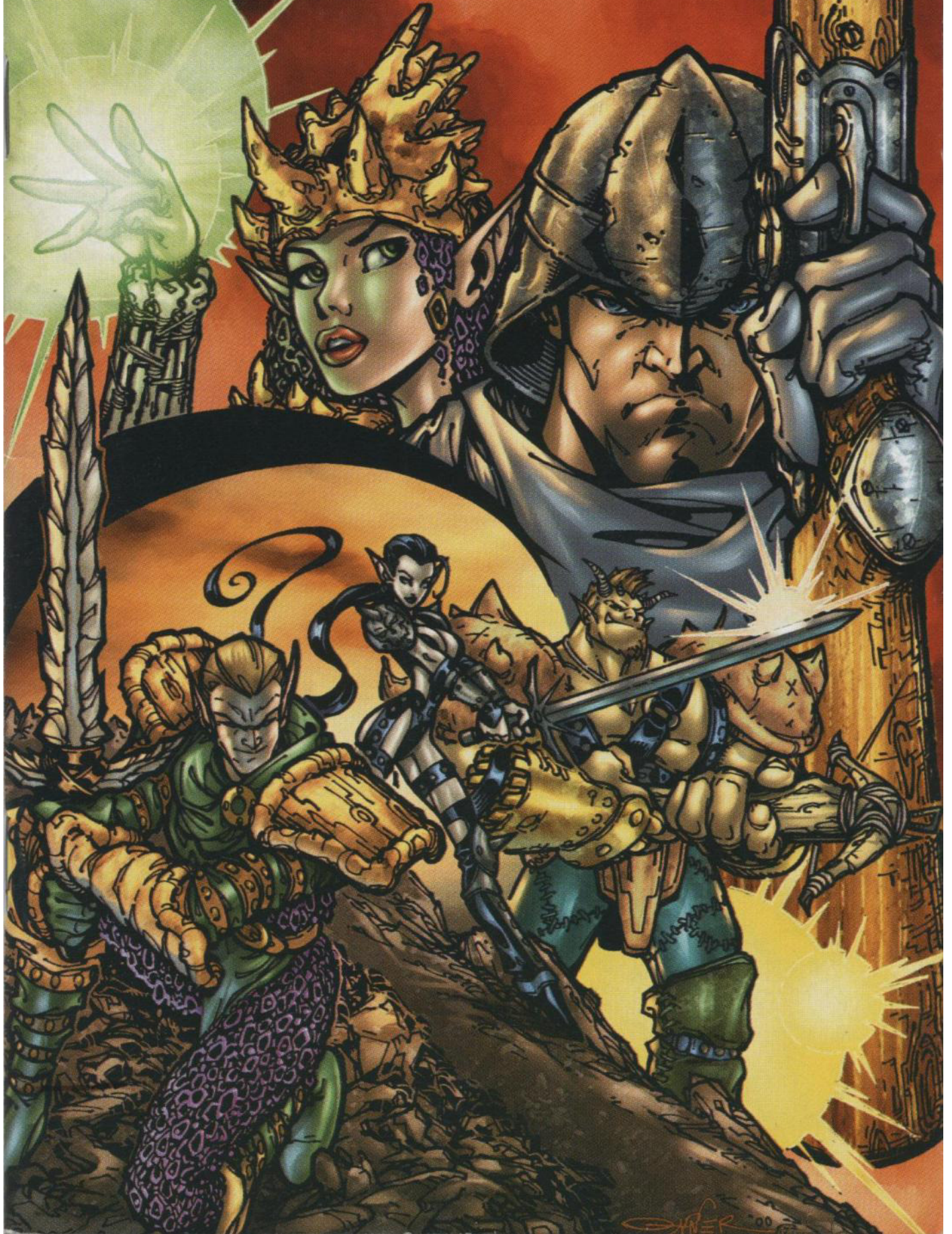


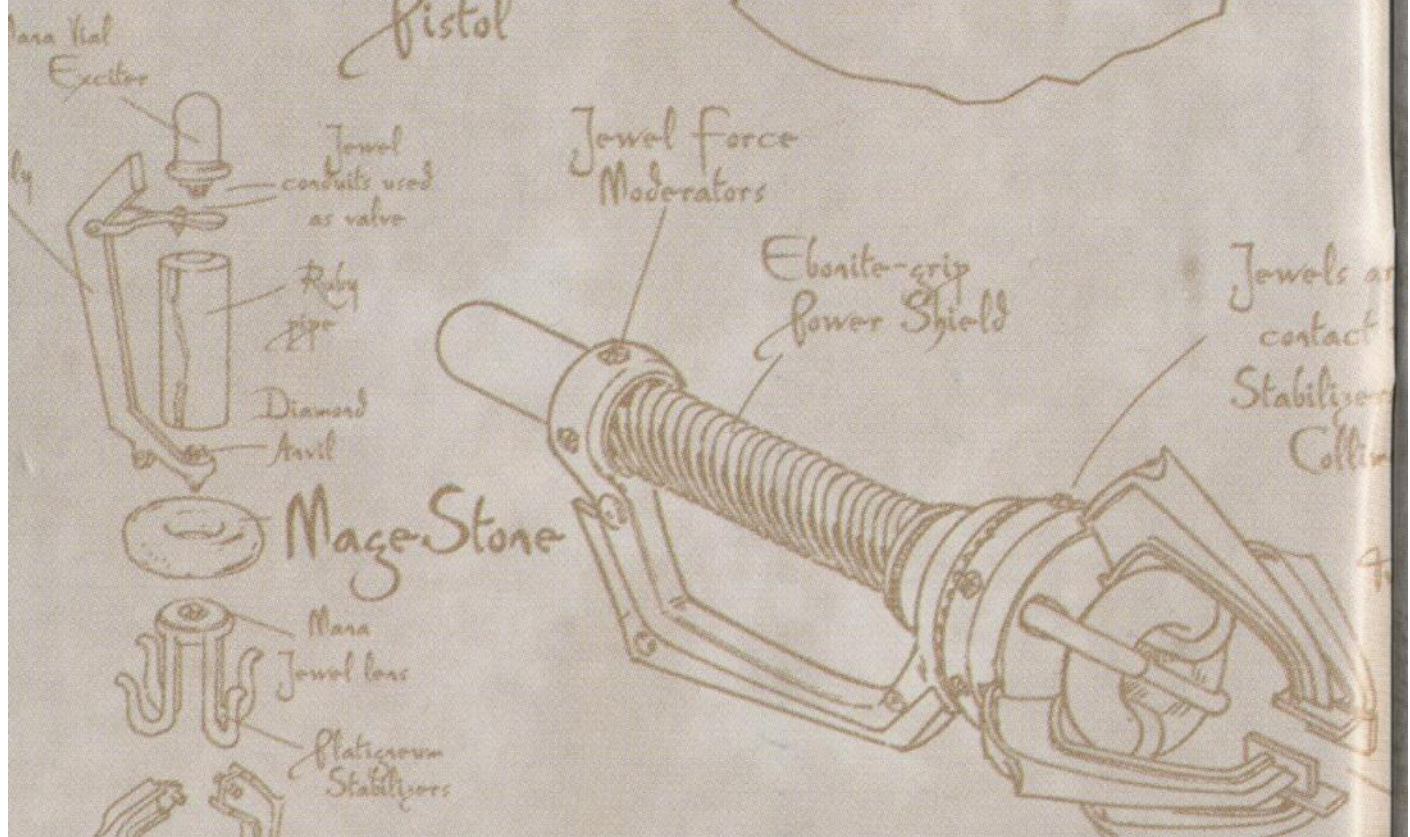
MAGE KNIGHT™

R E B E L L I O N



The magical might of the Atlantis-Guild is based upon harnessing the power of MageStone (or Mana). The Atlantean Avatar Tezla discovered this living tangible form of magical energy beneath the ley lines of magically potent areas. He built his empire around machines and weapons powered by MageStone which he ordered stripped from the Earth in ever-increasing quantities. It is unknown whether the magical "radiation" of these hellhole-mining towns was responsible for the mutations that created the Mage Spawn monsters, or if these poor creatures are the result of Atlantean magical experiments gone wrong.

Atlantis Royal Guardsman Pistol



Find a Hero. Build an Army. Create an Empire.

The fantasy world of
Mage Knight Rebellion
contains 160 collectable characters
from 64 different character types.
They range from powerful Mages
who cast amazing magical spells,
to fearsome Warriors that wield
terrible weapons, and incredible
Creatures with mysterious powers.
It is a world inhabited by: Trolls,
Orcs, Dwarves, Elves, Humans,
Draconum, and the perversions that
are the MageSpawn. So rise to the
challenge, gather an army and create
your own empire!

Now enter the world of Mage Knight . . .





SNOW



ROWAN

WE'VE
FOUND THE LEAD
ELEMENTS OF
WITHER'S
ARMY.

HE'S USING
ORCS AS SCOUTS,
VERY ODD.



KERRAIL



BYRCH

DOES
BLACKWYN STILL
HAVE A BOUNTY ON
ORC RAIDERS?

OUR MASTER
DOES, BUT I'LL
NOT BE LEAVING
YOU ANY TO
COLLECT ON.





DON'T WORRY, KERRAIL, WE SPLIT BOUNTIES EVENLY IN MY SQUAD.

IF WE DIDN'T, HE'D NOT GET MUCH.

BOOM

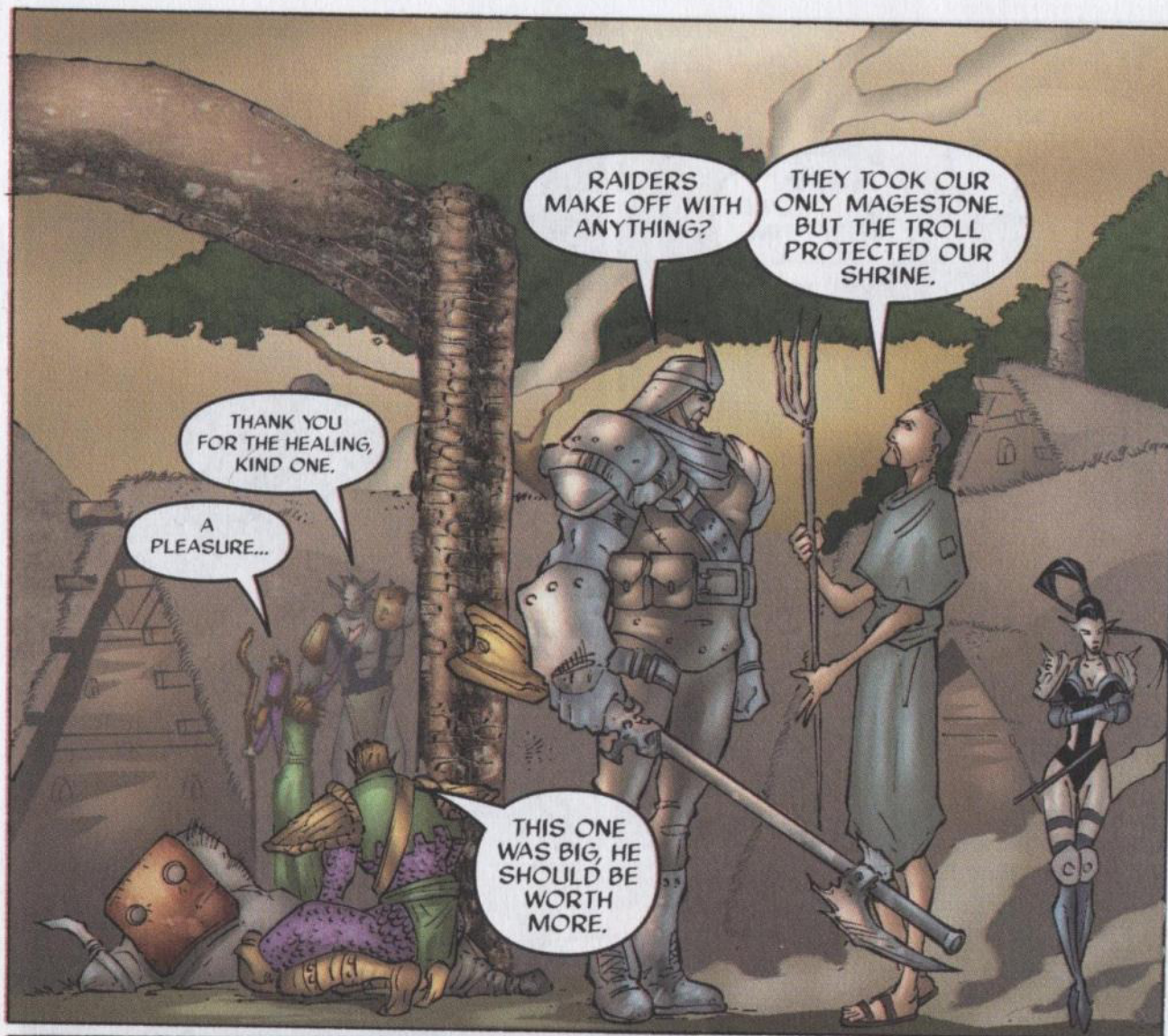
STICK WITH ME AND YOU'LL DO FINE.

I WOULD, BUT YOU'RE SO SLOW.

SLOW?! I'LL HAVE YOU KNOW...

LESS TALK, MORE FIGHT, BYRCH.





RAIDERS
MAKE OFF WITH
ANYTHING?

THEY TOOK OUR
ONLY MAGESTONE.
BUT THE TROLL
PROTECTED OUR
SHRINE.

THANK YOU
FOR THE HEALING,
KIND ONE.

A
PLEASURE...

THIS ONE
WAS BIG, HE
SHOULD BE
WORTH
MORE.



YOU DID GOOD
WORK HERE, BIG
FELLOW.

I DID
WHAT WAS
NEEDED.

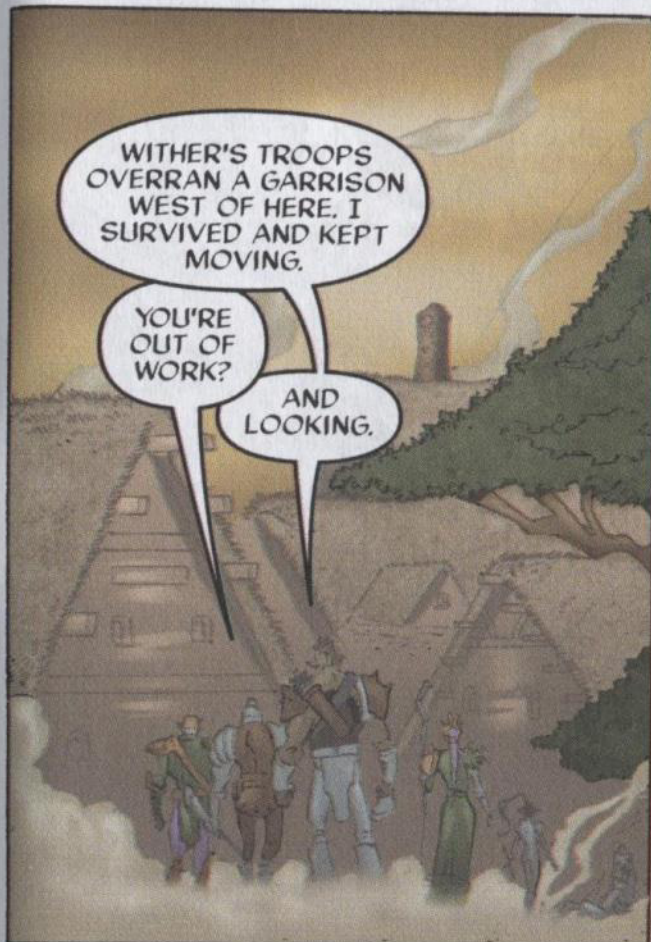
YOU
SAVED THEIR
SHRINE.



I SAVED MYSELF.
THE SHRINE WAS THE
ONLY DEFENSIBLE
POINT.

I
SEE.

QUICK
THINKING.
I LIKE
THAT.



WITHER'S TROOPS
OVERRAN A GARRISON
WEST OF HERE. I
SURVIVED AND KEPT
MOVING.

YOU'RE
OUT OF
WORK?

AND
LOOKING.



WE SCOUT
FOR BLACKWYN, A
LOCAL WARLORD. HE'S
BRINGING AN ARMY UP
TO DRIVE WITHER'S
TROOPS OFF.

IS HE
HIRING?

FAR AS I'M
CONCERNED, YOU'VE
BEEN WORKING
FOR US SINCE YOU
DROPPED YOUR
FIRST ORC.



MY CAMP,
BEFORE THE ORCS.
PLEASE, SIT.

THANKS.
HEADMAN SAID
THEY MADE OFF
WITH MAGE-
STONE.

COULD BE.
I WAS BUSY.
COULDN'T HAVE
BEEN MUCH. A
PLACE LIKE
THIS...?



EVEN A LITTLE,
IN THE HANDS OF
AN ATLANTEAN, CAN
BE DANGEROUS.

WORSE, THEY
CAN PUT IT IN ONE
OF THEIR INFERNAL
MACHINES.

THE EVIL
OF ATLANTIAN
MAGIC IS WITH-
OUT DISPUTE...

...EVEN SO,
THE MELODRAMA
ISN'T NEEDED,
ROWAN.

EVIL'S NOT
IN THE THING,
BUT HOW IT'S
USED.

A FUSION OF
THE MAGICS IS
WHAT WILL MAKE
THE MAGEPRINCE,
AFTER ALL.

YOU DON'T
BELIEVE THAT
SUPERSTITIOUS
NONSENSE,
DO YOU?

YOU
DON'T?

BYRCH CAN'T.
GOLD FEVER HAS
MADE HIM NUTS.

I BELIEVE.

I'VE SEEN
TOO MUCH NOT
TO BELIEVE.





FOR
GENERATIONS, THE
THREE SCHOOLS OF
MAGIC HAVE BEEN
MORTAL ENEMIES.

ATLANTEAN
Machine
MAGIC



ELEMENTAL
White
MAGIC



Necropolis
Black
MAGIC



BUT BALANCED
AGAINST EACH OTHER
UNTIL YOU REBELS
SHATTERED THAT
BALANCE.

TURRAK'DIN

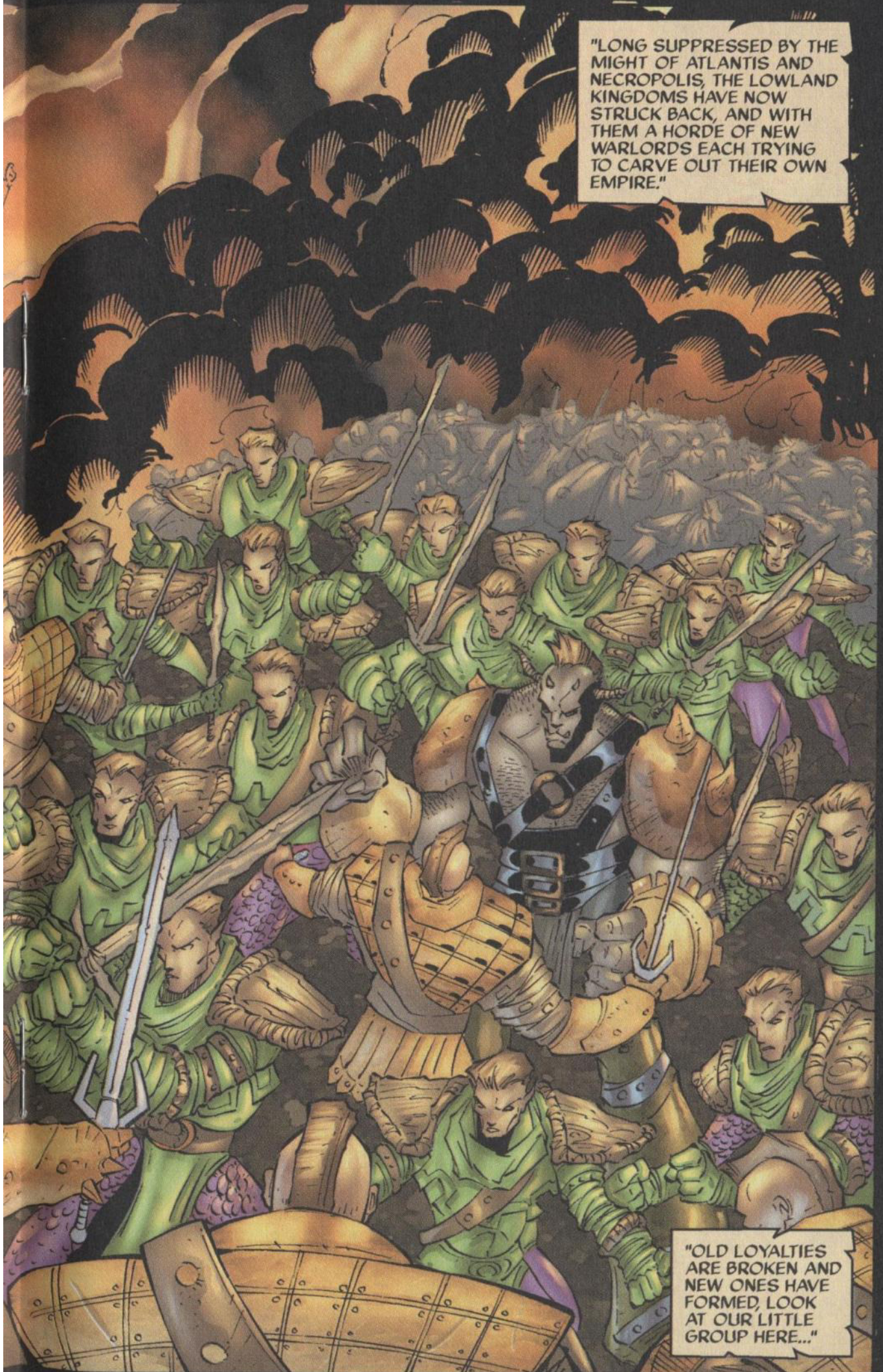


"YOU'RE RIGHT, TROLL.
BUT GUNPOWDER WAS
TO GIVE US FREEDOM
FROM THE MAGICAL
OVERLORDS, NOT
CHAOS AND WAR."



100 112

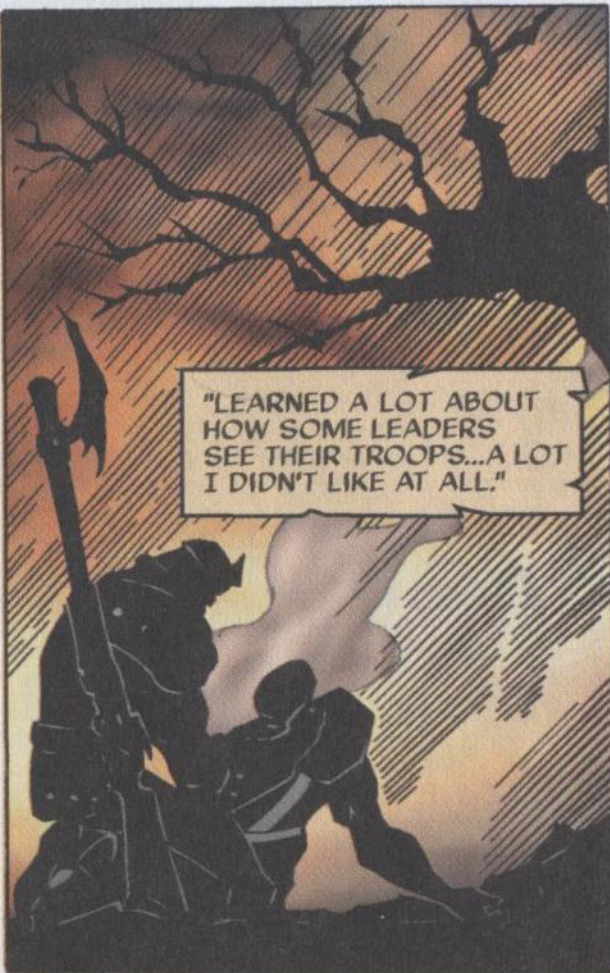
"LONG SUPPRESSED BY THE MIGHT OF ATLANTIS AND NECROPOLIS, THE LOWLAND KINGDOMS HAVE NOW STRUCK BACK, AND WITH THEM A HORDE OF NEW WARLORDS EACH TRYING TO CARVE OUT THEIR OWN EMPIRE."



"OLD LOYALTIES ARE BROKEN AND NEW ONES HAVE FORMED, LOOK AT OUR LITTLE GROUP HERE..."



"IN MY EARLY DAYS, I FOUGHT FOR THE BLACK POWDER REBELS."



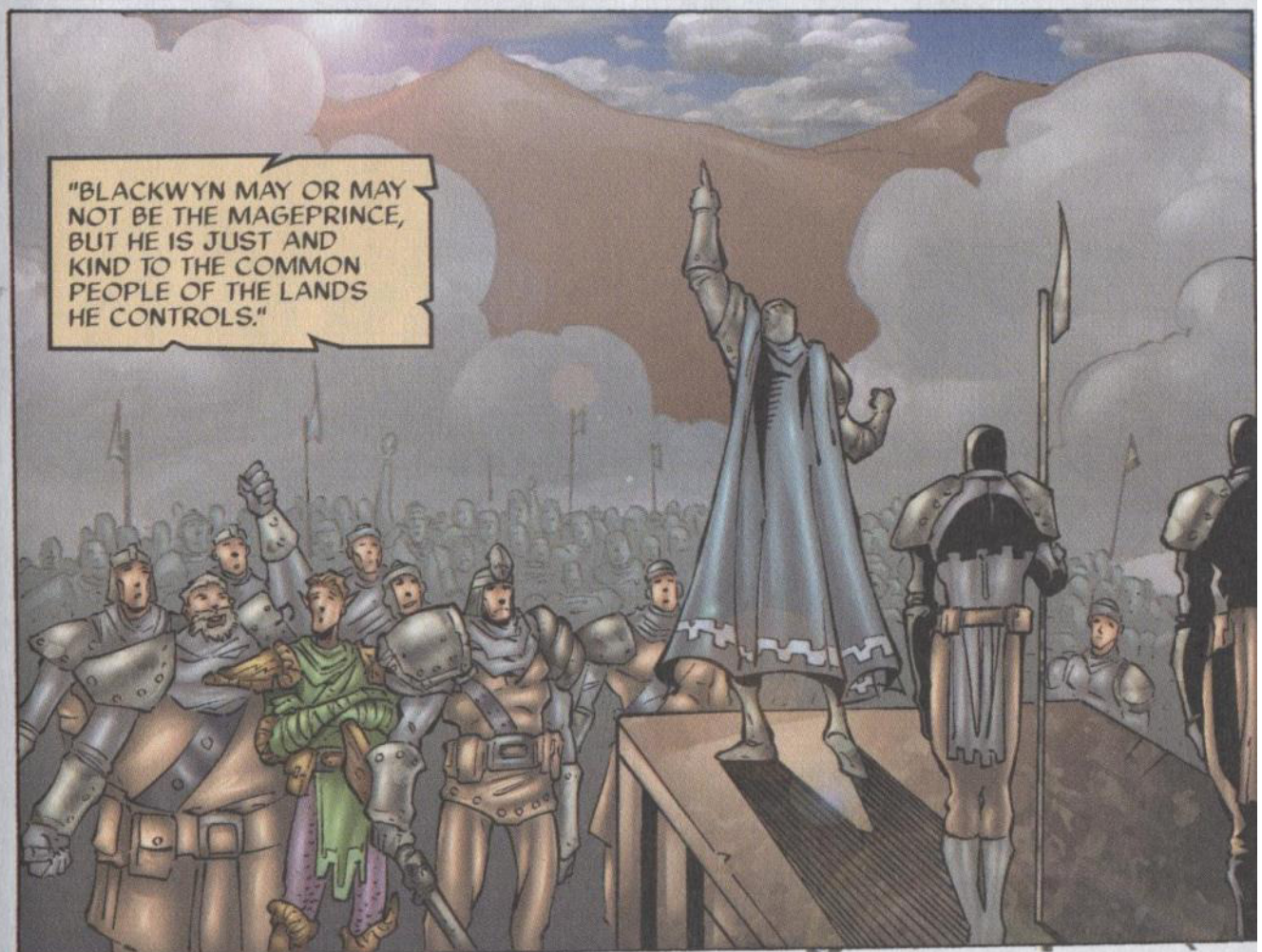
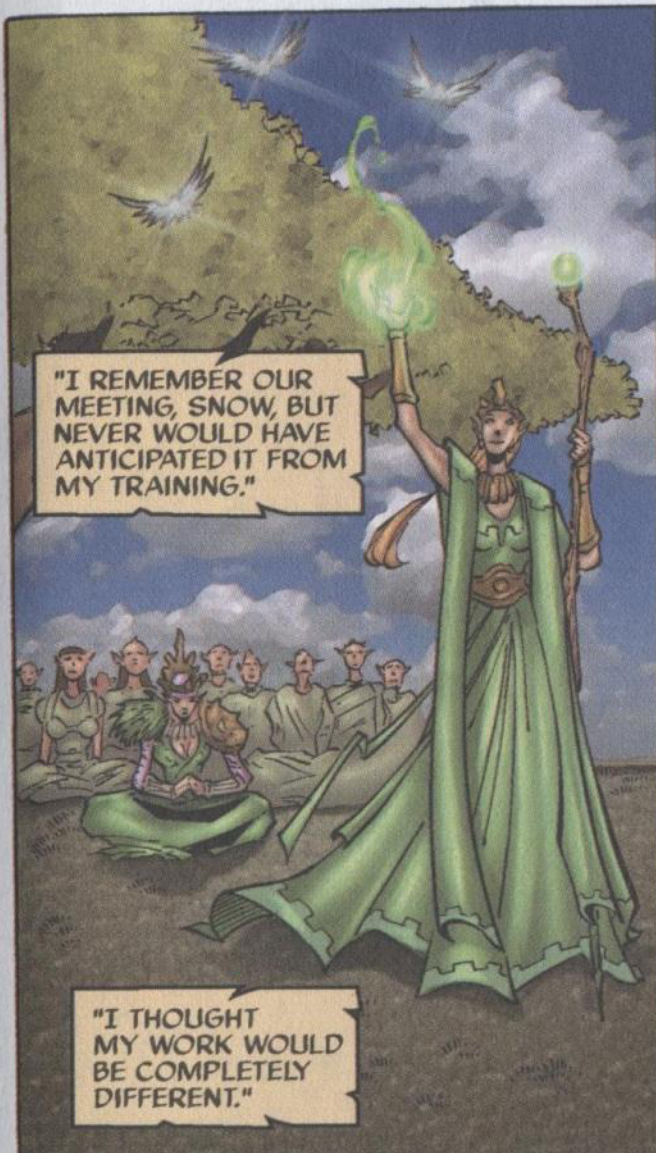
"LEARNED A LOT ABOUT HOW SOME LEADERS SEE THEIR TROOPS...A LOT I DIDN'T LIKE AT ALL."



"I HOOKED UP WITH BLACKWYN WHEN HE WAS JUST A MERCENARY COMMANDER."



"HE TAKES GOOD CARE OF US, AND INTRODUCED ME TO ROWAN."



"I NEVER
CARED WHO HE
IS. HE JUST
PAYS WELL."

"AND HE LEADS
ME TO PLACES
WHERE I WIN
GLORY AND
GOLD."



"HE WANTS TO BELIEVE IN
THE MAGEPRINCE NONSENSE,
FINE. AS LONG AS MY PURSE
BULGES, HE CAN BELIEVE IN
ANYTHING HE WANTS."



"AT NECROPOLIS
I WAS TRAINED
AS A WARRIOR,
BUT NOT QUITE
FOR WAR."



"MY CAPTURE BY
THE ATLANTEANS
PROVIDED ME NEW
LESSONS."



"SNOW AND BLACKWYN FREED ME,
AND THUS MY SERVICE STARTED TO
REPAY THAT DEBT. BUT NOW I CALL
THESE FORMER ENEMIES FRIENDS."



I HAVE FOUGHT FOR SEVERAL WOULD-BE MAGEPRINCES. YOUR BLACKWYN SOUNDS LIKE THE BEST OF THE LOT.

IF YOU MEANT WHAT YOU SAID, SNOW, I WOULD BE GLAD TO FIGHT BESIDE YOU.



GLAD TO HAVE YOU WITH US.

I'M KNOWN AS TURRAK'DIN.

NOW, ABOUT THOSE BOUNTIES...



WHAT IS THAT?

SOMETHING BIG, MOVING FAST.

MORE BOUNTIES FOR YOU, BYRCH.

FASTER IN, FASTER DOWN.

BLADE
GOLEM! NOW WE
KNOW WHAT THEY
DID WITH THE
MAGESTONE.

THAT ONE
IS ALL YOURS,
BYRCH.

NO! THIS
ONE WE TAKE
AS A TEAM.





ROWAN,
BUY US SOME
TIME HERE.

I'LL
DO MY
BEST.



IN
YOUR DEBT,
BYRCH!

URR
RKKKK!



MY BEST
SHOT.
NOT SURE
HOW LONG IT
WILL HOLD.



GOT IT.
HURRY.



HEADSHOT,
YOU GO FIRST,
I FOLLOW.

YOU SURE THAT
THING OF YOURS
WILL WORK?

YOU SAID IT
CHANGED THE
WORLD...

GOOD
POINT. ON
YOUR MARK,
I SHOOT.



IT'S
BREAKING
LOOSE. NOT
GOOD!

BYRCH,
GOT ANOTHER
ARROW?



MARK!



NICE
SHOT.

TWO
NICE SHOTS,
BOSS.



YOU SAVED MY LIFE. HOW CAN I THANK YOU?

NO NEED.

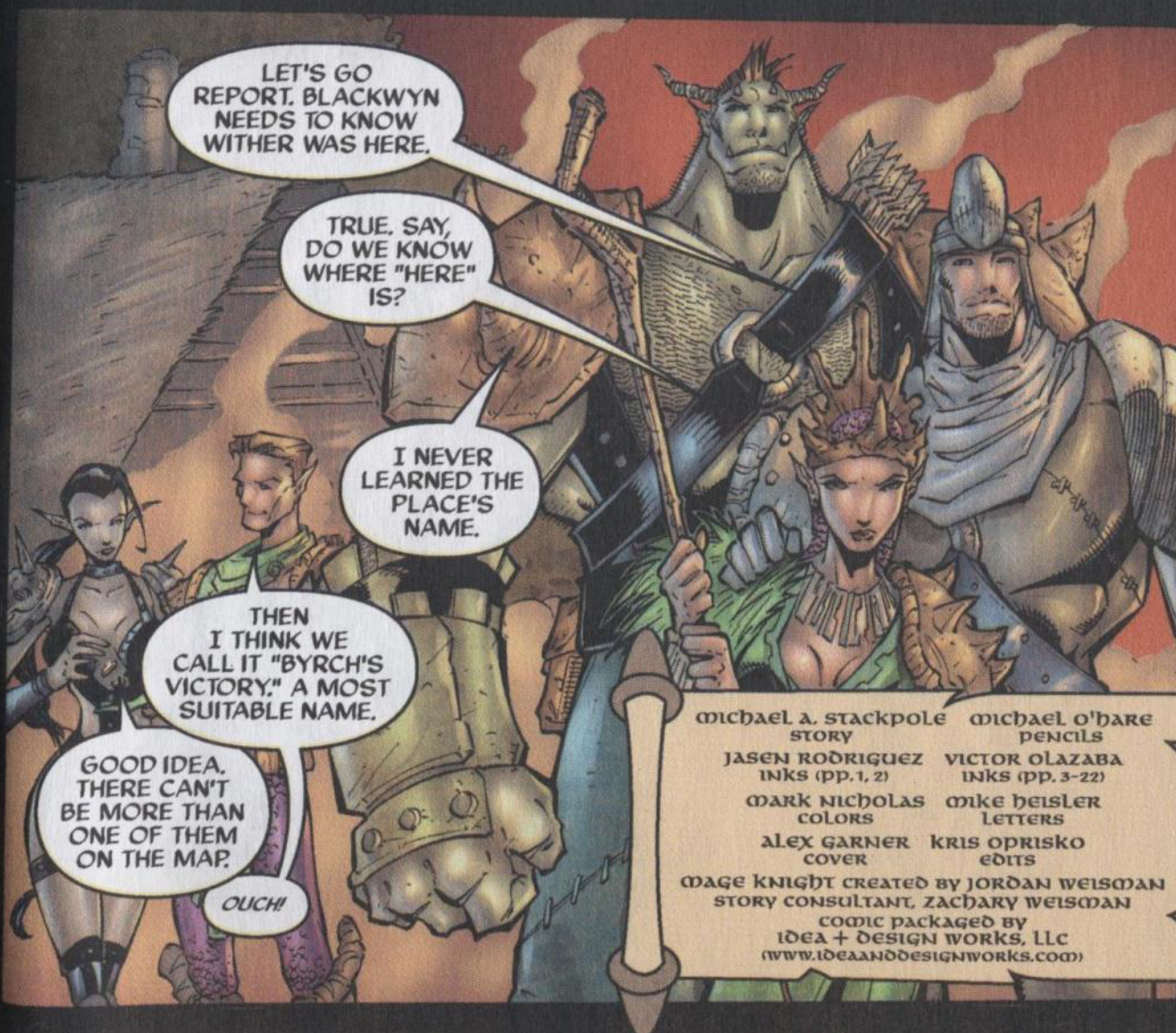
WELL...

YES, BYRCH, YOU GET MY BOUNTIES.



YOU'RE A GREAT ADDITION TO OUR SQUAD.

MORE POWERFUL AS A TEAM THAN WE ARE APART.



LET'S GO REPORT. BLACKWYN NEEDS TO KNOW WITHER WAS HERE.

TRUE, SAY, DO WE KNOW WHERE "HERE" IS?

I NEVER LEARNED THE PLACE'S NAME.

THEN I THINK WE CALL IT "BYRCH'S VICTORY." A MOST SUITABLE NAME.

GOOD IDEA. THERE CAN'T BE MORE THAN ONE OF THEM ON THE MAP.

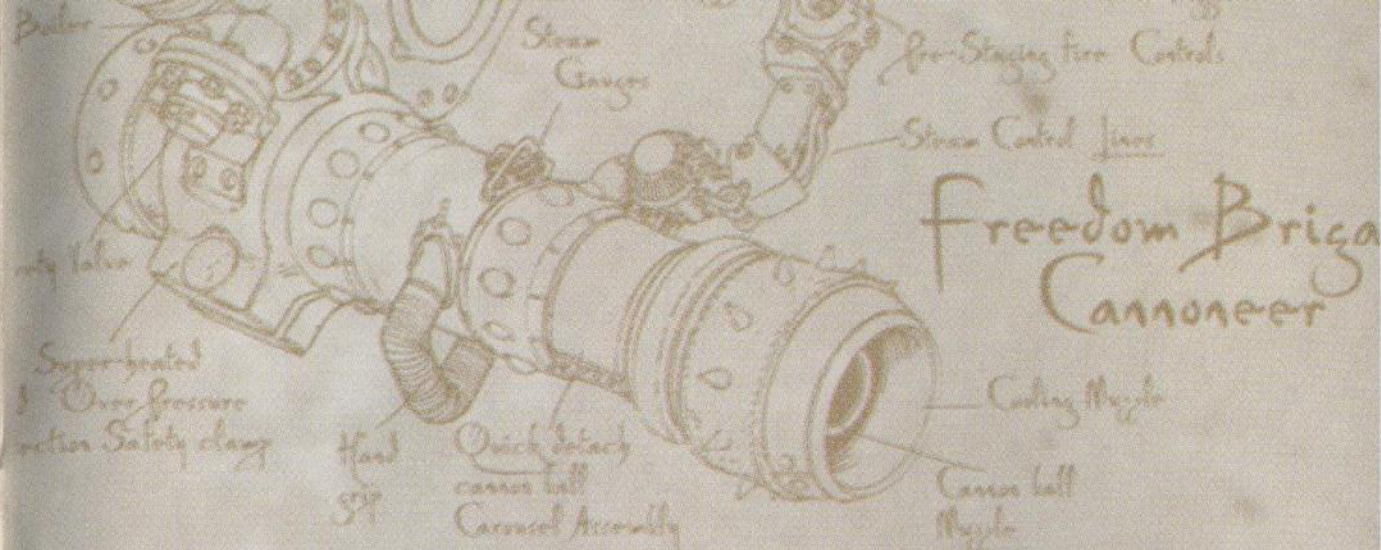
OUCH!

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Dive deeper into the world of
Mage Knight by going online @
www.mageknight.com for:

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- News from the game's creators and other players like you.
- Tips on army designing, figure painting, and terrain creation.
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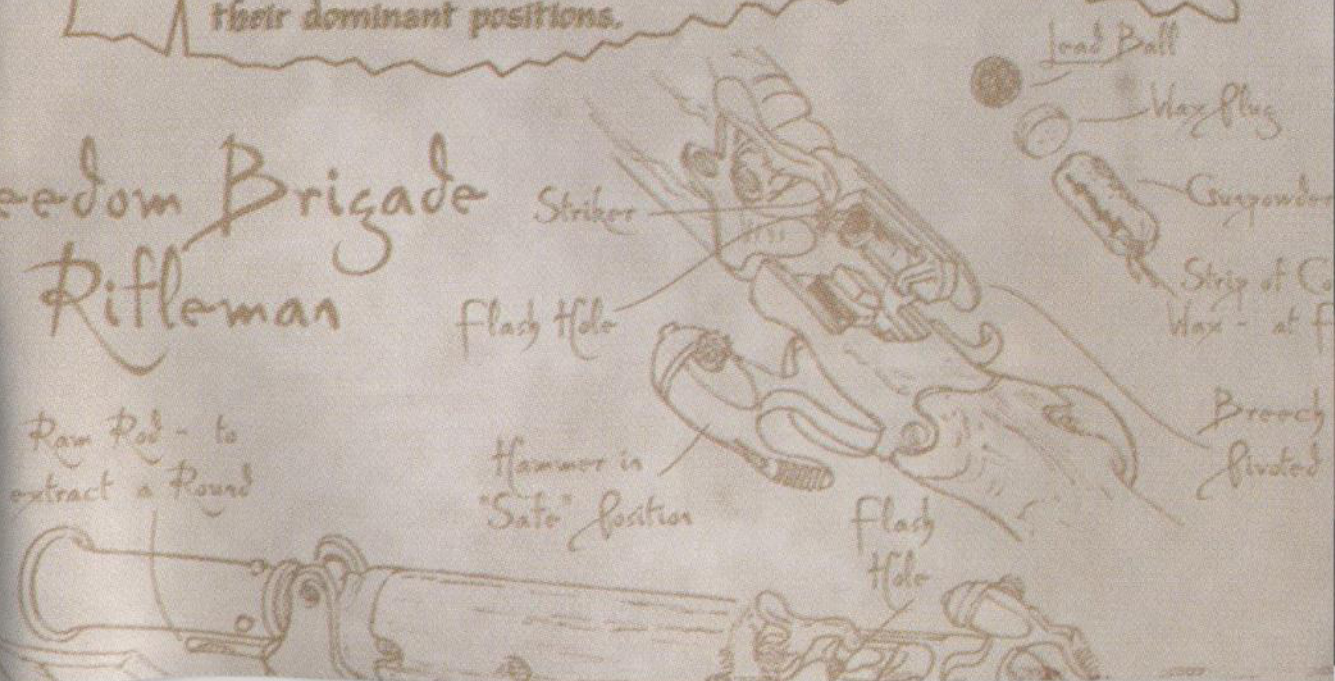




Freedom Brigade Cannoneer

For centuries the powerful Mages of Atlantis, Necropolis, and The Elemental Guild, have used the kings and queens of the known world as pawns in their ceaseless battles against each other. The inventions of gunpowder and steam power instantly shattered this centuries-old balance of power. The Black Powder Rebels, a motley collection of Dwarves and Humans, demonstrated to the world that there was now a weapon as powerful as magic by assassinating the current Prophet of Atlantis. The result has been an age of chaos; kingdoms fight for freedom from their magical overlords, new warlords rise to create their own empires, mysterious outsiders arrive to take advantage of the chaos, and the magical empires of Atlantis, Necropolis, and the Elemental League fight to regain their dominant positions.

Freedom Brigade Rifleman



MAGE KNIGHT™

REBELLION

