

# **Fool's Vale**

## **Mage Knight Storyline Event W**

### **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](http://wizkidsgames.com/kb/u_default.asp) via our online support database.

Approved Play  
WizKids, Inc.

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### Background

Many years ago a traveling sorcerer and harlequin was murdered by bandits. As he was dying, he cast a powerful spell, cursing those who attacked him. He, however, unknowingly lay atop a buried vein of Magestone that amplified his curse until it pervaded the entire valley. Now any creature attacking another in Fool's Vale comes under the power of the curse.

**Army Size:** 300-point armies and three actions. No titans or multiple-dial warriors are allowed.

**Objective:** Per the standard rules.

**Time Limit:** 50 minutes

**Format:** Scenario

### Rules Sets

**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.

### Special Rules

- A. No domains may be played.
- B. Whenever an attacking warrior would deal damage to a targeted warrior, roll 2 six-sided dice before damage is dealt. Depending on the result, the immediate effect is as follows:
  2. The target's controller may move any objective token up to 6" in any direction; it may not end up in base contact with any warrior. If the objective was controlled by a player, it remains under that player's control.
  3. The attacker takes pushing damage equal to the damage taken by the target.
  4. The attacker either a) has no action token placed upon it and deals no damage or, b) if it does not already have an action token on it, it receives two action tokens (which deal pushing damage normally).
  5. The target's controller may give one action token to any warrior with zero action tokens.
  6. The target suffers no damage from the attack, but the attacker's controller may move the target a number of inches in any direction equal to the damage that would have been dealt. If this would move the target such that any part of its base would overlap a nonclear terrain feature, stop moving the target before its base overlaps the terrain. The target does not have to break away.
  7. The attack resolves normally.
  8. The attacker's controller may remove an action token from any friendly warrior.
  9. The target's controller may move the target so that it is in base contact with any friendly warrior with whom the target shares a faction or subfaction symbol.
  10. The target ignores all damage from the attack and is instead healed of damage equal to the attacker's damage value that applies to the attack (close or ranged).
  11. After taking any damage, the target may make an immediate close combat attack against the attacker, if possible. The target does not receive an action token for this attack.
  12. The attack deals damage to the attacker instead of to the target.

Unless stated otherwise in the results list above, the attack deals damage normally.

**Victory Conditions:** Per the standard rules.