

Podo's Conquest

Mage Knight Storyline Event T

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

A magic shield might have been enough to raise Podo from a lowly grunt to the ruler of the goblins, but it will take an important victory to convince the Orc Khans that a goblin deserves a place among them. By order of the Khans, Podo must set aside his shield and lead an Orc warband in a surprise attack on the human mining town of Nok. His mission: to destroy Cedric's Column, an ancient monument to the founder of Nok. If he succeeds, he will be recognized as the first Goblin Khan. If he fails the Orc Khans may return his shield, but only the goblins will respect his authority.

Stakes

If the Orc Khans win, the area around Nok will become the domain of Khan Podo and the Orc Khans.

Army Size: 300-point armies and three actions. No titans or multiple-dial warriors are allowed.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Sets

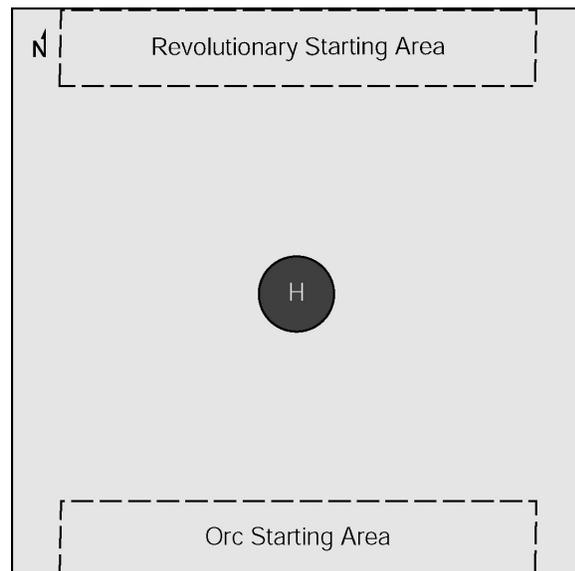
Mage Knight Complete Rules of Play, **Mage Knight: Dark Riders** rules supplement, **Mage Knight: Sorcery** rules supplement, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield

Player 1 represents the Orc Khans and Player 2 represents the Black Powder Revolutionaries. Instead of the center objective token, place standard terrain template H at the center of the battlefield to represent Cedric's Column. Player 2 places an objective token anywhere on the battlefield at least 15" from his or her deployment zone and at least 6" from Cedric's Column. No domains may be used, and players do not place additional terrain features during setup.

Special Rules

- 1) For this battle, Podo (**Mage Knight: Lancers** figure #158) may be played by Player 1. If Podo is not played, Player 1 chooses one warrior from the Orc Khans faction with a point value less than 25 points to represent Podo.
- 2) Player 1 does not place an objective on the battlefield. Instead, Podo becomes an objective that Player 1 controls. Player 1 controls this "objective" until Podo is eliminated, at which point Player 2 automatically gains control of it, with no chance for it to be contested.
- 3) Cedric's Column also serves as an objective, which Player 2 controls. It is considered a blocking terrain feature with a defense value of 15 and a structural point value of 5. Player 2 controls this "objective" until it is eliminated, at which point Player 1 automatically gains control of it, with no chance for it to be contested.



Victory Conditions: Per the standard rules.