



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.

Haunted Forest

Mage Knight: *Nexus* Storyline Event C

Background

As more of Queen Corella's Amazons come down from Nepharus Mons to join the Solonavi armies, several warbands have begun to pay attention to the rumors that there are underground storehouses containing scores of magical relics beneath the holy mountain. Given the trouble in the Kuttar Depths and in the mountains north of Nepharus Mons, there is really only one way into the area: through the deep forests to the east of the mountain, the same forests reputed to be haunted by spirits of the Amazonian dead.

Stakes

Whichever faction wins through the deep forests east of Nepharus Mons will have access to the vaults beneath the sacred Amazon mountain.

Army Size

300-point armies; three actions per turn.

Time Limit: 50 minutes

Format: Scenario

Rules Sets

Mage Knight[™], *Dark Riders*, *Sorcery*, *Omens*, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield: Per the standard rules.

Special Rules

1. The forest canopy is incredibly dense, keeping fliers near the ground. Warriors may not be placed at soaring level by any means.
2. The spirits of long-dead Amazon warriors inhabit this forest, taking control of warriors from all factions and turning them against their companions. If, at the beginning of a player's command phase, that player does not control a warrior that began the game in an opposing player's army, he or she rolls one six-sided die. If the result is 6, the opposing target warrior with the lowest point value becomes a friendly warrior. If two or more opposing warriors share the lowest point value, the current player selects which of these warriors becomes friendly.

Victory Conditions: Per the standard rules.