



## **Mage Knight: *Nexus* Storyline Event Venue Instructions**

This **Mage Knight™** scenario is designed to be run as an in-store event. The event's champion, second-place finisher, and Fellowship winner each receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of the event, the champion chooses his or her Limited Edition (LE) prize first; then the Fellowship winner chooses his or her LE; and then the second-place finisher receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the scenario for this event. 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 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 for 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 via our online support database **[www.wizkidsgames.com/ss](http://www.wizkidsgames.com/ss)**.

## **Tidal Flats**

### **Mage Knight: *Nexus* Storyline Event A**

#### **Background**

While the majority of the Shyft are in the Land's northern regions, the Atlanteans have seized the opportunity to strike against the Shyft Isles. Several sky-castles have made their way out along the ley-lines, escorting Xandressan ships. Now the first wave of Atlanteans has forced its way ashore, and if the remaining Shyft cannot drive them back into the sea, the weight of Atlantean reinforcements will surely allow them to capture the islands.

#### **Stakes**

If the Atlanteans win, they will be able to bring more troops ashore and overwhelm the Shyft and Mage Spawn defenders, capturing the Isles. If the Shyft win, they will be able to drive off the first wave and buy themselves the time necessary to gather Aquatics to defeat the invasion.

#### **Army Size**

300-point armies; three actions per turn.

**Time Limit:** 50 minutes

**Format:** Scenario

#### **Rules Sets**

**Mage Knight**<sup>™</sup>, *Dark Riders*, *Sorcery*, *Omens*, and the **Mage Knight** Comprehensive Tournament Rules

**Preparing the Battlefield:** Per the standard rules.

#### **Special Rule**

After terrain is placed, all clear terrain becomes shallow water terrain. At the beginning of each command phase, the active player rolls two six-sided dice. On a combined result of 2–4, all shallow water terrain becomes clear terrain that turn, representing the capricious tide.

**Victory Conditions:** Per the standard rules.