

The Walls of Alrisar

Mage Knight Storyline Event O

Background

Although the Prieskans initially managed to hold the city of Alrisar from being sacked by Kzar Rabahn, they have barely been able to protect the city against marauders. Now, with the battle between the Solonavi and the Shadow Khans completed and the sword of war turned against them, the Atlanteans must fight for survival once again. But this time, the Prieskans have the aid of a host of warriors sent by Emperor Nujarek.

Stakes

Whichever faction won the Light and Shadow scenario will fight the Atlanteans for control of Prieska and the ultimate prize: Alrisar. If the Atlanteans win the battle, the Prieskans will regain control of their homeland once again. If the Prieskans' enemy wins the battle, the Atlanteans are driven out of Alrisar on every ship, boat, and raft they can muster.

Army Size: 400-point armies; three actions per turn.

Special Rules:

The Atlantean Empire player must have at least one warrior from the Atlantean Empire in his or her army. If the Empire's enemy is the Solonavi, the Solonavi player must have at least one warrior from the Solonavi faction in his or her army. If the enemy is the Shadow Khans, the Shadow Khans player must have at least one warrior from the Orc Khans faction in his or her army.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Sets Mage Knight Complete Rules of Play, Mage Knight: Dark Riders rules supplement, Mage Knight: Sorcery rules supplement, and the Mage Knight Comprehensive Tournament Rules

Preparing the Battlefield: Per the standard rules.

Victory Conditions: Per the standard rules.