

MAGE KNIGHT™

THE RIDERS OF KHAM SIN

Origins Convention
Mage Knight Unlimited

Every spring, in the plains north of the city of Khamsin, riders from the common houses of the embattled Khamsin nation gather to compete for mercenary contracts and guard positions within the standing Khamsin army. In the last few years, riders from all races and backgrounds have begun to participate in these battles in order to fight for the Rebellion. This year, Kahlan of the Galeshi desert-peoples has arrived with a contingent of riders to compete for the title of Champion.

However, Roleric Stormborn, a Tracker from the Elemental League, has chased Kahlan all the way to Khamsin in order to arrest him and bring him back to the Elemental castle of Roanne Valle for justice. If Kahlan can win the tournament, he will gain position within the Khamsin armies – and make any attempt by Roleric to apprehend him an act of War. But if Roleric can defeat Kahlan, he should be able to capture the Galeshi and return him to the League without any interference from the Khamsin nobility.

ARMY DESIGN: Each player should bring 350 points of figures to play with. Up to 200 points of those figures should be mounted figures, while the other 150 points should be single-dialed non-mounted figures. Figures eliminated in previous scenarios may be used in other scenarios.

MATCH DESIGN: Each pair of players will play three different scenarios in a row over the course of a four-hour period. Figures from any faction may be used by either player. Each pair of players should decide which one is playing for Kahlan the Galeshi warrior, and which one is playing for the Wylden Elf Roleric Stormborn.

SCENARIO #1: KHAM SIN TILT

Roleric, mounted atop his hissing Sislith lizard-beast, raised his sword and whacked the padded weapon against his brother's readied shield. The cloth-wrapped weapon struck the metal plate with a heavy thud; his sibling barely even moved. "Tanish, this is no way to fight! You can't even hurt anyone with one of these!"

Tanish smiled. While Roleric was a head taller than him, and his senior in the field, this far from the borders of the League Tanish could disagree with his brother whenever he liked. "I don't agree, Roleric. Get enough speed, and I think you could break somebody's ribs without much trouble. With a few dozen riders in the field all trying to knock each other down, its going to get pretty rough out there, no matter if you're using toy weapons or not."

Roleric huffed. "I'm here to get Kahlan, and bring him back to Roanne Valle for justice. No one steals from the Royal Gardens. No one. Especially not a human."

"I've heard from the Khamsin riders that he's an exceptional man. The Galeshi usually are."

"Exceptional or not, the thief was under the hospitality of our Prophet-Priest. Kahlan gave his word of honor that he would obey our rules. He knew that the Royal Gardens were strictly off limits to outsiders. If we are to one day replenish all of the plants that the humans destroyed with their mad craze for crops of grain, we can't afford to have any of our plants taken. Regardless eaten. Thus, we have to stop him here, in this tournament, before he can win immunity from us with the noble houses of Khamsin."

"Relax, brother. It was only an apple."

"Are you on his side or mine? Besides, we had plans to plant a field of trees from the seeds contained in that one apple. I'm not going to stand by idly and let some romantic-minded fool ruin our plans to preserve Nature."

"Romantic?"

Roleric narrowed his eyes and growled. "The Galeshi shared his stolen apple with the Prophet-Priest's daughter. If we don't bring Kahlan back, he stands to humiliate the entire League with his idle campfire tales of fruit and conquest."

A cold, furious fire suddenly raged in Tanish's eyes. Angrily, the Forest Elf picked up one of the padded swords and swung up into his Unicorn's saddle. "Who do we have to fight first?"

BACKGROUND: The first non-lethal competition of the Khamsin tournament takes place. Riders armed with padded weapons and wax-tipped arrows ride and fight in order to defeat their enemies, earn points, and stand against all comers.

OBJECTIVE: Engage and eliminate the enemy forces.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points army per player consisting only of mounted figures. Two actions per turn. No Chariots, Tanks, Dragons or Titans.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: There is no terrain used in this scenario. The play area is 3' x 3'.

SPECIAL RULES:

- 1) Padded Weapons: Any figure that receives two or more clicks from a single source of damage is immediately eliminated and removed from play. Figures removed in this manner may not be brought back into play with the use of the Necromancy special ability.
- 2) Ignore the Toughness and Invulnerability special abilities on all figures.
- 3) Keep count of the number of Victory Points earned in this scenario, as it will partially determine the winner at the end of this tournament.

VICTORY CONDITIONS:

- The winner of the scenario is the player with the highest Victory Point total at the end of the game.
- Victory Point Total = Eliminated opposing figure points.

OUTCOME: Whichever side wins this fast-riding competition will earn the right to go first in the second scenario of this series.

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SCENARIO #2: TWO-WAY BATTLE

Kahlan threw the painted wooden chip to the ground, cursing his luck. "I don't want to face Roleric. I didn't ride a thousand miles to sanctuary in Khamsin just to face him in a boy's game of padded swords."

Rahsel picked the chip up off of the ground, and tried to hand it back to the Galeshi warrior. Kahlan refused, crossing his arms, and guided his steam-powered mechanical steed a few steps away. "Kahlan, we need to win this tournament if we are to earn allegiance with the Khamsin lords. We need their immunity."

"Gah. To shadow with the contracts. Let me just face him directly, without these child's sticks, and we'll settle this issue once and for all."

"Roleric was sent by the Circle of Nine to apprehend you. You committed a grave offense against the honor of the Elves of the Wylden."

Kahlan smiled widely for a moment. "Elves have no honor. Only men."

"That's not the point."

"It isn't? Then what is the point, Rahsel? The people of Khamsin have always been at war. They grow up on strife, and their children suckle on black powder and blood. The Galeshi are a free people. We should not be here, participating in this make-believe combat. We should be fighting the Atlanteans, and pushing them into the sea!"

"That's a good speech. But if we don't win this challenge, we'll never be rid of them. He's followed you for two months without rest. I think that he'll follow you until the end of the Land for what you did in the Prophet-Priest's garden."

"I ate an apple. What harm is there in that?"

Rahsel rolled his eyes. "I would not normally repeat such things. But I overheard one of his riders say that they hunt you for taking advantage of the Prophet-Priest's daughter. That you forced a kiss from the daughter of the leader of the Elemental League - against her will."

Kahlan's eyes grew wide at the accusation. "I did nothing of the sort! I gave a pretty Elven maiden an apple I took from her own garden, and demanded nothing in return. If that's the kind of man he thinks I am, then we will fight, he and I. For no one insults my honor, or the honor of a Galeshi!"

BACKGROUND: In a two-sided challenge of arms, units of mounted riders must face and defeat an enemy force of foot soldiers.

OBJECTIVE: Engage and eliminate the enemy forces.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 300 points per player per Special Rule #3 below. Three actions per turn. No Chariots, Tanks, Dragons or Titans.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE: Divide the 3' x 3' board evenly, down the middle, with walls or other terrain pieces, per the diagram below. Apart from dividing the board, each player sets up one piece of terrain.

SPECIAL RULES:

- 1) Per the diagram below, no figure may move across the center line. Mark the center line with walls, string, or other suitable objects.
- 2) No figure may attack or use any special abilities that affect other figures across the center line. Play this scenario as if two separate battles were taking place. In the event of an area-attack, such as with the Shockwave special ability, assume that there is a 24" division between one side of the map and the other.
- 3) Each player chooses up to 150 points of mounted figures, and up to 150 points of non-mounted single-dialed figures. Each player places the mounted figures on their left side of the battlefield, and the non-mounted single-dialed figures on the right. This should result in mounted figures facing foot-soldiers on both sides of the wall.
- 4) Padded Weapons: Any figure that receives two or more clicks from a single source of damage is immediately eliminated and removed from play.
- 5) Ignore the Necromancy, Toughness and Invulnerability special abilities on all figures.
- 6) Keep count of the number of Victory Points earned in this scenario, as it will partially determine the winner at the end of this tournament.

VICTORY CONDITIONS: The winner of the scenario is the player with the highest Victory Point total at the end of the game.

- Victory Point Total = Eliminated opposing figure points.
+ Friendly figure points that have survived the entire game.
- If all of a player's figures are demoralized, add 0 points.

OUTCOME: Whichever side earns the most points in this scenario will earn the right to choose their battleground in the third and final scenario of this series.

SCENARIO #3: BATTLE FOR HONOR

The sun had nearly set, and the Khamsin competition had come to its final round. For the third and final time today, Roleric would face off against Kahlan. But this time, things were different, and the assembled crowd of Khamsin nobles could taste it in the air. Horses, Unicorns, and Sislith beasts whinnied nervously, and stamped their feet at the smell of fear and apprehension.

Kahlan urged his steam-powered steed up a few steps closer to the enemy line, then stopped. With his free hand, he tore aside the yards of cloth and padding, revealing the shining metal blade beneath. When his weapon was free, he raised it into the air towards Roleric in salute - and challenge.

Roleric moved his Sislith forward, the beast's scales and glittering eyes shining in the fading sunlight. Roleric pulled the padding from his crystal sword and raised it high, answering the desert warrior's challenge.

"This isn't in the rules," interjected the Khamsin senior judge. "There is no live steel allowed in this tournament. Sheathe your weapons and withdraw. We shall play this final game tomorrow, when heads are cooler."

Kahlan turned to the referee. "This is no longer about games, your excellency. This is about honor, and about lies and accusations without merit."

Roleric nodded. "I accept the Galeshi's challenge, your excellency. This issue is larger than anything to do with your games. We will end this matter now, on this field, with or without your permission."

"I will disqualify both of you!" the judge said hysterically.

"Disqualify us then, and get out of the way," Kahlan said sarcastically. "Then prepare your leechers. The Elf-boy is going to need them before this day is through."

BACKGROUND: The final battle comes down to a struggle between Kahlan of the Galeshi, and Roleric of the Elemental League. The honor stands at stake, and battle-skill alone will determine victory.

OBJECTIVE: Engage and eliminate the enemy forces.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 200 points per player consisting only of mounted figures. Two actions per turn. No Chariots, Tanks, Dragons or Titans.

RULES SET: Mage Knight Unlimited

SETTING THE SCENE

Set up terrain per Mage Knight Unlimited rules, though the player that won the most points in Scenario #2 gets to set up three pieces of terrain, and the loser gets to set up one. The loser sets up their piece of terrain once the winner has placed their three pieces of terrain. Play area is 3' x 3'.

VICTORY CONDITIONS: The winner of the scenario is the player with the highest Victory Point total at the end of the game.

- Victory Point Total = Eliminated opposing figure points.
+ Friendly figure points that have survived the entire game.
- If all of a player's figures are demoralized, add 0 points.

OUTCOME: If Kahlan wins this battle, then Roleric will be forced to return to the League empty-handed, and the Black Powder Rebellion gains a powerful ally in the ongoing battles with Atlantis. If Roleric wins the battle, then Kahlan will be forcefully returned to the League's prison cells, denying the Rebellion his services in the upcoming conflicts with the Empire.

