

Magestone Isle

Players vow their allegiance to one of two competing sides each month, and their battle results will directly affect the Mage Knight story line. Sign up at your local Mage Knight retail store to play, and shape the future of Mage Knight with every victory!

The Prizes:

<u>Grathakar</u>	Taste of Blood
Tome of Weirding	

Background

From legends told since the Age of Mists, people have long believed that there are islands out in the southern seas beyond the reach of any river-ship. On these islands, Magestone crystals have grown unharvested for millennia, and dangerous monsters defend treasures abandoned by the gods that once walked the Land. Now, with the ley-lines strengthened by the Solonavi's spell, Atlantean sky-castles will finally be able to reach these distant shores, as will flights of Draconum warriors able to navigate the energy streams leading out to distant Magestone nodes.

Stakes:

Whichever side wins the battle gains control of Magestone Isle, and will gain access to the sizable Magestone deposits within. For the Atlantean Empire, this means that Emperor Nujarek will be able to build better and larger war machines. For the Draconum, victory means they can finally establish a defensible fortress where dragon-men may undergo the Chrysalis transformation without fear of ambush by warriors from other factions.

Army Size:

400-point armies; three actions per turn. No titans or multiple-dial warriors are allowed.

One player represents the Atlantean Empire, and he or she must have at least one unique warrior from the Atlantean Empire faction in his or her army to begin the game. The other player represents the Draconum, and he or she must have at least one unique warrior from the Draconum faction in his or her army to begin the game. Additionally, if the Draconum player includes at least one warrior from the Dragon Mystics subfaction capable of being equipped with a relic, they may then equip that warrior with one relic for no cost. If the Atlantean player includes at least one warrior from the Delphana subfaction capable of being equipped with a relic, they may then equip that warrior with one relic for no cost.

Objective:

The player who controls the most objectives at the end of the game wins.

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. Please note that the **Mage Knight:** *Sorcery* rules supplement becomes tournament-legal on October 20.

Preparing the Battlefield

Per the standard rules.

Special Rules 1. Energy Streams

At the beginning of each player's turn, that player rolls 1 six sided die for each of the three Objective Markers.

- a. If the player rolls a 6, then every figure not in base contact with an Objective Marker receives one click of pushing damage.
- b. If the player rolls a 3, 4 or a 5, then every figure not in base contact with an Objective Marker and has at least one pushing token receives one click of pushing damage.
- c. If the player rolls a 1 or a 2, then no special abilities with the [wand] requirement may be used for the rest of this turn.

2. Natural Immunity

Figures with Magic Immunity defense type or the Spell Resistance special ability are immune to the pushing damage caused by the Energy Streams special rules 1a and 1b.

Victory Conditions: The player that controls the most Objective Tokens wins the game.