

The Sack of Prieska







Scenario #4: Battle for Alrisar

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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!

Please Note: Your venue, at it's discretion, may choose to run an alternate version of this Scenario, using Conquest based rules. The alternate scenario can be found [here](#).

The Prizes:

	Champion Awards	Valor Awards
LE		
	Sunhawk	Shagratha
PIN		
	Redemption Awards	Redemption Awards
LE		
	Thunder	Lord Dragoneye



The Background :

Orc Raiders, armed with black powder weapons given to them by their Galeshi Rebel allies, invade the Atlantean country of Prieska. The Knights Immortal intervene, adding units with High Elven sorcery to the Atlanteans' Technomantic weapons in order to crush the Orc Raiders tide!



Orc Raiders Thunder, Orc Blaster

Assigned by the leader of the Orc Raiders army, Kzar Nabar, to lead key missions in the siege and sack of Alrisar, Thunder spearheads the fight against the Knights Immortal and the Atlantis Guild. While the majority of the Orc army loots and burns everything they find, it's up to Thunder to ensure that Kzar Nabar's plans to conquer Prieska succeed!

VS



Knights Immortal Lord Dragoneye, Magestone Knight

Armed with centuries of battle training and a suit of newly forged Technomantic machine-armor, Lord Dragoneye stands against the strength of the Orc Raider tide, ready to defend Prieska from the advancing army. With Atlantis' armies poised to conquer the Rebel province of Khamsin, it is up to Lord Dragoneye and his army to destroy the Orc invaders!

The Story:

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Thunder, Orc Blaster

Ten thousand Orcs surged against the walls of Alrisar, cannons, catapults, and ladders in tow. Fuser rifles and rotary cannons rattled off shots, punctuated by the base roar of black powder cannons blasting holes in the ancient walls. While the walls of Alrisar were tall and thick, Thunder knew that they would not survive for long against the might of Kzar Nabar's army—the Orcs, Goblins, and Half-Trolls would pull down the walls, stone by stone, before the day was done.

On the eastern flank, Thunder watched a section of the wall collapse under a barrage of Rebel-made guns. Giving the command, the Orc began herding his band of specially picked warriors toward the breach, their torches and swords ready to burn and chop everything in sight. Within minutes, Thunder and his warband were inside the city. Humans were running everywhere, and the first houses were already aflame. Victory was at hand, and the brave would earn the greatest of the spoils!

Lord Dragoneye, Magestone Knight

Blasting away at the tide of Orcs with Techomantic cannons was useful, but it was like stamping an ant hill. The moment a few dozen were crushed, another tide of black and green warriors would rise to take their place. The Shield Golems proved their worth at the city gates, holding their own against the worst Half-Trolls Kzar Nabar's army had to offer. But the High Elf knew that the real battle would be fought within the city: protecting the citizens from attack by disorganized, roaming bands of treasure-hungry Orcs.

By the time the first of the walls fell, Lord Dragoneye and his Knights Immortal warriors were already riding within the city. One of the southern neighborhoods, the baker's quarter, was already on fire, and the Prieskan defenders were rallying to put out the fires before they spread to the rest of the city. Battles with the Orcs raged from house to house, and it was only a matter of time before some of the blasted Clurch Drummers and Pipers got inside the walls and began delivering orders to the currently rampaging bands of Raiders. Unless Dragoneye could organize the defense—and quickly—Alrisar would fall!

Background

The Orc Raiders horde, led by Kzar Nabar, has reached Alrisar. While Kzar Nabar must conquer the city in order to have his conquest of Prieska be complete, the Prieskans must win this desperate battle in order to preserve their capital from being destroyed by war-crazed Raiders!

Objective

The Orc Raiders player wants to defeat his or her opponent and raze the city. The Atlantis Guild player wants to defeat his or her opponent and save the city.

Army Size

Two-player game; 300 points per player. Single-dial figures only; no titans are allowed.

Rule Set

Mage Knight: *Unlimited*

Time Limit

50 minutes

Preparing the Battlefield

The battlefield consists of four house pieces (terrain type F) and four copse—or tree grove—pieces (terrain type B). Terrain is placed according to the normal terrain-placement rules, but all eight terrain pieces must be placed. The Orc Raiders player is Player 1. Each player must have access to a handful of tokens (pennies, glass beads, and so on) to use as "fire" tokens.

Special Rules

1. The Orc Raiders player's warriors may target terrain with a close or ranged combat attack. (To target a terrain piece with a close combat attack, the attacking figure must have its front arc in base contact with the terrain piece or be occupying the terrain piece. To target a terrain piece with a ranged combat attack, the attacking figure must be within range of the edge of the terrain piece and have a clear line of fire to the terrain piece.) The attack automatically hits. Place a number of fire tokens equal to the character's damage value on the terrain feature. If the attacking warrior has the Flame/Lightning special ability, place one additional fire token.
2. The Atlantis Guild player's warriors may attempt to put out the fire on a piece of terrain using a close or ranged combat attack. The attack automatically hits. Remove a number of fire tokens equal to the warrior's damage value from the terrain feature. If the attacking character has either the Magic Freeze or Aquatic special ability, remove one additional fire token. Place the removed tokens in a prevention pile to the side of the board—they will be used later for scoring purposes.
3. A piece of terrain may have a maximum of five fire tokens at any one time.
4. Warriors do not receive any special "fire" damage if they are within, or in contact with, terrain marked with fire tokens.

5. If time is called during the Atlantis Guild player's turn, complete the turn before scoring. If time is called during the Orc Raiders player's turn, complete that turn, then complete the Atlantis Guild player's next turn before scoring.

Victory Conditions

Use the standard Mage Knight: Unlimited victory conditions. Add 5 points to the Orc Raiders player's total for each fire token on the board. Add 5 points to the Atlantis Guild player's total for each token in the prevention pile.