

## September 2003 Mage Knight™ Scenario Rabahn's Horde

### Background

**424 Tz: Kzar Rabahn leads the Orc Raiders against the southlands.** The legendary Orc warlord pillages, burns, and poisons everything in sight for almost a year before Kossak Mageslayer, a Troll warlord sent by the Elemental League to put an end to the destruction, kills Rabahn in single combat at the gates of the Citadel of Luxor. In this historical scenario, reenact the raids by Rabahn's horde and the initial doomed attempts of the Atlanteans to stop Rabahn's tide of blood and death.

**Objective:** The Atlanteans try to defeat the Orcs, while trying to minimize their own losses.

### Army Size

Three-player game. The Orc Raiders player plays a 500-point army and receives five actions per turn. Atlantean Player 1 plays a 300-point army and receives three actions per turn. Atlantean Player 2 also plays a 300-point army and receives three actions per turn. No titans, castles, or multiple-dial figures are allowed.

**Time Limit:** 50 minutes

**Rules Set:** Mage Knight: *Unlimited*

### Preparing the Battlefield

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

### Special Rules

1. At the beginning of the game, the Orc Raiders player selects one of his or her warriors from the Orc Raiders faction to represent Kzar Rabahn. If the warrior is eliminated, it may not be brought back into play using Necromancy.
2. All warriors belonging to the Atlantean players are considered friendly.
3. The Orc Raiders player goes first, followed by Atlantean Player 1, then Atlantean Player 2.

**Victory Conditions:** Score victory points per the standard rules.

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

