

Honor and Death

Mage Knight Storyline Event I

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

More than a year ago, Elemental Champion Kossak Mageslayer was captured and transformed into a vampire by the Crusaders champion, Darq the Corrupt. With the aid of the Vermillion Crown, Darq is able to puppet his new vampiric toy, “Kossak Darkbringer,” into leading the Crusaders’ attack against his own people. Kossak’s nephew, the famed Freeholds Warlord Huhn, has openly challenged Kossak in a battle to the death in front of Stonekeep Castle. Darq, knowing the benefits of such a victory, has had his puppet accept the challenge, and now psychically directs Kossak to confront and destroy Huhn, and then to capture one of the last Freehold strongholds in the Land.

Stakes

If Kossak Darkbringer wins the battle, Huhn will be slain and the Freehold warriors defending Stonekeep Castle will be forced to abandon the edifice to the Dark Crusaders. If Huhn wins the battle, Kossak will be slain and the Freeholds will maintain control over Stonekeep—and the Order of Vladd will lose their coveted role as commanders of the bloody pacification of the Wylden territories.

Army Size

400-point armies; three actions per turn. No titans or multiple-dial warriors are allowed. One player represents the Elemental Freeholds, and he or she must have at least one Unique warrior from the Elemental Freeholds faction in his or her army to begin the game. The other player represents the Dark Crusaders, and he or she must have at least one Unique warrior from the Dark Crusaders faction in his or her army to begin the game. Only the Crusaders player may use the Kossak Darkbringer warrior. Only the Freeholds player may use the Warrior Huhn warrior.

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, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield: Per the standard rules.

Special Rules

- 1) **Fearful Motivation:** The Crusaders player may use warriors from the Necropolis Sect, the Order of Vladd subfaction, and the Deathspeakers subfaction together in formations.
- 2) **Bond of the Wild:** The Freeholds player may use warriors from the Elemental League, the Elemental Freeholds, and the Wylden Host subfaction together in formations.

Victory Conditions: Per the standard rules.