

# Imperial Games

## Scenario #3: Wall of Swords

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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:

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



## 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 #3: Wall of Swords

#### Altem Senn

##### Empire Captain

For what seemed like the hundredth time tonight, Altem Senn lifted his glass in response to an eloquent toast from an Atlantean noble. While he was drinking water instead of wine, to ensure that his performance in the next day's games was flawless, he was well aware that the toasts in his honor were really tributes to the eternal strength of the Empire. Seeing the assembled host of nobles from every Atlantean walk of life—Delphane, Caeronn, Prieskan, Kosian, and others—made Senn proud to represent the Empire, to fight for the manifest destiny of the human race.

The team of human warriors under Senn's command had performed admirably in Emperor Nujarek's tournaments; thus far, they were holding their own against a weaker but more diversely trained force. The Empire prided itself upon the extensive training it gave its officers, but having

his soldiers fight Orc, Elf, Dwarf, and Amazon simultaneously in the same battle was challenging them in ways they'd never before encountered. But his team would persevere, if for no other reason than that they were *Atlantean*!

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### **Master Redwyne Outlanders Captain**

Master Redwyne attended to the wounded High Elf himself, deftly stitching together the deep slash through the warrior's bicep with needle and thread. The first days of the tournament had gone well, but the casualties were starting to mount, and his healers were hard pressed to take care of the more serious cases. On top of it all, the celebratory banquets, feasts of honor, and presentational affairs were taking up most of his time—time he should have been spending preparing his team for the battles to come. But such was the way of the Empire: pomp and decadence.

Redwyne finished neatly bandaging his patient's arm and looked up to see a green-skinned Orc looming over him, its hand wrapped in a blood-stained rag. He'd watched the Raider take down a pair of Atlantean warriors with three brutal blows in this morning's tournament. While it was an Orc—a vile, disgusting creature made up only of chaos and destruction—it was a warrior under his command, and it had proved itself on the sands of the arena. Swallowing his bile, Redwyne took the Orc's injured hand and began to unwind the bandage to determine the best means of treatment.

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### **Background**

Lesser warriors fighting for either team participate in a Grand Melee, battling for fame, prizes, or vengeance.

### **Objective**

Each player attempts to defeat all other players.

### **Army Size**

Four-player game; 200 points per player. No figures costing more than 25 points are allowed. No Uniques, Heroes, or LEs are 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, or 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 figures are considered to be enemy figures.
- 5) Figures may not be captured.

### **Victory Conditions**

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

### **Battlefield Map:**

