

Revenge of the Sunlords

Mage Knight Storyline Event P

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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Overall Background

The Galeshi have carried on their guerilla war against Darq the Corrupt and his Moonborn through dire times, but now they see a chance to strike back against the vampire prince. They have used Darq's obsession with hunting down the remaining Galeshi warriors to lure the leader of the Moonborn and his retinue of fallen Galeshi into the depths of the sun-scorched Galeshi deserts. Although Darq knows that a significant number of the Sunborn have gathered together, what he does not know is that they have also gotten the aid of their Black Powder Revolutionary allies in a bid to rid themselves of Darq once and for all.

Stakes

If the Galeshi and their Revolutionary allies win, they will force Darq to abandon his principedom within the Galeshi desert, and they will be able to reclaim the desert homeland of the Galeshi. If Darq wins, he will capture or kill a large portion of the surviving Sunborn, retaining his hold on the Galeshi desert.

Army Size

300-point armies and three actions. No titans or multiple-dial warrior 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: Per the standard rules.

Special Rules

- 1) The constantly shifting sands of the Galeshi desert make footing treacherous. Treat all clear terrain as hindering terrain for movement purposes and clear terrain for line of fire purposes.
- 2) The baking heat is crippling even to those who grew up in the Galeshi deserts. Whenever a warrior would take 1 pushing damage for receiving a second action token, it takes 2 pushing damage instead.

Victory Conditions: Per the standard rules.