

Historical Scenario: Draconum Chrysalis (421 Tz)

When two groups of Draconum compete for territorial rights over a valley littered with Magestone, only the strongest Draconum will survive! Because the proximity of raw Magestone “radiation” allows Draconum a significantly better chance to survive the evolutionary Chrysalis, the competition between the rival groups is critical to their evolution. But gangs of roving Mage Spawn, attracted to the magical valley, may provide a third enemy for the Draconum to face during their ritual challenge.

Objective: Each player aims to defeat the other.

Army Size

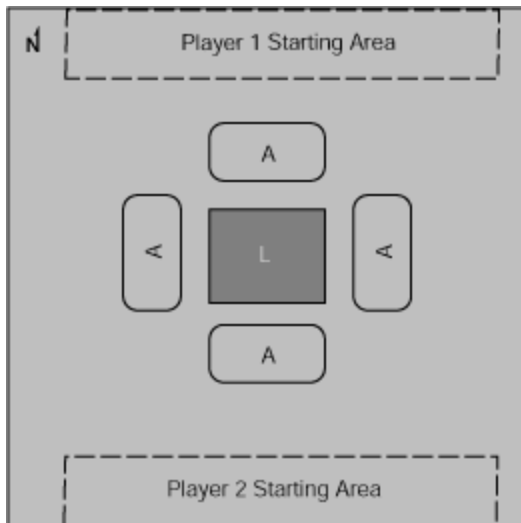
Two-player game. Highest roll determines first player. Each player has one 200-point army composed of figures from the Draconum faction. Figures with the word “Scalesworn” in their name are not allowed in this scenario. Each player receives two actions per turn. In addition, each player brings 100 points of Mage Spawn figures, none of which may be worth more than 20 points.

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

Time Limit: 50 minutes

Setting the Scene

Set terrain according to the map. Terrain Piece A represents hindering terrain. Terrain Piece L represents deep water terrain.



Special Rules

1. If a player rolls doubles on any attack roll, at the end of the action he or she must take one of his or her Mage Spawn and place it in base contact with the targeted figure. If there is no legal place for the Mage Spawn, then ignore the result.
2. Players should consider the Mage Spawn they place on the board as friendly figures, and any Mage Spawn their opponent places on the board as opposing figures.
3. Mage Spawn may not be captured.

Victory Conditions

Use the standard **Mage Knight:** *Unlimited* victory conditions.