

Vengeance of Rivvenheim

Mage Knight Storyline Event K

Venue Instructions

This **Mage Knight™** scenario is designed to be run as an in-store event. Each event's champion, runner-up, and Fellowship selection receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of this event, the champion chooses his or her Limited Edition figure first, then the Fellowship selection chooses his or her LE, and then the runner-up receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the play scenario for this period. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of this scenario in your venue so that your players can prepare their armies, and having a copy on hand for each player when you're running the in-store event.

How to Run This Storyline Event

By the time you receive this kit, you will have already scheduled your event night on the WizKids® website. It's a good idea to advertise your event night so that your players know when and where to meet. Display the prizes to show your players what they can win! Post a sign-up sheet and encourage your players to declare allegiance for one of the competing factions. WizKids has listed your event, free of charge, on our website so that new customers can find your venue. On the event night, your envoy runs a tournament using the attached scenario. We recommend using the Swiss pairing system for your tournament.

After the completion of the event, the envoy has seven days to report the battle results of the event, as well as the name of your champion and the side for which he or she fought, to WizKids. (There are complete reporting instructions available on your envoy's personal home page at the WizKids website.) Visit the WizKids website to follow the results of this scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Have questions, concerns, or problems? Don't hesitate to contact WizKids at wizkidsgames.com/kb/u_default.asp via our online support database.

Approved Play
WizKids, Inc.

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Background

With the destruction of their armies at Khamsin, the Elven Lords vowed two things: to wreak bloody revenge against the treacherous Atlanteans and to finish the job against the chaotic Black Powder Revolutionaries themselves. With the sudden attack against one of the first cities liberated by the Revolution—Enos Joppa—the Elven Lords seek to take control of the pass leading down from the Drakona-infested maze of the Kuttar Depths.

Stakes

If the Elven Lords win the battle, they will gain control of Enos Joppa and effectively cap off the solitary trade road leading down from the Kuttar Depths. If they fail, the Black Powder Revolutionaries will maintain control of Enos Joppa and continue to receive and distribute sporadic shipments of explosive black powder from Sarah Ythlim's secret base at Varsfield.

Army Size

400-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the Black Powder Revolutionaries, and he or she must have at least one Unique warrior from the Black Powder Revolutionaries faction in his or her army to begin the game. The other player represents the Elven Lords, and he or she must have at least one Unique warrior from the Elven Lords faction in his or her army to begin the game.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Sets

Mage Knight Complete Rules of Play, **Mage Knight: Dark Riders** rules supplement, **Mage Knight: Sorcery** rules supplement, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield: Per the standard rules.

Victory Conditions: Per the standard rules.