



Harbingers of Doom Mage Knight 2005 Storyline Event 0-5 Venue Instructions

This **Mage Knight™** scenario is designed to be run as an in-store event. Each month's champion and Fellowship winner receive special prizes. Your scenario kit includes everything you need to run the Harbingers of Doom scenario. The winner of the Harbingers of Doom scenario receives the champion Limited Edition figure, Uncle Guns, and the Erase Limited Edition spell. The Fellowship winner of the Harbingers of Doom scenario receives the Book of Control Limited Edition. On the back of this venue instruction sheet, you will find a copy of the Harbingers of Doom scenario. The scenario is also available on our website as a .pdf file. We recommend displaying a copy of each upcoming 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 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 swear their allegiance to one of the two sides for the month. 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 Harbingers of Doom scenario. We recommend using the Swiss pairing system for your tournament, but you can also use the single-elimination, double-elimination, or round-robin pairing system or another pairing system that works for you and your players.

After the completion of the event, the envoy has until the last day of the month to report the name of your champion, and the side for which he or she fought, to WizKids. Visit the WizKids website to follow the results of the Harbingers of Doom scenario. As each venue's results are tabulated, you'll be able to see which side is winning the battle.

Questions, concerns, or problems? Don't hesitate to contact WizKids!

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HARBINGERS OF DOOM

Mage Knight 2005 Storyline Event 0-5

Background

The forces gathered by the champions have tracked the Tur'aj deep into the Blasted Lands, but they arrived too late. The priests of the Apocalypse cult have taken the prisoners brought to them and sacrificed them in an elaborate ritual, aided by the Shyft. Unlike earlier rituals, which have destroyed the bodies sacrificed, this ritual has left the bodies mindless and soulless—vessels waiting to be filled by the dark forces rising in the area.

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed. One army represents the champions force, and it must include at least two champions. The other army represents the Apocalypse cult, and it must include at least three warriors with the Apocalypse or Shyft faction symbol.

Time Limit: 50 minutes

Rules Sets: **Mage Knight**, *Dark Riders*, *Sorcery*, *Omens*

Preparing the Battlefield: Per the standard rules.

Special Rules

- 1) No domains may be played.
- 2) **No retreat.** For each full 50 points' worth of opposing warriors eliminated by the Apocalypse army, all remaining warriors in the champions army get +1 to their defense values.
- 3) **No surrender.** For each full 50 points' worth of opposing warriors eliminated by the champions army, all remaining warriors in the Apocalypse army get +1 to their attack values.

Victory Conditions: Per the standard rules.

The Stakes

If the champions win the scenario, they will escape to warn the Land of the coming invasion. If the Apocalypse wins the scenario, a major city in the Land will fall to the forces released in the ritual.