" The merchant's smile was brief as he bowed deeply.

"My lady captain, a successful merchant is often found in the right place at the right time." The popinjay rose from his bow. "As a loyal Atlantean citizen, I would like to bring you aid. May I ask what fate has brought us together?"

"After the burning of my fleet two weeks ago, and the battles we've fought with the Rebels since, it seems that we're the last hope the Atlantean soldiers at Wyndam have left. If the garrison falls, this whole area might well become Rebel territory. I want to take the fight to them, but with the loss of the Amotep specialists in last night's skirmish, all we have now are sword, spear, and bow. Against the Rebel cannon, we don't have a lot of options."

"Then I think I have exactly what you need," the popinjay said. "In my wagons I have swords, arrows, Golem parts, flamethrowers, and a variety of other useful objects. For mere gold, it can all be yours."

"We have gold, and you'll be paid for your trouble," Sarjhet said. "Is that all?"

"Hypothetically, what if I have something else that you might want? By chance, I may know someone that may be able to help you defeat Duke Skala. But he has to know just how serious you are about victory before he'll make terms with you."

"Hypothetically, I'm open to options," Captain Sarjhet said. "Skala sank my ship and slaughtered many of my family with his Rebel-born treachery. I'm willing to do just about anything to win this fight."

"Yes," the strange merchant said slyly, "yes, I'm sure you are."

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### **Duke Skala**

At Duke Skala's motion, the scout entered the tent. He snapped a quick salute and reported. "My lord, our scouts think we have found the Xandressan camp. Sarjhet has been sighted with them. Their camp is just over the next line of hills, between us and the river."

"Good, good. Send out the snipers and bring up the reserves. It is time to try end this ongoing game of rabbits and hounds. We have an Atlantean garrison to conquer." The scout saluted a second time and left. Skala looked down at his wounded friend. "Well, Aven, it looks like we may be able to finally wrap this up and get back to our task." The old man looked up from his camp cot, his face still gray from the injuries he'd taken at Vantha.

"Do you really think so?"

"I certainly hope so, old friend. I've got them where I want them, and I've got the resources to finish the job."

"Aren't you worried about the lack of reinforcements? Food stores are starting to run low. An army can't fight on an empty belly."

"We'll worry about that tomorrow, as we head back down to Fort Wyndam. Today, we have to finish off our old enemy, even if it means tightening our belts by a notch or two."

Then, the sound of scuffling and running could be heard outside of the camp. The rattle of fuser fire crackled through the air, followed by a series of bellowing Xandressan warhorns.

"Another ambush," Duke Skala said as he calmly reached for his rifle. "Don't you think that they get tired of this?"

"Listen carefully, my pupil." Aven said, hearing the grind and crank of Golems in the morning mist. "It sounds less like an ambush," he said grimly, "and more like a war."

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## Background

Rearmed by a strange merchant from Caero, the Xandressan warriors attack the Rebel camp head-on, hoping to inflict as much damage as possible on Duke Skala's forces. While the Rebel forces have the advantage of rugged terrain, the sneak attack may throw the Khamsin forces into chaos.

## Objective

Engage and destroy the enemy.

## Army Size

200 points; 2 actions per turn. The Atlantean army must include at least one figure from the Atlantis Guild faction with the word "Golem" in it. The Rebel army must include at least one figure from the Black Powder Rebel faction with the word "Golem" in it.

## Rule Set

Mage Knight Unlimited

## Time Limit

50 minutes

## Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain is placed.

## Special Rules

1) In your Venue, if the Rebels won the Fire in Vantha scenario last week, then the Rebels captured the Tezlacore Brass Commander and the Rebel player gets one extra command roll at the beginning of each of their turns. If the Atlanteans won the Fire in Vantha scenario, then the Atlantean player gains one extra command roll at the beginning of each of their turns instead.

## Victory Conditions

The winner is the player with the highest victory point total. Score victory points as per the standard rules.

## Battlefield Map:

Terrain Type A is considered blocking terrain.

Terrain Type B is considered to be hindering terrain.

