Faction War!

Background
A year ago, the Solonavi cast a spell to increase the amount of magical power flowing through the Land. Now sorcerers of every faction have heard a mysterious call drawing them to the Spire, a rocky mesa in the central plains of the Land. When the drifting currents of magical power converge on the area, earthquakes and a magical storm reveal what has been hidden beneath the Spire for a thousand years—an ancient citadel built upon a Magestone foundation that would allow it to fly like the city of Atlantis. As the citadel absorbs power from the converging ley lines, the sorcerers lead their armies into battle—for they know that the faction that wins this battle will win not only the secrets within the citadel but also the citadel itself and control of the surrounding region.

Stakes:

- Control of a flying citadel and control of the land west of Fairhaven, the center of the Land.
- A powerful new spell in an upcoming **Mage Knight** release scheduled for 2005.

The Prizes:

Solonavi
Orc Khans
Black Power Revolutionaries
Atlantean Empire
Dark Crusade
Draconum
Elemental Freeholds
Elven Lords

Army Size:
500-point armies; four actions per turn. No titans or multiple-dial warriors are allowed. Each player brings up to 300 points worth of figures (from a single faction) and items. This army is supplemented by not more than 200 points of figures and items pulled from two boosters purchased from the venue.

Domains are used as in a sealed event (section 5.1.1 of the Mage Knight Comprehensive Tournament Rules). Only domains pulled from the boosters may be used.

Objective:
Per the standard rules.

Time Limit: 50 minutes

Format: Sealed / Constructed

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

Preparing the Battlefield
Per the standard rules.

Victory Conditions: Per the standard rules.