







Imperial Games

Scenario #4: The Emperor's Labyrinth

The Prizes * The Background * The Story * The Map * Rules

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:

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Altem Senn **Empire Captain**

Over the course of the past year, Altem Senn had seen firsthand the workshops where the Atlantean Technomancers worked tirelessly with the High Elven wizards, blending Technomantic power and Rivvenheim sorcery. Now, having seen the wealth of a new generation of weapons—lethal crossbows, magical battle armor, Shield Golems, and a powerful new hand-held flamethrower—Senn knew that the destiny of the Empire was at hand. Atlantis' enemies would soon be driven to their knees by the combined strength of Atlantis and Rivvenheim.

Even today, as the final games were being played out, another ten thousand Atlantean soldiers were marching toward the river city of Wolfsgate. As soon as the army had broken through the Rebel lines, a warhost of Knights Immortal warriors would ride into Khamsin from the east, locking

a choke collar around the capital city. By midsummer, the siege of Khamsin would begin, and the joined Atlanteans and High Elven warriors would reduce the Black Powder Rebels to ash!

But that glory lay in the future. For now, before a throng of twenty thousand human spectators, Senn would command his warriors to victory over the Outlanders. He would prove the superiority of the Empire's soldiers and lay the foundation for an era of conquest that would end only when Khamsin lay in ruins!

Master Redwyne Outlanders Captain

Master Redwyne knelt before the throne of Emperor Nujarek, bowing his head respectfully to the ruler of the Atlantean Empire. All around him in the gigantic stadium, the High Elf could sense humans looking down on him with disdain. Although he was within sword range of the Emperor and his wary companion, the Prophet-Magus Osiras, Redwyne knew that it was not yet the Emperor's time to die. More than a year ago, the members of the Elven Council had agreed to a secret alliance between the High Elves and the Empire, paving the way for the destruction of Khamsin and the Rebellion. Redwyne had disagreed with their decision; he had been the only dissenting voice among all the members of the Council. As a result, he'd left their company, after swearing on his life that he wouldn't interfere in Rivvenheim's plans for smashing Khamsin.

But they'd said nothing about competing in Emperor Nujarek's tournament. Or, better yet, *winning*.

Today, the band of assembled Outlanders would be fighting for their lives, and everything rested on their success. The meaningless prize of a golden urn would symbolize whether Redwyne's plans to thwart the Empire—and the High Elven Council—would succeed.

Background

Up to four teams compete for the title of champion within a specially constructed labyrinth.

Objective

Have the last Hero standing.

Army Size

100 points per player of figures from the Hero faction. Players may start Heroes at any level.

Rule Set

Mage Knight: *Dungeons*

Time Limit

50 minutes

Preparing the Battlefield

The Warlord downloads and prints as many sets of four small maps as needed. These maps are named Air, Earth, Fire, and Water. Each battle uses one of each type of map. The Warlord distributes the maps to the players, who place them as below. No additional terrain, doors, or artifacts are used.



- [Water PDF](#)
- [Air PDF](#)
- [Earth PDF](#)
- [Fire PDF](#)

Special Rules

- 1) The Warlord assigns up to four players to each labyrinth, and randomly determines the Player 1, Player 2, Player 3, and Player 4 designations. If there aren't enough players to form full four-player groups, the Warlord should organize the players into smaller groups as necessary.
- 2) For any round after the first, Warlords should pair up players according to the order in which they were defeated, whenever possible. For example, pair up all players who were defeated first, then all players who were defeated second, and so on.
- 3) Before players place their figures in the starting areas, they must declare whether they are fighting for the Empire or the Outlanders.
- 4) No Mage Spawn, wandering monsters, or treasure chests are used in this scenario.
- 5) Fire squares on the map are pits of roaring flame. At the end of each player's turn, any friendly figure in a fire square takes 1 click of damage. This damage cannot be reduced by any means.
- 6) Heroes may be restored to life by the Necromancy ability, but then no longer count toward the victory condition. Keep track of Heroes brought back into the game this way—each may no longer be considered the last Hero standing.
- 7) Squares marked as "Water" are treated as Water Terrain and costs 3 speed points to move through (unless the unit has the Aquatic Special Ability).
- 8) Black squares are considered blocking terrain.

Victory Conditions

The winner is the player with the last Hero or Heroes on the board. In the event that more than one team still has a Hero alive when the game ends, the side with the highest remaining Hero point total is the winner. Heroes that have been slain and returned to play by Necromancy do not count toward this victory condition.