



Golem Awakening Mage Knight 2005 Storyline Event 0-2 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 Golem Awakening scenario. The winner of the Golem Awakening scenario receives the champion Limited Edition figure, Korebow, and the Black Blades Limited Edition adventuring company. The Fellowship winner of the Golem Awakening scenario receives the Valor Limited Edition relic. On the back of this venue instruction sheet, you will find a copy of the Golem Awakening 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 Golem Awakening 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 Golem Awakening 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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GOLEM AWAKENING

Mage Knight 2005 Storyline Event 0-2

Overall Background

In recent months, golems constructed by the Atlantean Empire, such as the infamous renegade Redgear Bowblade, have begun to show an unusual degree of independence. Though Delphana and Golemcore technomancers have spent many sleepless nights trying to discover how they lost control of their creations, they take comfort knowing that eventually the runaways will begin to break down—far from the Atlantean-crafted spare parts they will require.

Scenario Background

With the aid of newfound allies in the Black Powder Revolution, the renegade golems are mounting an attack on the Imperial supply depot at Lonossai. If the attack succeeds, the Revolution will have a secure base from which to launch assaults into the heart of the Empire, and the golems will have enough parts to repair themselves for months. But as the alarm sounds, and Lonossai's guards spill out of their barracks, it's clear the town won't be captured without a fight!

Army Size

300-point armies; three actions per turn. No titans or multiple-dial warriors allowed. One player represents the renegade golems; this player must have at least two warriors in his or her army with the Atlantean Empire faction symbol and the golem damage type, and two with the Black Powder Revolution faction symbol. The other player represents the Atlantean defenders of the workshop; this player must have at least four warriors in his or her army with the Atlantean Empire faction symbol, and at least one with either the Delphana or Golemcore subfaction symbol.

Time Limit: 50 minutes

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

Preparing the Battlefield: Per the battlefield map.

Special Rules

- 1) Objectives are placed as shown on the battlefield map, along the center line of the battlefield and within 3" of the indicated terrain. No other objectives are placed.
- 2) No domains may be used.

Victory Conditions: Per the standard rules.

The Stakes

If the Atlantean defenders win the battle, they will have secured both their base and valuable samples of the annoyingly independent golems for the Delphana and Golemcore to disassemble and study. If the renegade golems and the Black Powder Revolutionaries win the battle, they will capture Lonossai.

Battlefield Map

