



RAMPAGE!

Mage Knight 2005 Storyline Event 0-1

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 RAMPAGE! scenario. The winner of the RAMPAGE! scenario receives the champion Limited Edition figure, Karlis, and the Archer's Eye Limited Edition spell. The Fellowship winner of the RAMPAGE! scenario receives the Limited Edition relic, Apprentice Folio. On the back of this venue instruction sheet, you will find a copy of the RAMPAGE! 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 RAMPAGE! 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 RAMPAGE! 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!

Approved Play
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RAMPAGE!

June 2005 Mage Knight Scenario

Background

Mage Spawn wander the Land in numbers unseen for centuries—emerging from dungeons abandoned by the Shyft, birthed by the Apocalypse Dragon, and newly created by the raw magic released by the Solonavi. Wracked by pain, the creatures are drawn to the healing springs in the northern Wylden forest, where they fight to escape their agony and unleash their rage on one another.

Army Size:

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed.

Time Limit: 50 minutes

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

Preparing the Battlefield: Per the standard rules.

Special Rules

- 1) All warriors must be Mage Spawn without a subfaction symbol from any tournament-legal expansion.
- 2) During a player's command phase, roll one six-sided die for each objective controlled by that player. The result is total amount of healing that may be distributed to friendly warriors in base contact with the controlled objectives.

Victory Conditions: Per the standard rules.