

## Carving to Darthion

### November 2003 Mage Knight™ Scenario

#### Background

The Dark Crusaders army has the Elementals sealed off in their capital castle of Roanne Valle. If the Elementals are to gain any aid from outside mercenaries, they need to carve open an avenue between the western lands and the base of the Wylden Plateau. Only by conducting a strike attack against a well-armed garrison of Crusader forces will the Freeholders be able to open the possibility of hiring bands of Revolutionaries to aid in their fight.

**Objective:** Each player aims to gain **control of the most objectives.**

**Army Size:** 300-point armies; three actions per turn. No titans or multiple-dial figures are allowed.

**Time Limit:** 50 minutes

**Rules Set:** Mage Knight

#### Preparing the Battlefield

Set up terrain per the battlefield map. No additional terrain pieces or castle sections are placed.

**Battlefield Map:** (Scale: 1"=10")

#### Special Rule

All figures deal +1 damage when using the surge proficiency.

**Victory Conditions:** **The winner is determined per standard Victory condition rules.**

