

# The Battle for Stonekeep!

## Scenario #2: Giant's Bridge

The Prizes \* The Background \* The Story \* The Map \* Rules

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>LE</b>		
	<b>Amotep Norda</b>	<b>Enderek os Fena</b>
<b>PIN</b>		
	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>LE</b>		
	<b>Sir Mishler</b>	<b>Searle of Congers</b>



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## The Background :

In order to temporarily halt the advances of the Knights Immortal armies, the Elementals decide to demolish an old bridge connecting the western and eastern sides of the pass. The Knights Immortal must prevent the Elemental saboteurs from destroying the ancient landmark.

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### Sir Mishler

As the armies of the Necropolis Sect battle their way south into Elemental League territory, the Knights Immortal charge the trusted Sir Mishler with the task of retaking Stonekeep. Mishler knows it is critical that the High Elves regain control of the castle to protect his homeland from invasion in the months ahead!

VS



**Searle of Congres** Commander Searle knows she must successfully defend Stonekeep against the Knights Immortal armies. If she fails to stop the High Elven armies at South Pass, the League will be forced into a two-front war, and the Forest Elves will be in danger of losing their ancestral homelands. She must not fail!

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## The Story:

### Scenario #2: Giant's Bridge

The Knights Immortal begin setting plans into motion that will allow them to capture the old fortress of Stonekeep. The Elemental League has learned of these plans, and begin to prepare for the war to come.

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### Commander Searle

Ahead of Searle's warband, the path rose steeply up the mountainside, switching back and forth a dozen times before it reached the edge of a vast ravine. Spanning the canyon was a massive bridge, built long before Tezla's birth. Made of carved stone and supported by massive pillars that rose hundreds of feet from the floor of the valley, the bridge connected the mountain pass from west to east.

"That's what we have to take out," Searle told her lieutenants, sweeping her arm to indicate the bridge. "Right now we don't have the supplies we need to withstand a lengthy siege. If we can

weaken or destroy the Giant's Bridge, that will buy us the days we'll need to prepare Stonekeep for invasion."

Kal, the Mountain Troll who was Searle's biggest brawler, stared blankly at the bridge. "That is a very large thing, Commander," he pointed out. "It will not fall down easily."

Searle smiled. "That's why we have these." Reaching into her saddlebag, she pulled out a half-dozen shining metal rods. "Stonebreakers," she said, holding one up. "The Elves used them to carve out the castle at Roanne Valle. They should be perfect for weakening or bringing down whole sections of the bridge."

"They look kind of small," Kal said skeptically.

With exaggerated caution, Searle gently tapped one of the rods on a four-foot-high boulder next to her. With a sharp crack, the rock split neatly in two and fell onto the path. Kal had to leap back to avoid having his foot crushed.

"They won't work on metal or flesh, but they will take out the stone columns supporting the bridge," Searle explained. "The Knights Immortal will find some way to cross the gap eventually. But every day we delay them allows us to bring another week's supplies into Stonekeep."

Kal took one of the metallic rods from the Centaur and gingerly tapped the broken rock. It instantly fissured into three jagged pieces.

"Yes," the Mountain Troll said, beaming with delight. "I'll take two."

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### **Sir Mishler**

Sir Mishler scanned the Giant's Bridge, looking for any further sign of the enemy. A little less than an hour ago, his soldiers had repelled a small team of Elemental saboteurs from the maze of columns supporting the bridge. But the High Elf knew the Elementals; they'd be back in greater numbers before the hour was up. He had assigned a squad of Longbow Archers to guard the bridge's span and positioned a warband of his best soldiers in the ravine, but he was still worried. If the Giant's Bridge fell, it would take his engineers weeks to get the army across the gap. Failure here could cost him the support of Council Lord Jamus, who had honored him with the responsibility of retaking Stonekeep.

Then he saw them. They were mere dots among the trees from this height, but those had to be Elemental soldiers threading their way toward his warband through the rocks and boulders. His warriors hadn't seen them yet and were in danger of being overrun by a surprise attack.

Sir Mishler raised his deep purple infantry flag above his head and began to wave it back and forth, trying to draw his troops' attention. But none of them showed any sign of noticing; he was too high above them, and far out of hearing range.

In desperation, the High Elf whipped the standard around in a circular motion, tightly wrapping the thick purple fabric of the banner around the tip of the shaft. He shifted his grip on the standard until he was holding it like a spear, took a couple of steps back, and then sprinted toward the edge. Just at the lip of the drop, he let fly, sending the prestigious thousand-year-old standard hurtling into thin air.

His throw was perfect. The spear arced high, straightened out, and plummeted like a stone toward the soldiers below. Halfway down, just as he had hoped, the spear ricocheted off one of the massive bridge columns, its tip rapping sharply against the ancient stone. Mishler watched tensely as one of his soldiers looked up at the unexpected noise and quizzically followed the standard's flight down to the ground.

It crashed heavily into the bushes on the other side of the water, and Mishler could almost see the soldier's expression as his eyes met those of the startled Elemental scouts preparing to strike. The soldier shouted the alarm, and the warband scrambled to defend the Giant's Bridge. The Elemental warriors broke cover and swarmed Mishler's warriors head on!

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### **Background**

The Elemental League has sent a potent strike force to take out Giant's Bridge, a vital crossing between Stonekeep and the Knights Immortal territories. If the Elemental League can knock out the bridge supports, they will buy much-needed time to gather more soldiers and supplies for the defense of the keep.

### **Objective**

The Elemental League seeks to destroy the bridge supports, while the Knights Immortal must fight to protect the ancient structure.

### **Army Size**

300 points, 3 actions per turn. Each player's army must contain at least 3 warriors with either the Knights Immortal Faction symbol or the Elemental League Faction symbol. No player's army may contain both Knights Immortal and Elemental League warriors.

### **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 items or castles are placed. The circular "H" terrain items are the bridge supports.

### **Special Rules**

- 1) Each player's army must be affiliated with either the Knights Immortal or the Elemental League, per the army size instructions.
- 2) The League has come prepared with enchanted "Stonebreaker" weapons to eliminate the bridge supports. Any warrior in the League army that has a damage value of 2 or higher can make close-combat attack against the bridge supports. The supports cannot be damaged or affected in any other way.
- 3) Each support has a defense value of 20. A successful attack destroys the bridge support.
- 4) For close-combat attacks, the attacking warrior(s) must have their front arcs touching the support they are attacking.
- 5) Leave destroyed supports in play as hindering terrain. Mark destroyed supports with tokens.

### **Victory Conditions**

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

- \* the Elemental League player scores 20 points for every bridge support destroyed.
- \* the Knights Immortal player scores 15 points for every bridge support that is not destroyed.

### **Battlefield Map:**

