

## Flames in Duncastor

### January 2004 Mage Knight™ Scenario

#### Background

Warriors loyal to the Dark Crusaders continue to pour across the Roa Kaiten into Atlantean territory. No longer satisfied with mere raids, the Crusaders now begin to attack the larger towns and cities in the client-state of Duncastor. The Imperial Legion must stop them if they hope to preserve the Midlander territories against undead incursion. With Fairhaven having fallen to the Dark Crusaders, will the kingdom of Duncastor be the next domino to fall?

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

**Army Size:** 400-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")

#### Victory Conditions

The winner is determined per standard victory condition rules.

