







The Battle for Stonekeep!

Scenario #4: Siege of Stonekeep

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:

| | | |
|------------|---|--|
| | Champion Awards | Sportsman Awards |
| LE |  |  |
| | Amotep Norda | Enderek os Fena |
| PIN |  |  |
| | Redemption Awards | Redemption Awards |
| LE |  |  |
| | Sir Mishler | Searle of Congers |



The Background :

When the unstoppable armies of the Knights Immortal lay siege to the ancient border fortress of Stonekeep, the capable warriors of the Elemental League must defend their homeland at all costs! It is a battle between the High Elves and the Forest Elves and all the allies each can muster, and the price of failure is nothing less than death!



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!

The Story:

Scenario #4: Siege of Stonekeep

The Knights Immortal begin their attack against the Elemental forces holding Stonekeep. However, when unexpected factors come into play, the battle for the old castle becomes an 'all or nothing' situation.

Commander Searle

Commander Searle trotted around the end of the banquet table and pulled up in the main aisle that divided the huge feasting hall. Built of exquisitely crafted stone, with forty-foot ceilings, the Hall was the heart of Stonekeep. She and her lieutenants had used this room to plan the castle's defense. But tonight the Hall was the site of a great feast.

"Soldiers of Stonekeep!" Searle cried. "Pay heed!" The room filled with clinking silver as a thousand warriors put down their flagons and forks and turned to their commander. In her bronze armor, the Centaur Medic was a striking figure, and her tone demanded obedience.

"Tomorrow morning, the Knights Immortal will launch their attack against us," she said. "Their ambassadors have already given us the chance to surrender, an offer I have gracefully declined." Cheers and laughter erupted among her warriors.

"The Knights Immortal want to claim Stonekeep again to protect themselves from attacks from the southlands," Searle continued. "No longer content to cede stewardship of this citadel to the League, but mean to take it for their own—and then lord it over the southern Wylden." A chorus of dissent echoed throughout the rafters of the hall.

"Will we stand for this insult? Will we drop our swords and run like cowards? No! We will stand and fight! The Prophet-Priest Tremelen has charged this great army with driving off these invaders, and the Circle of Nine has offered us every resource it has to hold Stonekeep against the invaders. We will be victorious on the morrow because of the great peoples who make up the Elemental League. The Knights Immortal bring to battle only mindless soldiers, without soul or heart, who aspire to dominate all they survey. But we bring the strength of all of our people to this fight, and lend our undivided hearts and souls to this battle!"

The crowd erupted in a powerful, glorious roar of acclaim.

"We will win the day!" she cried. "We will drive the high-born bastards all the way back to Rivvenheim. And tonight, in the teeth of our enemy, we eat, drink and toast the League, for tomorrow we will punish the high-born raiders from the walls of Stonekeep!" Searle drew her sword from its scabbard and brandished the enchanted blade she had inherited from her grandfather high above her head. A wave of bright blue fire rippled hungrily along the blade, lighting up the room with its magical brilliance. The thousand Elemental warriors surged to their feet, chanting one phrase again and again:

"For the League!"

Sir Mishler

The first rays of morning sunlight glanced over the Rivvenheims, banishing the night's shadows. As Sir Mishler emerged from his tent, fastening the last buckles on his armor, he saw that the Elementals had pulled back from South Pass during the night.

One of his bodyguards approached.

"Sir, the League has pulled back all the way to Stonekeep," he reported. "Our army is assembling for war. Within the hour, we shall be at the gates of our old citadel, and our enemies will be knocking at death's black door."

"Good," Mishler said. "Call the troops. I'll ride ahead with the vanguard and take the lay of the land."

"Actually, sir, Council Lord Jamus is here to see you," the soldier said hesitantly. "He's waiting for you in your command tent, along with your breakfast, sir."

Mishler blinked, the only sign of surprise he allowed himself. "Thank you, soldier." He strode to the command tent, where the familiar face of his superior greeted him, as well as a plate of his camp cook's delicately spiced potatoes and crispy bacon, and a goblet of freshly squeezed berry juice.

"Council Lord. I didn't expect you this morning," Mishler said.

"I come with urgent news," Jamus said, bypassing the usual pleasantries. "The Necropolis Sect's civil war has come to an end. Their Vampire-Lords, reunited under one leader, are driving through the Wylden, heading south toward Stonekeep."

"Stonekeep?" Mishler asked in dismay. "How long before they get here?"

"Two days," Jamus said. "Which means you have one day to break Stonekeep, not weeks."

"I understand, sir. I'll use all the resources I have to win."

"Exactly. Hold nothing back. This morning's battle may well determine the safety of our southern provinces in Rivvenheim. If the Sect conquers Stonekeep ..."

Sir Mishler shook his head. "I will not fail, Council Lord. Stonekeep will be in my hands by nightfall."

"It had better be," Jamus said grimly. "Because thousands of High Elven lives hang in the balance."

Background

The ancient fortress of Stonekeep is besieged by the Knights Immortal. If the Knights Immortal defeat the Elemental defenders and capture the fortress, then the High Elves will gain a secure border and some control over the marches of the Wylden. With the armies of the Necropolis Sect forging deep into the Wylden, the League must protect the key castle from falling to the Knights Immortal.

Objective

The Knights Immortal seek to break through the defenders and claim the fortress. The Elemental League seeks to hold the walls against the invaders at all costs.

Rule Set

Mage Knight Unlimited

Army Size

300 points, 3 actions per turn. Each player's army must contain at least 100 points of either the Knights Immortal faction or the Elemental League faction. No player's army may contain both Knights Immortal and Elemental League warriors.

Time Limit

50 minutes

Setting the Scene

Players set up the terrain as per the battlefi eld map. No additional terrain or castle pieces are placed.

Victory Conditions

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

- + If the Knights Immortal player has fewer than 100 points' worth of warriors north of the main wall at the end of the game, he or she loses 100 victory points.
- + If the Knights Immortal player has 100 or more points' worth of warriors north of the main wall at the end of the game, he or she gains an additional 100 victory points.

Battlefield Map:

