







Imperial Games Scenario #2: Bloody Spectacle

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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 #2: Bloody Spectacle

Altem Senn Empire Captain

Twenty thousand Atlanteans rose to their feet, the thunder of their enthusiastic voices filling the Atlantean sky-arena with a bestial roar. Banners emblazoned with the symbol of the Atlantean Empire waved high above the floating city of Atlantis, snapping and cracking in the early morning breeze. Within the jam-packed stadium, every eye was fixed on the glorious warrior leading his troops out of the western gate. His beauty limned in the morning sunlight, Altem Senn strode boldly into the massive arena at the head of a column of Atlantis' finest. In his hands he held the golden banner of the Emperor, stoically bearing its massive weight toward the center of the stadium.

For twenty years Altem Senn fought for the Empire, having led the Atlanteans to dozens of victories in the first years of the Rebel war. Every citizen of the Empire knew Senn's name, admired his face, and believed that his skill with a manaclevt sword knew no rival anywhere in the Land. As Senn looked upon the chanting crowd, flashing them a glorious smile, he knew that he would win these Games—and that the Empire would stand triumphant!

Master Redwyne Outlanders Captain

The High Elf had expected catcalls and rudeness from the assembled throng of nobles, soldiers, generals, and ladies—but he hadn't expected absolute silence. Twenty thousand spectators sat motionless on their benches, not even one of them offering a single cheer to mark the Outlanders' advance into the massive arena. While Redwyne knew that his warriors had the Emperor's promise of truce for the next few weeks, the unexpected silence had to have been orchestrated by Nujarek. Nonetheless, the eerie effect worked upon Redwyne and his soldiers remarkably well.

Master Redwyne gritted his teeth and continued to stride toward the center of the arena, the Outlanders banner flapping in the breeze above him. Behind him, his assembled warhost of Orcs, Dwarves, Elves, and Amazons marched in pairs, nervously eyeing the silent crowd. As he approached the waiting lines of Atlantean soldiers, the High Elf raised his banner higher, proud of his heritage and his warriors. The Outlanders would win this day, and he would be the one to lead them to victory!

Background

The first trials of Jeet Nujarek's Imperial Games are announced, and warriors loyal to the Empire and the Outlanders will fight to the death for the honor of being crowned Imperial champion.

Objective

Each player attempts to defeat all other players.

Army Size

Four-player game; 100 points per player. No titans allowed.

Rule Set

Mage Knight: *Unlimited*

Time Limit

50 minutes

Preparing the Battlefield

Place the four blocking terrain pieces (E, F, G, and H) per the map. These pieces represent massive columns. No additional terrain is placed. No castle pieces may be placed.

Special Rules

- 1) Assign four players to each board, and randomly determine which player is Player 1, Player 2, Player 3, and Player 4. If there aren't enough players to fill a board, the Warlord should organize the players into groups of two, three, and four based on skill level and table space.
- 2) Before players place their armies, they must declare whether they are fighting for the Empire or for the Outlanders.
- 3) Players may attack whomever they wish, regardless of which team they represent.
- 4) Players may form formations only within their own armies; all other player's figures are considered to be enemy figures.
- 5) Figures may not be captured.
- 6) Each player assigns one figure to be his or her Banner Carrier. If a player's Banner Carrier is eliminated, that player automatically loses 20 victory points.

Victory Conditions

Use the standard **Mage Knight:** *Unlimited* victory conditions, except for Special Rule 6, above.

Battlefield Map:

