

***Rebel Thunder Scenario***  
**Caero Is Burning**  
**Black Powder Rebels vs. Atlantis Guild**

Now that you've read *Mage Knight: Rebel Thunder*, play out the scene in which the Rebels escape from Caero, with your very own **Mage Knight™** figures, brought to you by WizKids games!

**Mage Knight** is a collectable miniatures game in which players take on the role of leaders commanding squads of fearsome warriors to victory! **Mage Knight: Unlimited** Starter Sets are available at most game and hobby stores. These Starter Sets contain everything a single player will need to play this scenario: rules, figures, a ruler, and dice.

For more information on the game, and the ever-growing **Mage Knight** world, visit our Web site at [www.mageknight.com](http://www.mageknight.com). If you want to get involved in the **Mage Knight** storyline, know that every month hundreds of stores all over the world participate in the **Mage Knight** Campaign series. Each victory in these Campaigns affects the course of the **Mage Knight** story! Each week's winner receives a special Limited Edition figure and a specially designed pin. Additionally, because WizKids is a strong proponent of sporting play, at the end of each night of Campaign play the participating players in each store vote for the player who was the most fair, helpful, and courteous—and that player gets a special figure and pin as well!

We hope you enjoyed *Mage Knight: Rebel Thunder*, and we hope that the following scenario intrigues you, whether you are an experienced **Mage Knight** fanatic or a player who's new to the scene!

**Background**

By setting fire to a section of Caero, the warriors and mages of the Atlantis Guild attempt to arrange the mass capture of as many Rebel spies as possible. The Black Powder Rebels must successfully escape the Atlantean trap or face imprisonment by the Empire!



### Objective

This scenario is intended for two players. The Rebels player is attempting to rush past the Atlantean defenders, while the Atlantean player is trying to capture or eliminate as many Rebel figures as possible.

### Army Size

Two-player game, with 200 points per player. Player 1 represents the Atlantis Guild. Player 2 represents the Black Powder Rebels.

### Time Limit

50 minutes

### Rules Set

**Mage Knight:** *Unlimited*

### Preparing the Battlefield

Clear a 3' x 3' space for play, then set up terrain as shown on the Battlefield Map. Terrain pieces F, G, and H are considered to be blocking terrain. Terrain piece templates can be found on the WizKids Web site. If you don't have access to our Web site, you can use cans of soup, pepper shakers, or any other household object to represent the houses and shops in the district.

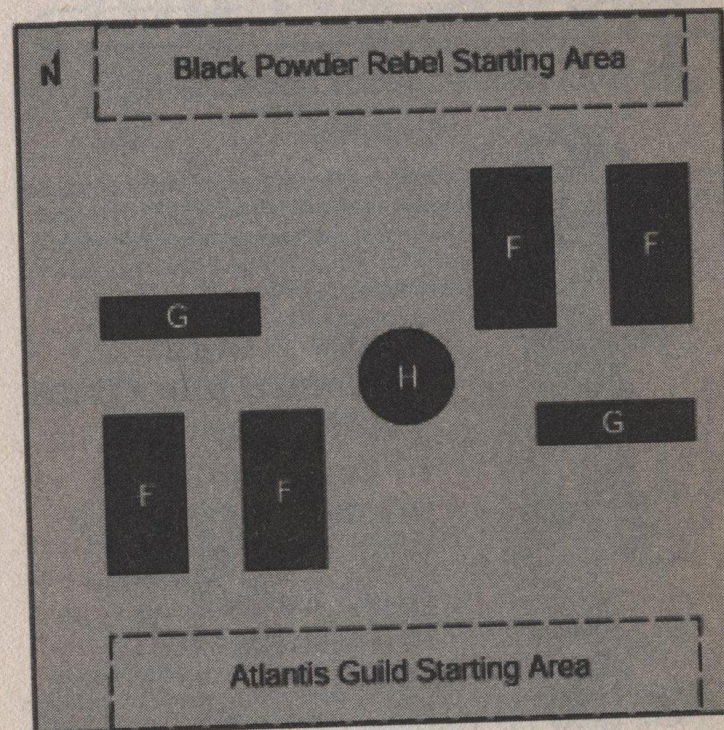
### Special Rules

1. Caero is burning! At the beginning of each player's turn, that player rolls one die. If a player rolls a 4, 5, or 6, he or she chooses one building to set on fire. Note the burning building with a token (such as a penny). At the end of any player's turn, any figure with its center within 1" of any burning building takes 1 click of damage.
2. The Rebels must escape! Any noncaptured Rebel figure that ends the game in the Atlantis Guild starting area is worth an extra 20 victory points.

### Victory Conditions

Use standard **Mage Knight:** *Unlimited* victory conditions, and add the points as described in Special Rule 2.

### Battlefield Map



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