

Bridge over the River Khamita

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In July WizKids will be launching a new Mage Knight Campaign. This will be a monthly league that features four exciting battle scenarios and exclusive prizes. Every month we'll offer a four-part campaign that allows players to shape part of Mage Knight's history. Players vow their allegiance to one of two competing sides each month (creating armies of their choice), and their battle results will directly affect the Mage Knight story line. Each participant, for the minimal cost of shipping and handling, will receive a great new LE figure that represents the actual Warlord that player decided to fight for and a special enamel pin that represents the player's chosen side in the campaign. There will also be exclusive LE's for the weekly champion and sportsmanship winner! **Win Free Stuff! Support your Faction!** The following contests are currently running for this Bridge Over the River Khamita Campaign!

- [Choose A Side - Build An Army!](#) - Ends July 5, 2002
- [Conquest Graphical Battle Reports!](#) - Ends July 26, 2002
- [Art of the River Khamita](#) - July 26, 2002

[Chat about the Bridge over the River Khamita campaign!](#)

The Prizes:

	Sportsman Awards	Champion Awards
L E		
	Pickett	Anunub's Shield
P I N		
	Sportsman and Championship prizes are awarded the day of the event.	
	Redemption Awards	Redemption Awards

L E		
	Lord Andreus	Duncan the Red
P I N		
	Participant Awards are obtained by mailing in a redemption card plus minimal shipping and handling.	

The Background :

Jeet Nujarek, Lord Protector of the Atlantean Empire, sends his personal army to crush the Rebel-controlled province of Khamsin. With Khamsin's new ruling body, the Council of Merchants, finally establishing order in the fractious region, the Rebels must be destroyed now before they grow strong enough to confront the Empire! The Rebels, faced with the threat of invasion, must stop the Atlanteans at all costs if they are to remain free from the tyranny of the Empire! Serve the rightful destiny of the Empire, or fight for the Black Powder Rebellion! Battle or back the valiant heroes of Khamsin! Choose a side, change history, and shape the Mage Knight story line with every victory!

Jeet Nujarek, Lord Protector the Empire



After the assassination of Emperor Tahmaset in 432 Tz by Rebel forces, Jeet Nujarek was appointed as the Lord Protector of the Empire by Prophet-Magus Osiras. Jeet is a ruthless, cold ruler who lives only to gain personal power. After years of Rebel attacks coming from across the River Khamita, Jeet has ordered his personal army to push across the river and claim the ancient towers and forts on the far side. The general placed in charge of the attack is Lord Andreus, a Magestone Lord recently assigned to conquer Rebel territories and strip-mine as much Magestone from them as possible.



Lord Andreus, Warlord of the Atlantean Empire

Lord Andreus is one of Jeet Nujarek's most loyal generals, and he has never doubted that the Empire should rule over the entire Land. After spending the majority of his military career overseeing the Magestone strip-mines in Scythria, Andreus has now been handed a new task by the Lord Protector: to oversee the siege of Khamsin, and to crush the Rebels within!

VS

The Red Duchess, General of Khamsin

While the nobles of Khamsin have disagreed on almost every law, policy, and bureaucratic decision proposed over the last ten years, one thing they all agree to is that the "Red Duchess" is the sanctioned defender of the Khamsin homeland. The Red Duchess is a tall human warrior-woman dressed in blood-red armor, who leads Rebel warriors in the defense of her beloved Khamsin. When the Atlanteans make their push across the River Khamita, The Red Duchess will be there to meet them, stop them, and drive them back across the water.



Duncan the Red, Rebel Champion

Duncan the Red is a gruff, respected Rebel warrior. He spent the first half of his life enslaved by the Atlanteans, digging Magestone out of strip-mines for his captors. As a result, he hates the Atlanteans more than any other Dwarf alive. Duncan plans to spend the remainder of his life fighting for the Rebellion, to avenge the thousands of Dwarves who died in the Scythrian mines!



The Story:

Scenario #1: Netting the Pigeon Jeet Nujarek, Lord Protector of the Atlantean Empire, makes plans for war against the Rebel capital of Khamsin. If Khamsin is overwhelmed by the Empire's attack, the Black Powder Rebellion faces extermination at the hand of the Atlantean military.

Lord Andreus The Imperial gardens of Atlantis, filled with blossoming cherry trees and thousands of white and red roses, dazzled in the morning sunlight. The Lord Protector of the Atlantean Empire, Jeet Nujarek, stood with one of his generals, Lord Andreus, both of them gazing at the beautiful spectacle. "Andreus, I have an important task for you,"

said Nujarek, his hands clasped behind his back, his ceremonial armor glittering in the sun. "Yes, Lord Protector," Lord Andreus said crisply. Like Nujarek, Andreus was in the prime of his life, and he spoke with practiced obedience, as befitted one of the Empire's best generals. "I want every Rebel in Khamsin wiped out." Andreus blinked once. "That is a sizable request, Lord Protector," he said cautiously. "Khamsin is the greatest Rebel stronghold in the Land." Jeet Nujarek shrugged his shoulders, heavy muscles moving with ease under the weight of his armor. "Khamsin has been a thorn in the Empire's side for too long, Andreus," he said flatly. "And the recent formation of the Council of Merchants has made it a deadly threat. I want you to sack Khamsin, burn the Council's senatorial hall to the ground, and have the leaders of the conspiracy publicly executed as traitors to the Empire." "As you wish, Lord Protector," Andreus said. "But before we can attack Khamsin, we will need to destroy their early warning network. I would advise that we camp near the southern bank of the river Khamita, capture the Tower of the Flame, and then wrest control of the river bridge at Wolfsgate from the Rebels. Then the interior of Khamsin and the capital will be at our mercy." "Do whatever you must to get it done," Nujarek said. "The Rebels have killed thousands of Atlantean citizens during my reign with their black powder and their treachery. To ensure your success, I am putting you in charge of my personal army. Ten thousand trained Atlantean soldiers will live or die at your command." Andreus bowed deeply. "I am grateful for the opportunity to serve the Empire, Lord Protector," he said. "I am especially grateful to have the chance to face one of the most prominent Rebel leaders, the Red Duchess of Khamsin. But I have to admit I am skeptical that ten thousand troops will be enough to defeat the Rebels." "I value your honesty," Nujarek said with patent insincerity, "and I suspected you might need some additional incentive. To properly motivate you, therefore, I am making your oldest son, Byran, my personal guest here in Atlantis. If you succeed in your mission, Byran will be among the first to celebrate your victory." "And if I fail?" Andreus asked, his eyes narrowing. "Then Byran will be executed for treason. Do I make myself clear?" "Yes, Lord Protector," Andreus said grimly. "Quite clear."

Duncan the Red "Get the hell down here, boy!" Duncan grabbed the other Dwarf's collar and yanked him down roughly. "What do you think you're doing?" he hissed. "The Atlantean army is still a quarter-mile off," the young soldier protested. "They're not going to see us all the way up here." "One glint of sunlight off your armor, and they'll be on us before you can blink twice," Duncan pointed out acidly. "Now stay down and keep quiet while I see what's going on." Duncan took off his horned helm and carefully peered over the mass of blackberry vines. In the valley below, he could see the Atlantean troops setting up camp, staking out orderly rows of tents. At the heart of the busy campground, a massive command tent had just gone up, and he could finally see the personal banner of its commander. Duncan rocked back on his heels, thunderstruck. Lord Andreus. The butcher of Scythria. The overseer of the Magestone slave mines, where Duncan had spent the first half of his life digging crystal. When the Rebels had freed him, he'd sworn revenge on Andreus and the rest of the Atlanteans. Now it looked like Duncan was finally going to get a chance to gut the bastard who had buried a thousand of his Dwarven brothers and sisters in Scythria. "What's going on?" the young Dwarf whispered, seeing Duncan's expression. "The Atlanteans are setting up camp," Duncan replied, striving to keep his voice calm. "We'll find out what they're up to and then send word to the Red Duchess. I know their commander uses runners to transmit his orders. If we can catch one of them, they should tell us what they're up to—if we're sufficiently persuasive." Then Duncan caught a movement out of the corner of his eye, and his blood turned to ice in his veins. No more than a few hundred feet down the forest path from where the two Rebels lay concealed, a party of well-armed Atlantean soldiers was marching toward them. At the center of the warband was an Atlantean messenger, his message scroll clamped firmly in his hand as he nervously eyed the unfamiliar woods. "Quick like a rabbit," Duncan whispered to his companion, "get back to camp and tell everyone to meet at the north end of the glade in five minutes." "Got it," said the young Dwarf. "What are you going to do?" "Play bait," Duncan said softly. "Or die trying."

Scenario Week #1: Netting the Pigeon

Background

The armies of the Atlantis Guild are preparing to cross the river Khamita into the Black Powder Rebel stronghold of Khamsin! The Black Powder Rebels, in hopes of learning what the Atlanteans are planning, must attempt to capture an Atlantean messenger carrying Lord Andreus' orders. If the Rebels can capture one of the general's messengers, they will learn the Atlanteans' plans. If they fail, they will be at a serious disadvantage in the coming campaign.

Objective

It is vital for the Atlanteans that their messenger evade capture. If the Rebels can take the messenger, they can interrogate their prisoner and learn vital information about the Guild's plans.

Army Size

300 points; 3 actions per turn

Rules Set

Mage Knight Unlimited Rules

Time Limit
70 minutes

Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain is placed.

Special Rules

- 1) Before the scenario begins, the players should determine who will play the Atlanteans and who will play the Rebels. This can be done either through a random die roll or player negotiation. Players should represent the same faction throughout all four battles in this scenario series.
- 2) For this scenario, the Atlantean player is the messenger player. The Rebel player is the hunter player.
- 3) The messenger player should include one Standard Altem Guardsman or Standard Utem Guardsman figure in his or her army to serve as the Atlantean messenger. If the messenger player has other, similar figures in the army, the messenger piece should be clearly marked (for example, with a small sticker) so that both players can identify the messenger figure at all times.
- 4) The messenger figure may always be the target of capture attempts, regardless of what special abilities it is showing. The messenger is never allowed to make capture attempts.
- 5) The messenger may exit the North edge of the battlefield to score bonus points for the messenger player. No other figures may exit the battlefield.
- 6) The messenger figure may not be resurrected with Necromancy.

Victory Conditions

The winner is the player with the highest victory point total.

Score victory points as per the standard rules.

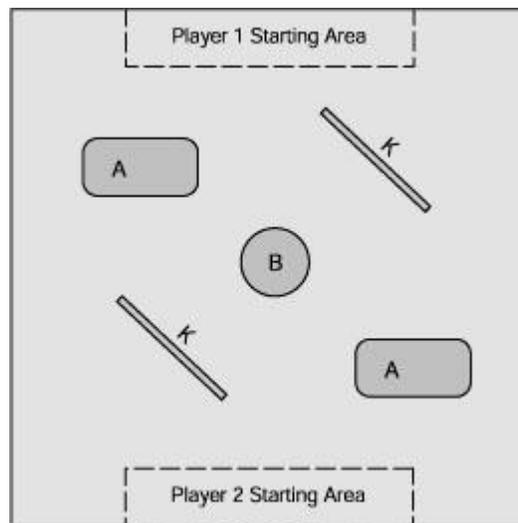
The messenger player receives double the messenger figure's point value if the messenger exits from the North edge of the battlefield.

The hunter player receives two times the messenger figure's point value if the figure is eliminated.

The hunter player receives three times the messenger figure's point value if the figure is captured and held in the hunter player's starting area.

Battlefield Map:

South start area is Player 1 (messenger); North is Player 2 (hunter).



Exiting Rules from Conquest

If allowed by the scenario, a warrior may exit the battlefield by being given a move action (but do not move him) while in base contact with the edge of the battlefield. If a warrior is in base contact with one or more opposing figures when it attempts to exit, it must make a breakaway roll. If he succeeds, he may exit. A warrior may only exit if he is specifically permitted in the scenario description and only at the locations specified in the scenario description. A warrior may not be forced to exit through the use of Magic Confusion.

Warriors who exit may not return to the battlefield for the duration of the game, and they may not be brought back into play with Necromancy.

A warrior may not exit if he is being held captive. A warrior may exit if he is holding a captive. A captive who exited the battlefield is scored in the same way as if he were in your starting area at the end of the game.

At the end of the game, a warrior who exited is worth either twice the number of victory points he would be worth if he were a surviving figure still on the battlefield or 150 victory points, whichever is less.

