

The Sack of Prieska







Scenario #4: Storm Siege (Alternate Rules)

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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 *Unlimited* 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:

Scenario #4: Storm Siege

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!

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Background

The Orc Raiders have reached the city and are starting their final assault. The Atlantis Guild is defending the walls, hoping to prevent the Orc Raiders tide from breaching the city's defenses.

Objective

Each opponent attempts to defeat the other.

Army Size

Two-player game, 1,200 points per player. Player 1 represents the Atlantis Guild. Player 2 represents the Orc Raiders.

Rule Set

Mage Knight Conquest

Time Limit

90 minutes

Preparing the Battlefield

Each player places two pieces of terrain according to standard terrain-placement rules. In addition to the standard terrain placement, the Atlantis Guild player places one heavy castle wall piece. (This does not count toward the Atlantis Guild player's overall point total.) If a wall piece is not available, the Wall template located [here](#) can be used.

Special Rules

1. The Atlantis Guild player must have at least 100 points of figures from the Atlantis Guild faction in his or her army. The Orc Raiders player must have at least 100 points of figures from the Orc Raiders faction in his or her army.
2. If the Wall template is being used, treat it as a normal piece of blocking terrain.

Victory Conditions

Use the standard **Mage Knight: Conquest** victory conditions. In addition, if the Orc Raiders player destroys the castle wall piece, he or she scores 100 points. If the wall is left standing, the Atlantis Guild player scores 100 points. If the Wall template is being used in place of a castle wall, ignore this additional victory condition.