









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! Sign up to play—today!

The Prizes:

	Redemption Awards	Redemption Awards
LE		
	Lord Andreus	Duncan the Red
PIN		

	Sportsman Awards	Champion Awards
LE		
	Pickett	Anunub's Shield
PI		

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!

Last Week's Results

In a ferocious battle near the Atlantean base camp, a unit of Black Powder Rebel warriors laid a treacherous trap for the Empire's finest soldiers! As the Rebels charged the Atlantean patrol with pistols and cannons blazing, the brave Atlantean troops sacrificed their lives in order to allow a key messenger to escape. Denied the chance to capture and interrogate the Atlantean messenger for vital battle information, the Rebels retreated through the trees, giving the Atlanteans their first victory in the campaign for the River Khamita!



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 #2: Village of Flintford

In retribution for a series of brutal Rebel attacks, Lord Andreus orders his troops to attack the village of Flintford in hopes of unearthing the Rebels' black powder stores.

Lord Andreus

The wounded Atlantean scout touched a spot on the sand-map, leaving a bloody smear on its surface. "Here, Lord Andreus," he said. "The Rebel ambush came out of the trees just south of the crossroads. They blew my patrol team apart with their rifles and pistols. Utem Kelsa and I were the only survivors."

"Understood," the general said, clapping the soldier gently on the shoulder. "Get yourself to the surgeon's tent and get stitched up. You're to be commended for surviving the attack."

"Thank you, Lord Andreus." As the scout limped out of the command tent, Andreus stared angrily at the bloody fingerprint on his map. Forty Atlantean warriors dead in a week, and not a single Rebel prisoner to show for it. The Rebel cowards were slowly picking his troops apart—and every time they melted away into the woods without a trace.

"This makes three times that the Rebels have murdered a group of my scouts," he said grimly, "and every single one of the attacks came within a day's march of the village of Flintford."

"Then Flintford has to be the center of Rebel activity in the area," Magus Tervon said, rising slowly from the rickety camp chair in the center of the tent. "What do you know about the village?" Tervon had slowed down noticeably over the past few years—his old bones could barely support the weight of his body anymore. But he had been an Atlantean war mage for more than 150 years of his magically extended lifespan, and his mastery of tactics and magical attacks more than made up for his physical infirmity.

"Flintford lies south of the River Khamita," Andreus replied. "No more than a dozen families, all of them wine-makers. My agents tell me that they have long been suspected of being Rebel sympathizers."

"Then arrest them and search their houses," Tervon said. "If they offer any resistance, burn a few of their houses. The flames will find any hidden black powder far more efficiently than we can."

"And if they're innocent?"

"That's doubtful. But if they are loyal citizens of the Empire, they shouldn't mind the inconvenience. After all, what's good for the Empire is good for them."

"Agreed," Andreus said. "I will send a sizable strike team, in case of trouble." He strode to the entrance of his command tent, ready to start shouting orders.

"Send two," Tervon called after him. "And don't forget the Incinerators. Our troops will appreciate a good fireworks show."

Duncan the Red

"We don't have much time," the Red Duchess said tensely, pacing back and forth in the Rebel camp as she spoke. "The Rebel actions from Flintford have brought the Atlanteans down on us. I told them to stop their attacks against the patrols, but they wouldn't listen. Now, thanks to them, we have to move the armory in the village to a new location."

Duncan looked up from his campfire, where he was stirring a kettle of stew. "So what do you want me to do?" he asked. "I'm a warrior, not a pack mule."

"Send your best team to Flintford to defend it against the Atlanteans," she ordered, stopping her restless movements abruptly as she came to a decision. "We'll send a team later tonight to gather up the black powder and transport the villagers to a safe location."

"My warband will be there by nightfall. If the Atlanteans get anywhere near the village, we'll tear them apart." Duncan tasted his stew, savoring the rich, meaty flavor. "Unless you want prisoners."

"No prisoners," the Duchess replied. "Burn the corpses, but take their weapons and armor with you. We might need them later on."

"Is there much fighting at the river?" Duncan asked.

"Just occasional clashes with Atlantean patrols. Andreus is just testing us for now, feinting with his troops, measuring our strengths and weaknesses. It's only a matter of time before the Atlanteans try to sack Wolfsgate and push toward the capital. But we'll be ready."

"I wish I was there with you," Duncan said wistfully. "I would really enjoy hacking apart a few dozen of the Butcher's soldiers."

"You'll be at the front lines soon enough," the Duchess said grimly. "Today, I need you at Flintford. Can you do what I ask?"

"Trust me," Duncan assured her. "I'll do cartwheels across a battlefield for you if it means I can cleave the Butcher's skull in two with my axe before this war is through."

"Don't worry," the Duchess promised. "You'll get your chance."

Background

The Atlanteans have discovered a small village where the Black Powder Rebels have hidden a sizable cache of weapons. The Rebels defending the village will have to clash directly with Atlantean troops in order to hold off the assault.

Objective

The attackers must destroy as many buildings in the town as possible, in order to uncover and destroy the hidden weapons caches. The defenders must hold off the attack on the village and keep as many buildings intact as they can.

Army Size: 400 points, 4 actions per turn

Rules Set: Mage Knight Unlimited rules

Time Limit: 90 minutes

Setting the Scene

Players set up the terrain as per the battlefield map. No additional terrain is placed. Note that the battlefield is 3 feet by 6 feet.

Special Rules

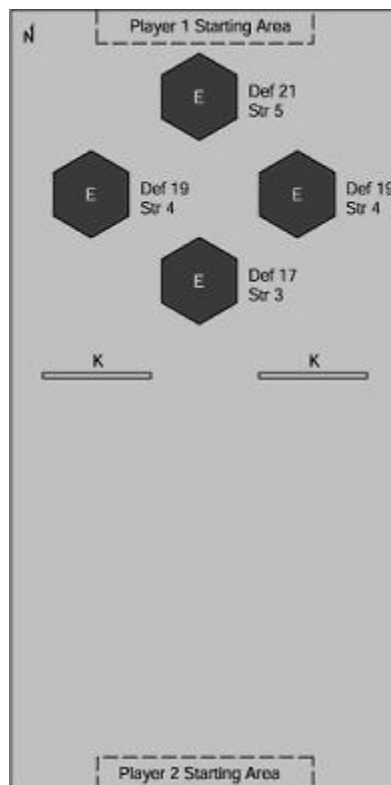
- 1) The buildings (Terrain Type E) can be destroyed only under the following conditions:
 - Each building has a defense value and a structure value. If a successful close combat or ranged combat attack is made against a building (either by a single figure or an attack formation), and the damage done in that attack is equal to or higher than the structure value, then the building is razed.
 - Warriors making a ranged combat attack using Flame\Lightning receive a +2 bonus to the attack dice roll when attacking buildings.
- 2) For ranged combat attacks, lines of fire are drawn from the center of the attacking warrior to the center of the building; drawing the line of fire through the blocking terrain of the target building is permitted. The building's center dot is considered to be on elevated terrain for line-of-fire purposes, but it does not receive the height advantage modifier (it's already included in the given defense value). Multiple-dial warriors may use long range fire against buildings as if they were multiple dial figures (double the range value and reduce the damage value by 2).
- 3) For close combat attacks, the attacking warrior(s)' front arcs must touch the building they are attacking. An attacking warrior must have his front arc in base contact with the target building.
- 4) Every time a building is destroyed, roll a single six-sided die. On a result of 5 or 6, the building contained a cache of Black Powder Rebel weapons. Every figure whose center dot is within 3 inches of any part of that building is affected by an explosive damage attack, as per the explosive damage rules noted below. This may only happen twice in one game; do not roll after the second explosion.
- 5) Leave razed buildings in play as hindering terrain.

Victory Conditions

The winner is the player with the highest victory point total. Score victory points as per the standard rules with the following additions:

- + (The attacking player receives 60 points per building destroyed; if the building contained a weapons cache, the attacking player receives 120 points.)
- + (The defending player receives 60 points for each building that has not been destroyed at the end of the game.)
- + (The defending player receives 120 points if the attacker destroyed no weapons caches and 60 points if they destroyed only one.)

Battlefield Map:



Explosive Rules from Conquest

Some warriors can deal explosive damage with their ranged combat attacks. These warriors have the attack value in each stat slot represented by an explosion symbol:



Ranged combat attacks by a warrior that deals explosive damage will affect other figures near the target figure. If the target figure is successfully hit by the attack, it is affected normally. In addition, every opposing and friendly figure (including the firer, but not the target) within a 3-inch range of the target figure receives 1 click of explosive damage regardless of their defense values. (This differs from Shockwave and Flame/Lightning.) The 1 click of explosive damage ignores the firer's special abilities and cannot be increased in any way. All blocking terrain (except water) between the center dots of the target figure and a figure within 3 inches of the target will prevent that figure from taking the click of explosive damage. Explosive damage is reduced by Toughness and Invulnerability. If the ranged combat attack misses the target figure, no explosive damage occurs.