

MAGE KNIGHT™

THE ARENA OF ATLANTIS

Origins Convention
Mage Knight Unlimited

To celebrate the beginning of the glorious Atlantean campaign against Khamsin, the Lord Protector Jeet Nujarek has proposed a great entertainment be held in the Arena of Atlantis. For three days the best warriors of Atlantis will battle for the right to be named Champion, and to wear the seal of Tezla upon their standard. To wear the seal of the Grand-Magus is a great honor, as it is a mark of prowess and respect throughout the Empire.

Mage-King Alment Lan, one of the seven provincial governors of the sacred isle of Delphane, has chosen to participate in the tournament. A warrior and adventurer in his younger years, and a Hero today, Alment Lan fights for the glory of the people of Tezla's homeland of Delphane. His opponent, Gatekeeper Bassan, fights in the name of Lord Maakha, a commander of great repute in the eastern territories. May the best warrior prevail, and the Seal of Tezla be bestowed upon the victor!

ARMY DESIGN: Each player should bring 200 points of single-dialed figures to play with, as well as a special "Golem-only" army involving single-dialed Atlantean figures with Golem, Automaton or Battle Queen in their names.

MATCH DESIGN: Each pair of players will play three different scenarios in a row over the course of a four-hour period. Save for the restrictions within the second scenario, figures from any faction may be used by either player. Each pair of players should decide which one is fighting for Mage-King Alment Lan, and which is fighting for Gatekeeper Bassan.

SCENARIO #1: LIGHTNING ROUND

At the heart of the Arena of Atlantis, surrounded by twenty thousand merchants, nobles, dignitaries, and military officers, Jeet Nujarek, the Lord Protector of the Atlantean Empire, stood proudly at the heart of the battleground. Set against the sizable expanse of carefully raked sand, the tall, armored warrior looked tiny by comparison. But his slightest motion brought silence, and his Magestone-amplified voice demanded rapt attention.

"Good people of Atlantis!" Jeet began, his Magestone-amplified voice filling every corner of the massive stadium. "Tezla salutes you today, as he salutes the brave warriors about to fight for his greatest honor. While our armies even now fight to destroy the vile Rebel enemy in Khamsin, today we shall witness a display of what Atlantean honor, nobility and valor represents. Before us today, we are graced with some of the greatest warriors that the Empire has to offer — for we are all Tezla's children, and the glorious Empire his legacy to our great people!"

The crowd applauded noisily for a few seconds, then quieted at the Lord Protector's gesture.

"For your entertainment today," he continued, "the brave warriors of Delphane, commanded by the Mage-King Alment Lan, will fight for the honor to wear the Seal of Tezla for the coming year! But across from him in the arena, also fighting for the right to the Seal, stands the brave warriors raised and trained by Gatekeeper Bassan. Bassan! The Hero of the River Galtor, and honored lieutenant of Lord Maakha of Castle Darthion. A champion of the League wars, and the slayer of the Troll Chieftain Gostov! Today, Bassan seeks nothing but honorable victory today for his liege — and for Tezla!"

Now the crowd went wild, climbing to their feet and applauding with all of their might. The two Atlantean warbands began to enter the arena through the massive, thirty foot high gates set at either end of the arena. Behind the squads of warriors came groups of concentrating Atlantean Demi-magi, magically levitating the two Magestone Cannons into place on either end of the oval arena.

"At my signal, let the battles begin!" Jeet cried, "and may the best Atlantean win!"

BACKGROUND: Jeet Nujarek, the Lord Protector of Atlantis, is holding a tournament for Atlantean citizens to compete for the right of wearing the Seal of Tezla. Winning this tournament will earn the victor significant influence in the bureaucracy of the Empire, as well as with the powerful mages of the Atlantis Guild.

OBJECTIVE: Engage and eliminate the enemy forces.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn. No Tanks, Dragons or Titans.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Set up the battlefield per the map. No additional terrain is placed.

SPECIAL RULES:

- 1) Each of the Terrain Type "H" represents a sizable Atlantean lightning cannon. Any figure that has their dial completely within the perimeters of this terrain piece may "fire the cannon" for one activation. Each cannon may only be fired one time per turn.
- 2) The first turn of the game, each of the Lightning cannons has a range of 2". Every two turns afterwards, the cannon's range grows by 2". (On player 1's first turn, the range is 2". At the beginning of Player 1's third turn, the range is 4". At the beginning of Player 1's fifth turn, the range is 6", and so on throughout the course of the game.
- 3) Use the gunner's attack value to determine whether cannon-shot is successful or not. The cannon does five clicks of damage to any warrior successfully hit with its deadly lightning beam.
- 4) Lightning cannons do not take damage, cannot be captured, and may not be destroyed. Warriors using the Lightning cannon may be attacked normally. If a cannon controlled by one player has an enemy figure in base contact with it, that cannon may not be fired.
- 5) Lightning cannons are not considered to be hindering or blocking terrain.
- 6) The player that earns the most points in this Scenario earns the right to go first in the second scenario.

VICTORY CONDITIONS: The winner of the scenario is the player with the highest Victory Point total at the end of the game.

- Victory Point Total = Eliminated opposing figure points.
- + Friendly figure points that have survived the entire game. If all of a player's figures are demoralized, add 0 points.
- + 100 points if friendly figures control both Lightning Cannons when time expires.



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SCENARIO #2: SMOLDERING BRASS

Bassan watched as a hundred thousand gold coins worth of mechanical Golems lumbered out into the Arena and lined up across from the opposing Technomantic army. He shook his head sadly, imagining the good he could have done with such a golem force at the battles of Darthion last year, when the League forces tried to shake the walls down with their cursed Dragons.

Bassan's squire, Jorus, whistled coolly next to his master. "Why are we doing this? Couldn't we use these golems better at home than for some noble's entertainment?"

"We're gambling all these golems because the Seal of Tezla will earn us ten times their power in the political courts of Atlantis. Ever since Jeet Nujarek was sworn in by the Atlantis Guild, he's been pulling all of his warlords and armies out of the eastern lands and into the interior. If we can win this tournament, our Lord Maakha will be able to use the influence of the Seal to re-establish the original defenses along the shores of the Roa Galtor. Which will make all of our jobs that much easier."

"So, are we going to win?"

Bassan looked back at the lines of shining war golems. "I really have no idea."

BACKGROUND: As an entertainment for the citizens of Atlantis, two armies of Magestone Golems will meet in a headlong battle.

OBJECTIVE: Engage and eliminate all of the enemy Golem forces.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn. Only figures from the Atlantis Guild faction with "Golem", "Automaton", or "Battle Queen" in their name may be played in this scenario. Golem Mechanics may not be played in this scenario.

RULES SET: Mage Knight Unlimited

SET UP terrain per Mage Knight Unlimited rules. The play area is 3' by 3'.

SPECIAL RULES:

- 1) For the safety of the crowd, the use of Magic Blast is forbidden in this scenario.

VICTORY CONDITIONS: The winner of the scenario is the player with the highest Victory Point total at the end of the game.

- Victory Point Total = Eliminated opposing figure points.
- + Friendly figure points that have survived the entire game.
- If all of a player's figures are demoralized, add 0 points.

SCENARIO #3: TEZLA'S SEAL

Mage-King Alment Lan looked across the arena floor as he tugged on one of the straps of his armor. While he was not an old man by the standards of a human Magus, he was no longer a lad of twenty-five anymore. Being one hundred and twenty five years old with the body of a thirty-year old man had its advantages. But at times like this he would give up everything he had just for a bit more life-saving agility and stamina.

"Your helmet," Chereen offered. He nodded, then took the plain gray helm from his oldest daughter. "This is suicide, you know. You haven't fought with a sword in years. You've always been far better off with a Mage's staff than a warrior's weapon."

"It's all about appearances," he said. "Jeet Nujarek is a warrior, not a Magus. He's the first man in the history of the Empire to sit on the Throne of Atlantis and not have a trace of magical capability. He measures respect in battle, not by wizard's tricks."

"Then someone else should take his place."

Alment gave her a cold look. "That's neither here nor there. If we can win this trial, we earn the respect of the crowd, the seal of Tezla, and the grudging respect of the Lord Protector. With that kind of influence I can find out who's really pulling the strings behind our leader, and maybe even find out what really happened to his predecessor, Tahmaset."

"The former Emperor? He was killed by Rebels. Right here in this stadium, by a Rebel bomb?"

"So the story goes. But Tahmaset's son Averett is still missing, and I need to get back into the political game in order to find out where he vanished to. The island of Delphane is too away from the courts of Atlantis to get any reliable news anymore. In order to save the Empire from this dolt, I'm going to need to get in close and personal. And winning this tournament is the quickest way to do it."

"Well, good luck, father." She said. "Don't chop off your own head," she laughed.

"I won't," he offered back, "provided Bassan doesn't chop it off first."

BACKGROUND: The winner of this final battle will earn the right to bear the Seal of Tezla, and they will gain great power within the Atlantean Empire as result.

OBJECTIVE: Eliminate the leader of the enemy team to win.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player. Two actions per turn. No Tanks, Dragons or Titans.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Terrain is not used in this scenario. The playing area is 3' x 3'. Each player must clearly indicate which of their figures is the leader of their team. The winner of the second scenario in this series gets to set their army up second, and go first.

SPECIAL RULES:

- 1) Capturing enemy figures is an option, but no points are awarded for captured figures.
- 2) The enemy team leader should be considered to have the Command special ability.
- 3) When a team leader is eliminated, the scenario is over.

VICTORY: The winner of the scenario is the player that first eliminates the leader figure for the opposing team. In the event a leader is not eliminated within the time limit, use the following criteria to determine the winner:

The winner of the scenario is the player with the highest Victory Point total at the end of the game.

- Victory Point Total = Eliminated opposing figure points.
- + Friendly figure points that have survived the entire game.
- If all of a player's figures are demoralized, add 0 points.

OUTCOME: If Bassan wins the battle, a sizable number of Jeet Nujarek's troops will be re-assigned along the "eastern front", and will end up stabilizing the region around Darthion Castle. If Alment-Lan wins the battle, he will be able to re-enter Atlantean politics, and begin to decipher the mysteries behind the assassination of the previous Atlantean Emperor, Tahmaset.