







Imperial Games Scenario #1: Let the Games Begin

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Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight™ story line. Each participant, for the cost of shipping and handling, will receive a great new LE figure representing the actual Warlord that player decided to fight for and a special enamel pin representing that player's chosen side in the campaign. There will also be exclusive LE figures for the weekly champion and sportsmanship winner! Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

	Champion Awards	Valor Awards
L E		
	Amotep Treva	Reaver
P I N		
	Redemption Awards	Redemption Awards
L E		
	Altem Senn	Master Redwyn



The Background :

Emperor Nujarek has announced a grand month of tournaments to be held in Atlantis, pitting some of the best warriors of the Empire against all comers. The winner will be declared the champion of the Imperial Games and be known throughout the Land as the best of the best!



The Outlanders **Master Redwyne, Outlanders Captain**

Centuries of experience as a warrior, a father, and a statesman make Master Redwyne the perfect choice to lead the Outlanders to victory in the Atlantean Games! Commanding a diverse force of Orcs, Amazons, Dwarves, and Elves, this High Elf wants to beat the Empire at its own game and take the pompous Atlanteans down a notch or two. It will take all of his skill as a strategist to win the tournament, and his warriors will face the ultimate challenge in battling the Empire's finest!

VS



The Empire **Altem Senn, Empire Captain**

A veteran of the Rebel wars, this well-loved Atlantean champion will lead the warriors of Atlantis against the Outlanders, proving once and for all the superiority of the Empire. As Senn is a friend of the Emperor, and his exploits on the battlefield over the past fifteen years have earned the respect of many of his comrades, he is clearly the best choice to lead the Atlantean team to victory!

The Story:

Scenario #1: Let the Games Begin!

Jeet Nujarek, the Emperor of Atlantis, is holding a massive series of Imperial Games to determine the mightiest warrior in the Land! The Empire's team commander is Altem Senn, a warrior renowned for his skill and bravery in battle against the Rebellion. The Outlanders' team commander, Master Redwyne of the Knights Immortal, represents all of the Elves, Orcs, Dwarves, and other warriors assembled to defeat the Atlanteans and win the title of champion. To open the spectacle, the Emperor has each team captain draw lots and assemble opposing forces at random for the pure entertainment of the crowd.

Background: Week One of April's Campaign will be conducted using the Sealed Box format. Each player builds a 200-point army using figures taken from his or her boosters.

Objective

Each player aims to defeat the other.

Army Size

Two-player game; 200 points per player.

Rule Set

Mage Knight: *Unlimited*

Time Limit

50 minutes

Setting the Scene

No hindering or water terrain may be placed.

Victory Conditions

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