

Food and Grog

February 2004 Mage Knight™ Scenario

Background

The Orcs of the Broken Tusk tribes returned to their homeland after a long year of raiding, expecting to divide the spoils taken from Prieska and celebrate one of the best winters in memory. But with the harsh snows and the Shadow Khan tribes selfishly staying in Prieska—keeping all the slaves, loot, and food to themselves—the Broken Tusk tribes are forced to start raiding earlier than ever before. Bands of Orc warriors, making the short ride into Khamsin, begin sacking towns loyal to the Revolution, hoping to gain the supplies to allow their tribe-families to survive the last few months of winter. The Bloody Thorns stand as the border towns' only line of defense, and must do everything they can to keep the raiders from succeeding in their attacks!

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

Any figure in base contact with a piece of blocking terrain gets +1 to its defense against ranged attacks.

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

