King of the Bridge
Mage Knight Storyline Event L
Venue Instructions

This **Mage Knight**™ scenario is designed to be run as an in-store event. Each event's champion, runner-up, and Fellowship selection receive special prizes. Your scenario kit includes everything you need to run this scenario. At the completion of this event, the champion chooses his or her Limited Edition figure first, then the Fellowship selection chooses his or her LE, and then the runner-up receives the remaining LE.

On the back of this venue instruction sheet, you will find a copy of the play scenario for this period. 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 the 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 of 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 **wizkidsgames.com/kb/u_default.asp** via our online support database.

Approved Play
WizKids, Inc.

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Background
The city of Enos Joppa, now a key economic center in the Northlands, lies along the banks of the Roa Kuttar. At the end of summer, when the first rains fall upon the majestic mountains looming above the city, the Kuttar swells and thrashes against its banks, making boat traffic impossible between Enos Joppa and the mines. As result, this period is a perfect time for thieves, warbands, and politically motivated generals to try to waylay each other on the dangerous mountain roads in hopes of capturing loads of gold, ore, and Magestone.

Stakes
The winning faction will gain access to a season's worth of ample mineral and Magestone resources. Additionally, that faction will gain influence in the current struggle with the Drakona and the Black Powder Revolutionaries over the fate of the Kuttar Depths.

Army Size
400-point armies; three actions per turn. Each player may fight for one of the following factions: Apocalypse, Atlantean Empire, Black Powder Revolutionaries, Dark Crusaders, Draconum, Elemental Freeholds, Elven Lords, Orc Khans, or Solonavi. Each player must include at least 200 points of warriors from his or her chosen faction in his or her army to begin the game.

Objective: Per the standard rules.

Time Limit: 50 minutes

Format: Scenario

Rules Set
Mage Knight Complete Rules of Play, **Mage Knight**: *Dark Riders* rules supplement**, Mage Knight:** *Sorcery* rules supplement, and the **Mage Knight** Comprehensive Tournament Rules

Preparing the Battlefield
Per the standard rules, but set up only two objective tokens, as noted on the map.
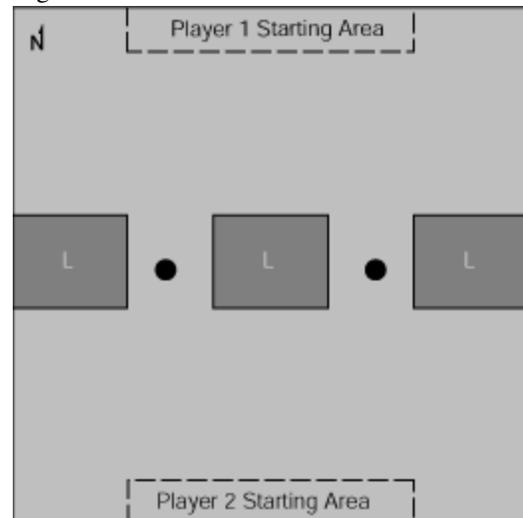
Special Rules
King of the Bridge: If an objective is contested, and one of the contesting warriors makes a close combat attack against an opposing contesting warrior that causes 5 or more damage with a single attack, the enemy warrior is "knocked into the river" and removed from the game.

Victory Conditions: Per the standard rules.