

Blood Falls

Scenario #4: Fate of the Forest

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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:

	Champion Awards	Valor Awards
L E		
	Ironstave	Shi-Ava
P I N		
	Redemption Awards	Redemption Awards
L E		
	Syrsi	Lark



The Background :

The Necropolis Sect makes a push to conquer a section of Elemental League territory along the Roa Sanguine, and it is up to the Faerie warriors of the Land to stop them!



Necropolis Sect Syrsi, Succubus

Moving thousands of troops down the length of the Roa Sanguine is a key part of the Necropolis Sect's plan to conquer the heartland, and Syrsi is key if the Dark Prophet's plan is to succeed. If the wicked Syrsi can strike the Faerie defenders from the picture, she will instigate a plan that may well lead to the invasion of the Wylden Plateau!

VS



Elemental League Lark, Forest Nymph

The red-hued waterfalls along the Roa Sanguine have long marked the boundaries of Faerie. But when the Necropolis Sect sends in a warband to eradicate Lark's kin from the region, she will need to use all her tricks to win this desperate fight and save her homeland from destruction!

The Story:

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Syrsi, Succubus

Both sides had suffered terrible losses in the day's battle. The ground was red with blood, and weapons and fallen warriors were strewn as far as the eye could see. But now, with the fighting coming to a close, Syrsi finally ordered her Necromancers to begin reanimating the fallen dead. With their help, by nightfall she would have the force she would need to destroy the survivors and claim the territory as her own.

But the hard part of the operation was going to involve catching the survivors of the battle before they escaped. Every Elemental warrior that avoided her grasp would carry intelligence to the League's warlords about the size and characteristics of her army. She needed to trap the rabble now before they could regroup, before they could devise other ways to delay her ultimate goal: the castle at Roanne Valle, the heart of the Elemental League!

Lark, Forest Nymph

The battlefield lay in chaos, with hundreds of warriors dead or dying. On the northern edge of the slaughter, cloaked Necromancers had begun to stalk the fallen, reanimating those of their own Sect and decapitating Elemental warriors too weak to defend themselves. Pockets of League and Sect warriors still battled on the periphery, but the Necromancers were quickly creating zombies to bolster the Necropolis forces.

Lark moaned in dismay. Her people were being surrounded, cut off and cut down, and she had to get away to warn the defenders of Roanne Valle of what she'd learned. One of the vampiric subcommanders she'd helped cut down had a series of maps in his pack—maps showing possible routes to the castle at Roanne Valle, the headquarters of the Elemental League. She knew now that this battle wasn't about a skirmish for territory, or to distract the League from the Sect's attempts to dominate the eastern river valleys. This was about attacking the heart of the League, about . . . extermination. For everyone she knew and loved.

On fleet feet, she began to head south, calling for her soldiers to follow.

Background

Both Elemental and Necropolis forces are scattered after the major battle. Lark's forces must regroup and escape the battlefield, or the region may fall into the bony hands of the Necropolis Sect.

Objective

Each opponent attempts to defeat the other. In addition, the Elemental League player receives additional points for escaping off the board.

Army Size

Two-player game; 200 points per player. Titans and multidialed figures are not allowed. One player represents the Necropolis Sect. The other represents the Elemental League.

Rule Set

Mage Knight: *Unlimited*

Time Limit

60 minutes

Preparing the Battlefield

Place the terrain pieces per the map. No additional terrain is placed. The Necropolis Player is the first player.

Special Rule

The Elemental League player (only) may exit the southeast edge of the board in the area marked on the battlefield map (within 12" of the eastern border). A figure may exit the battlefield only by being given a move action while in base contact with the edge of the battlefield. If the exiting figure is in base contact with one or more opposing figures when it attempts to exit, it must make a break away roll. If the roll succeeds, the figure may exit. Put this figure aside to be counted later. A figure may not be forced to exit through use of Magic Confusion. Figures that exit may not return to the battlefield for the duration of play, and may not be returned to play through Necromancy. A figure may exit while it controls a captive. A captive that exits the battlefield is scored as if it were in the captor's starting area at the end of the game.

Victory Conditions

Use the standard **Mage Knight: Unlimited** victory conditions with the following exception: Figures still on the board at the end of the game—for either player—are not counted toward victory. The Elemental League player's figures that escape the map are counted toward victory.

Battlefield Map

