



Vurgan Assault

Mage Knight 2005 Storyline Event 0-4

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 Vurgan Assault scenario. The winner of the Vurgan Assault scenario receives the champion Limited Edition figure, Norgarr, and the Bloodhook Limited Edition relic. The Fellowship winner of the Vurgan Assault scenario receives the Mageblight Limited Edition relic. On the back of this venue instruction sheet, you will find a copy of the Vurgan Assault 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 Vurgan Assault 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 Vurgan Assault 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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Overall Background

The Dark Crusaders have nearly annihilated the Elemental Freeholds. First, the Crusaders stormed into Wylden Forest. Then they laid siege to Roanne Valle. Finally, they captured Stonekeep and slaughtered the Freeholds' greatest warrior. What the Crusaders didn't count on was the Elemental Council swallowing its pride and making an alliance with the Elven Lords. High elf and forest elf stand together after centuries apart, and they are calling together their allies for a strike at the heart of the enemy.

Scenario Background

With much of the Crusaders' forces off on the western front fighting against the Shyft and the Tur'aj, only a small force of Crusaders remain to patrol the Vurga Divide and the eastern roads to Necropolis. If the allied elven forces can eliminate the Crusaders quickly and decisively, the way to a full assault on Necropolis itself will be open. Yet as the battle begins on the plain, the Vurgan warlords in the hills above see an opportunity to eliminate both the Crusaders *and* the new invaders, and so they begin loading their trebuchets and catapults. . . .

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed. One player represents the allied elven forces; this player must have at least one warrior with the Elven Lords faction symbol and at least one with the Elemental Freeholds faction symbol in his or her army. The other player represents the Dark Crusaders; this player must have at least three warriors with the Dark Crusaders faction symbol in his or her army.

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) **Elven alliance.** Warriors with the Elven Lords faction symbol and warriors with the Elemental Freeholds faction symbol may create formations with each other.
- 3) **Familiar territory.** A warrior belonging to the Dark Crusaders player get +1 to its defense value when it is in base contact with an objective.
- 4) **Death from above.** At the beginning of each player's command phase, target any warrior and roll one six-sided die. On a result of 6, a boulder hurled by the Vurgan warlords strikes the target, dealing 3 damage to it and 1 damage to any warrior in base contact with the target.

Victory Conditions: Per the standard rules.

The Stakes

If the alliance wins, the Elven Lords will take control of all lands to the east of Black Lake, and the Necropolis will be open to attack. If the Dark Crusaders win, they will maintain control of the area.