

## 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:

	<b>Redemption Awards</b>	<b>Redemption Awards</b>
<b>L E</b>		
	<b>Lord Andreus</b>	<b>Duncan the Red</b>
<b>P I N</b>		

	<b>Sportsman Awards</b>	<b>Champion Awards</b>
<b>L E</b>		
	<b>Pickett</b>	<b>Anunub's Shield</b>



**The Winner of the Conquest Marquee Event also receives Gilgarsh!**

## 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!

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**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.

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### **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!

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## **The Story:**

### **Scenario #3: The Tower of the Flame**

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#### **Duncan the Red**

With only the stars to light his way, Duncan the Red walked along the edge of the ancient tower wall, trailing his fingertips along the weather-worn stone. Considering that the Tower of the Flame was more than a thousand years old, its guardians had kept it in amazingly good condition. Such was the legacy of the Hero Khamita, and the determination of his people to honor his cause of freedom.

Facing south toward the unseen river, the Dwarf peered out over the dimly seen hills that gently rolled down to the distant water. Duncan knew the Atlanteans were out there somewhere, ready to tear into Duncan's soldiers with their machines, wizards and warriors the first chance they got.

Duncan couldn't wait for them to begin.

As if in answer to his prayers, a single flaming arrow shot up into the air from the direction of the river. A second and third bolt arced up into the sky shortly after the first, confirming that other Rebel scouts had noticed the disturbance too.

Duncan threaded his way through the Rebel soldiers who were standing watch atop the lofty tower until he reached the bed of kindling, seeded with black powder, that had been laid on the parapet. He lifted a burning torch from the flame barrel and, holding the flame ready, waited for some sign that a major attack had been launched. The moment he knew this wasn't just another patrol skirmish, he would light the bonfire, alerting the far-distant capital city of Khamsin to the coming invasion.

An erratic rattle of fuser rifles being fired sounded out along the perimeter. There came a few sharp screams, and then nothing. Then Duncan heard the great thrumming hum of a Magestone cannon, and a fraction of a second later the tower shook under the impact of the magical blast.

"The battle has been joined!" Duncan called out ecstatically. "We must tell Khamsin that the war is upon us!" He threw his torch onto the bed of kindling. But even as the flaming brand hit the pile, a rippling barrier of force erupted over the pile of dry wood, extinguishing the torch with an angry hiss. Duncan stared in disbelief at the wall of wind and light that danced over the wood.

"A torch! A torch! Light the fire!" Duncan cried frantically. Humans and Dwarves from all along the tower wall raced to bring a dozen torches to the woodpile, but the magical barrier snuffed out every flame before the wood could catch.

"Mages!" Duncan snarled. He sprang to the parapet and scanned the hills, trying to pick out the robed menaces. Unless the Rebels could eliminate the wizards who had shaped the barrier, they could not alert Khamsin to the Atlantean attack. And if the Atlanteans managed to capture or bring down the Tower of the Flame, then all of southern Khamsin would lie vulnerable to the Empire's armies. The farmers and townsfolk from here to the capital would be at the mercy of the Atlantean soldiers.

"Rebels, hear me!" Duncan shouted to the soldiers atop the Tower of the Flame. "Unless we kill those spellcasters, Khamsin is doomed!"

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## **Lord Andreus**

Andreus watched interestedly as Magus Tervon led the circle of Atlantean Mages in casting the Flamekiller spell. Grand-Magus Tezla had originally created the spell to control the fires that frequently broke out in Atlantis, although the amount of magical energy required to extinguish flame in even a small area was enormous. But Tervon's strategy was a good one. If the Atlanteans could capture or destroy the Tower of the Flame while the spell still held, Khamsin would remain ignorant of the attack for at least the rest of the night.

That would give the Atlantean army just enough time to capture the Khamita Bridge and crush Khamsin's southern defenses before reinforcements could arrive from the capital. Then the whole of southern Khamsin would be theirs for the taking.

Andreus' attention was drawn to the top of the tower as a sickly blue light erupted there. Tervon's spell had worked! In retaliation, a hail of speeding bullets ripped out of the darkness, shredding branches and flesh all around him. Andreus didn't flinch.

"Soldiers!" an armsman next to Tervon exclaimed. "The Rebel soldiers are coming out!"

Andreus nodded. "Right on schedule," he said. He gestured for his teams of Atlantean soldiers and Golems to line up along either side of him and assigned a group of his best warriors to defend the mages. If the mages fell, this gamble would have been for nothing. But if the mages held out long enough for Andreus to take the tower, his army could be standing before the walls of Khamsin within a fortnight.

"For the Empire!" Lord Andreus cried as he unsheathed his sword. "Take no prisoners!"

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## Background

Khamita, the founder of Khamsin, built the Tower of the Flame hundreds of years ago. The Tower is the key to the defense of southern Khamsin, its signal flame designed to alert the capital that the countryside is under attack. But the Atlanteans' powerful wizards use their Technomantic spells to prevent the flame from being lit. For their plan to succeed, the Atlanteans must smash the tower before their Mages are struck down, while the Rebels must protect the tower at all costs against their determined enemy!

## Objective

The Atlantean player must either destroy or seize control of the tower and must keep at least one Atlantis Guild figure with Magic Enhancement or Magic Levitation in play at all times. The Rebel player must retain control of the tower.

## Army Size

Attacker: 1,200 points, 3 actions per turn

Defender: 1,200 points, which must include 1

Castle Heavy Tower section, 3 actions per turn (+1 castle action)

## Rules Set

Mage Knight: Conquest and Mage Knight: Castles rules

## Time Limit

100 minutes

## Setting the Scene

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

## Special Rules

- 1) Each player fields a 1,200 point army. The Atlantean player must have at least one Atlantis Guild figure with Magic Enhancement or Magic Levitation. The Rebel player should have a Castle Heavy Tower section (if none is available, see rule 5 below).
- 2) The Atlantean player must start all figures at least 30 inches away from the center dot of the Tower of the Flame.
- 3) The Atlantean player must keep at least one Atlantis Guild figure with the Magic Enhancement or Magic Levitation in play at all times. If all the figures with these special abilities are eliminated while the defenders still control the Tower, then the watchfire is lit and the game is over.
- 4) If a Castle tower piece is used, the defender controls the tower unless the attacker is the only player with a non-demoralized figure on the tower, or is the only player with a non-demoralized figure in contact with the tower's access points.
- 5) If a Castle tower piece is not available, then the Rebel player should use terrain piece "B" for the Tower of the Flame. This terrain piece can be destroyed, but only under the following conditions:
  - The tower has a defense value of 21 and a structure value of 4. If a successful close combat or ranged combat attack is made against the Tower (either by a single figure or an attack formation), and the damage done in that attack is equal to or higher than the building's structure value, then the tower is razed.
  - 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).
  - 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.

## Victory Conditions

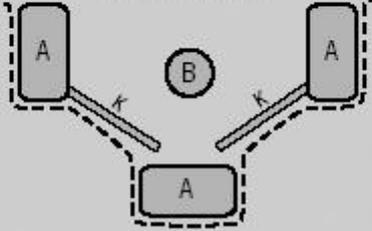
If the tower is under the defender's control when the time limit expires, the defender wins. If the tower is destroyed or under the attacker's control at the end of the game, the attacker wins.

## Battlefield Map:

North

### BATTLEFIELD map:

Player 1 Starting Area



All Atlantean figures must setup at least 30" from the center dot of the Tower..

Player 2 Starting Area

South